



# Transport Layer – Connection Management

## Lec 17

# TCP Connection Management

# TCP Connection Management

Recall: TCP sender, receiver establish “connection” before exchanging data segments

- initialize TCP variables:
  - seq. #s
  - buffers, flow control info (e.g. **RcvWindow**)

□ *client*: connection initiator

```
Socket clientSocket = new  
Socket("hostname", "port  
number");
```

□ *server*: contacted by client

```
Socket connectionSocket =  
welcomeSocket.accept();
```

## Three way handshake:

Step 1: client host sends TCP SYN segment to server

- specifies initial seq #
- no data

Step 2: server host receives SYN, replies with SYNACK segment

- server allocates buffers
- specifies server initial seq. #

Step 3: client receives SYNACK, replies with ACK segment, which may contain data

# TCP Connection Management (cont.)

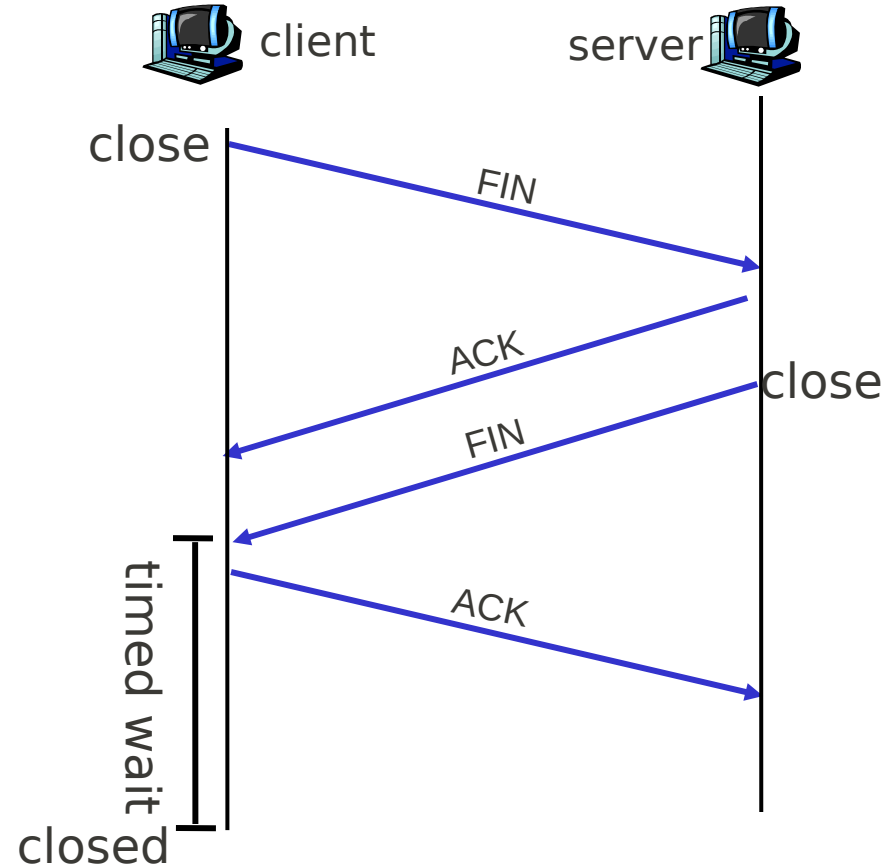
## Closing a connection:

client closes socket:

```
clientSocket.close();
```

Step 1: client end system sends TCP FIN control segment to server\_

Step 2: server receives FIN, replies with ACK. Closes connection, sends FIN.

