

Download File PDF Osi Explained End To End Computer Communication Standards

#Jenny



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#Rio



Cool! I'am really happy

#Markus Jensen



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#Diego Butler



so many fake sites. this is the first one which worked! Many thanks

OSI (Open Source Interconnection) 7 Layer Model

Layer	Application/Example	Central Device/Protocols	DDO4 Model
Application (7)	End User layer Program that opens what was sent or creates what is to be sent Serves as the interface to users and application processes to access the network services. Resource sharing • Remote file access • Remote printer access • Directory services • Network management	User Applications SMTP	G A T E W A Y Process Host to Host Internet Can be used on all layers Network
Presentation (6)	Syntax layer encrypt & decrypt (if needed) Formats the data to be presented to the Application layer. It can be viewed as the "translation" for the network. Character code translation • Data conversion • Data compression Data encryption • Character Set Translation	JPEG/ASCII EBCDIC/ASCII PCT	
Session (5)	Synch & send to ports (logical ports) Session establishment, maintenance and termination • Session support • perform security, name resolution, logging, etc.	Logical Ports RPC/SOL/MS NetBIOS names	
Transport (4)	TCP Host to Host, Flow Control Ensures that messages are delivered error-free, in sequence, and with no losses or duplications. Message segmentation • Message acknowledgment • Message traffic control • Session multiplexing	TCP/SPX/UDP	
Network (3)	Packets ("letter", contains IP address) Controls the operations of the network, deciding which physical path the data takes. Routing • Subnet traffic control • Frame fragmentation • Logical-physical address mapping • Subnet usage accounting	Routers RIP/RIP/ICMP	
Data Link (2)	Frames ("envelope", contains MAC address) Provides error-free transfer of data frames from one node to another over the Physical layer. NIC card — Switch — MAC card — (send to end) Subnetting & terminates the logical link between nodes • Frame traffic control • Frame sequencing • Frame acknowledgment • Frame delimiting • Frame error checking • Media access control	Switch Bridge VLAN PPP/SLIP	
Physical (1)	Physical structure Cables, hubs, etc. Concerned with the transmission and reception of the unstructured raw bit stream over the physical medium. Data Encoding • Physical medium attachment • Transmission technique • Baseband or Broadband • Physical medium transmission (B, K, M)	Hub Busnet Layers	

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