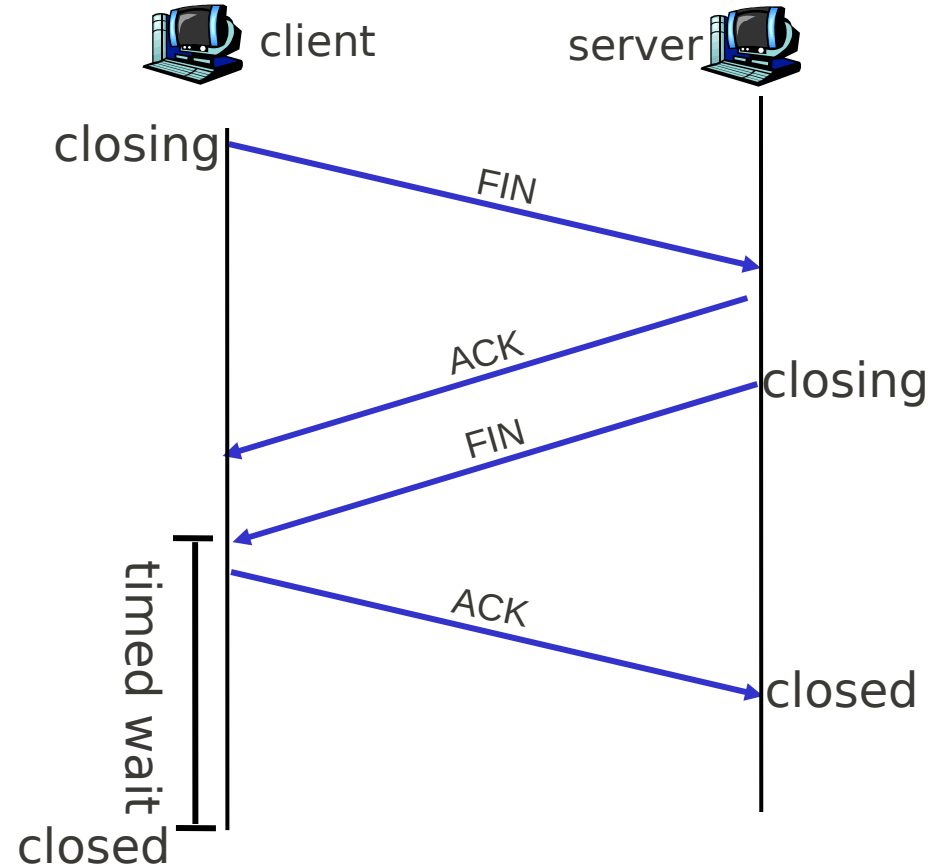


# TCP Connection Management (cont.)

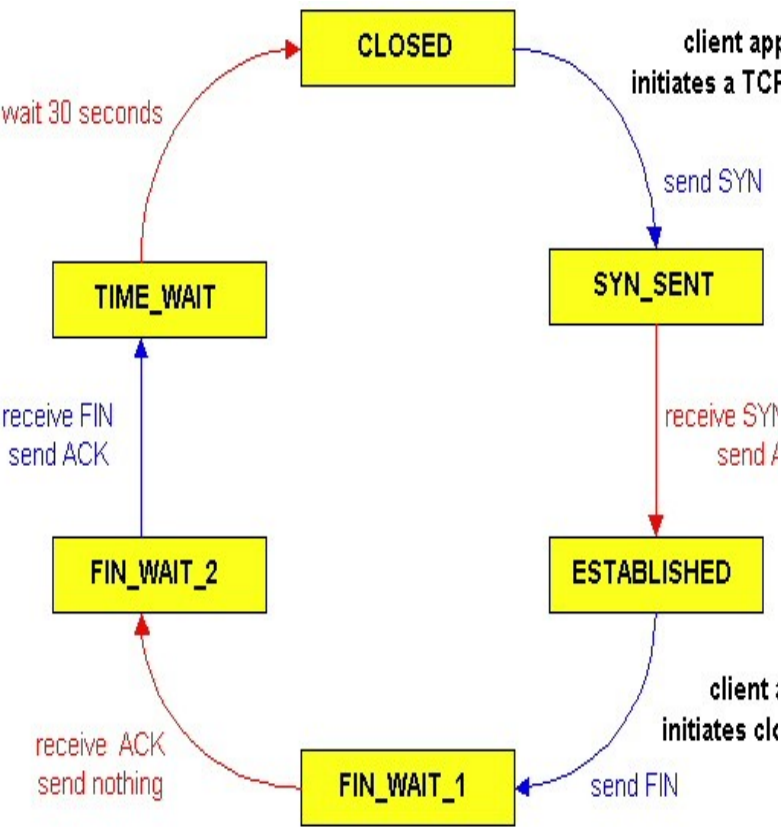
Step 3: client receives FIN,  
replies with ACK.

- Enters “timed wait” - will respond with ACK to received FINs

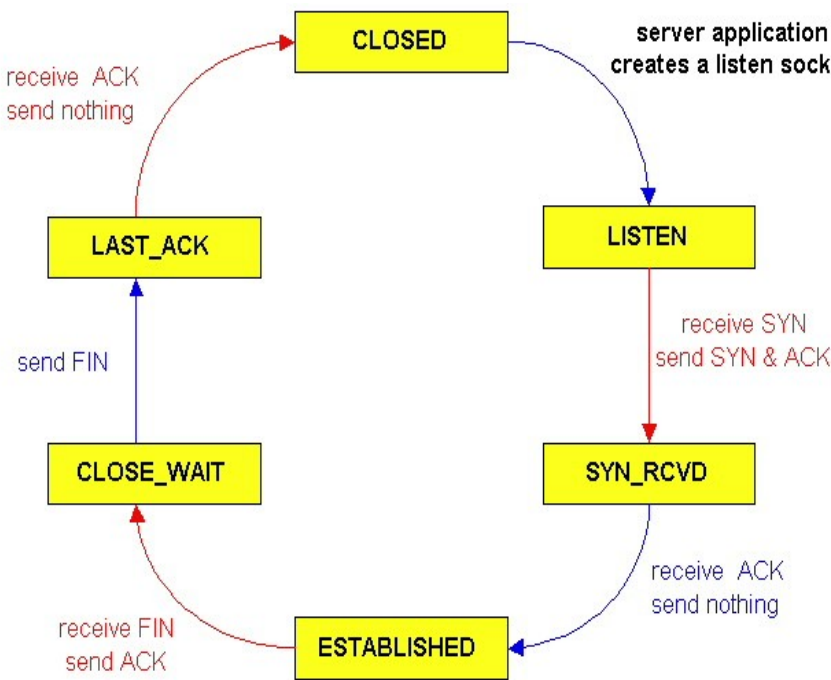
Step 4: server, receives ACK.  
Connection closed.



# TCP Connection Management (cont)



## TCP server lifecycle



TCP client lifecycle