

Intro to Computer Networks

Lecture 1 Packet-switching and Layer model

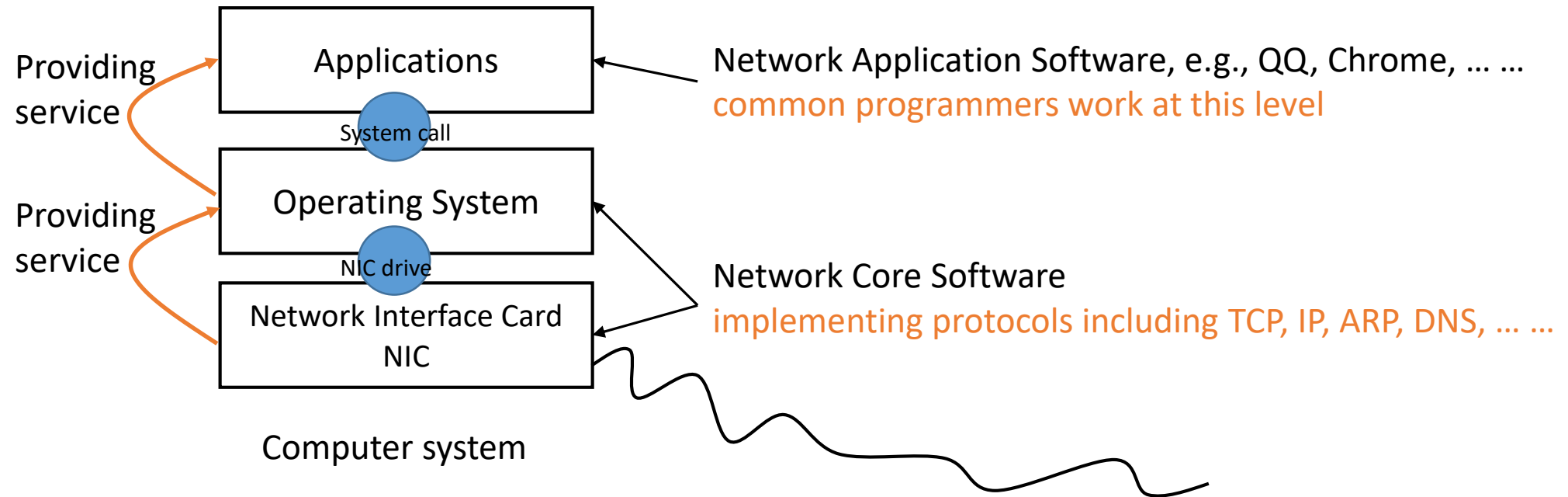
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The service model I

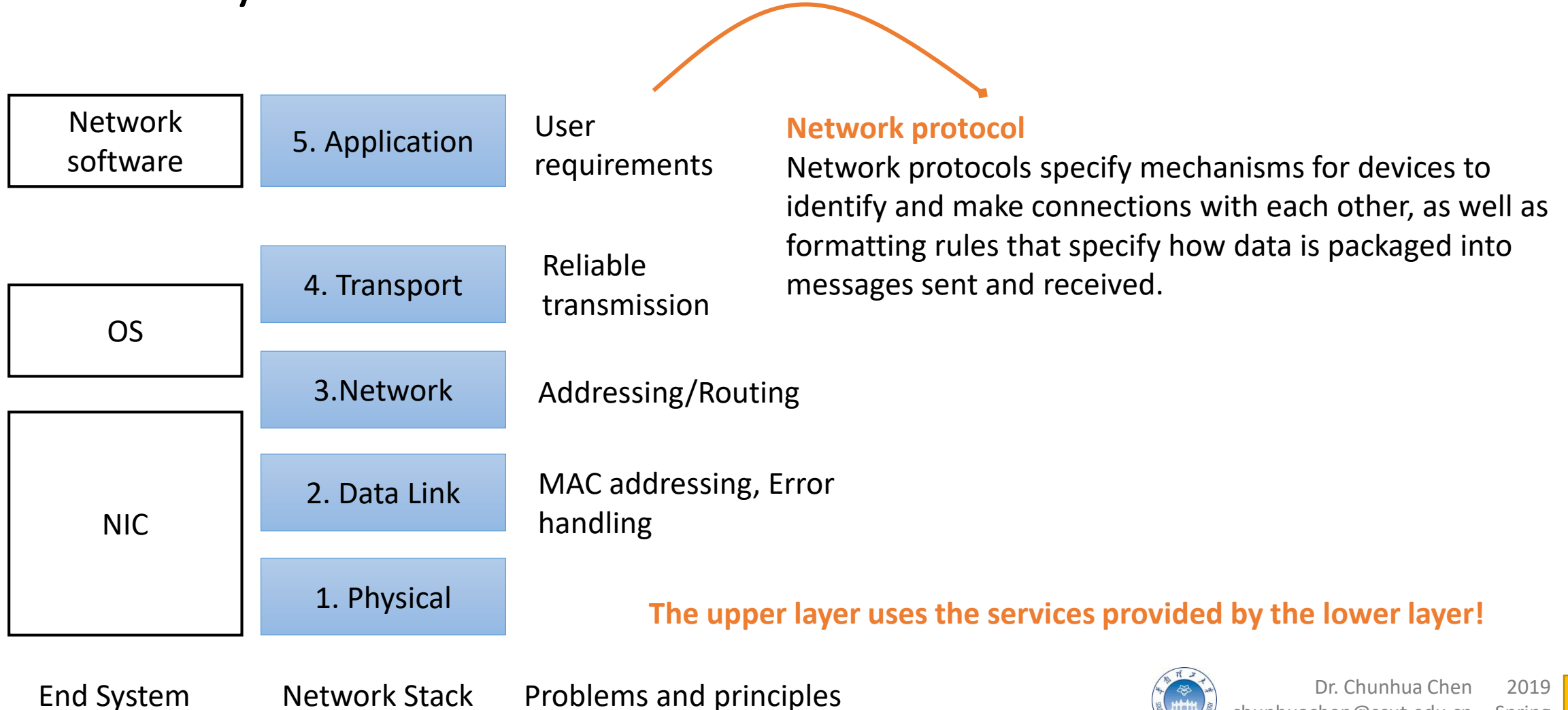
Protocols must be implemented as software somehow and somewhere



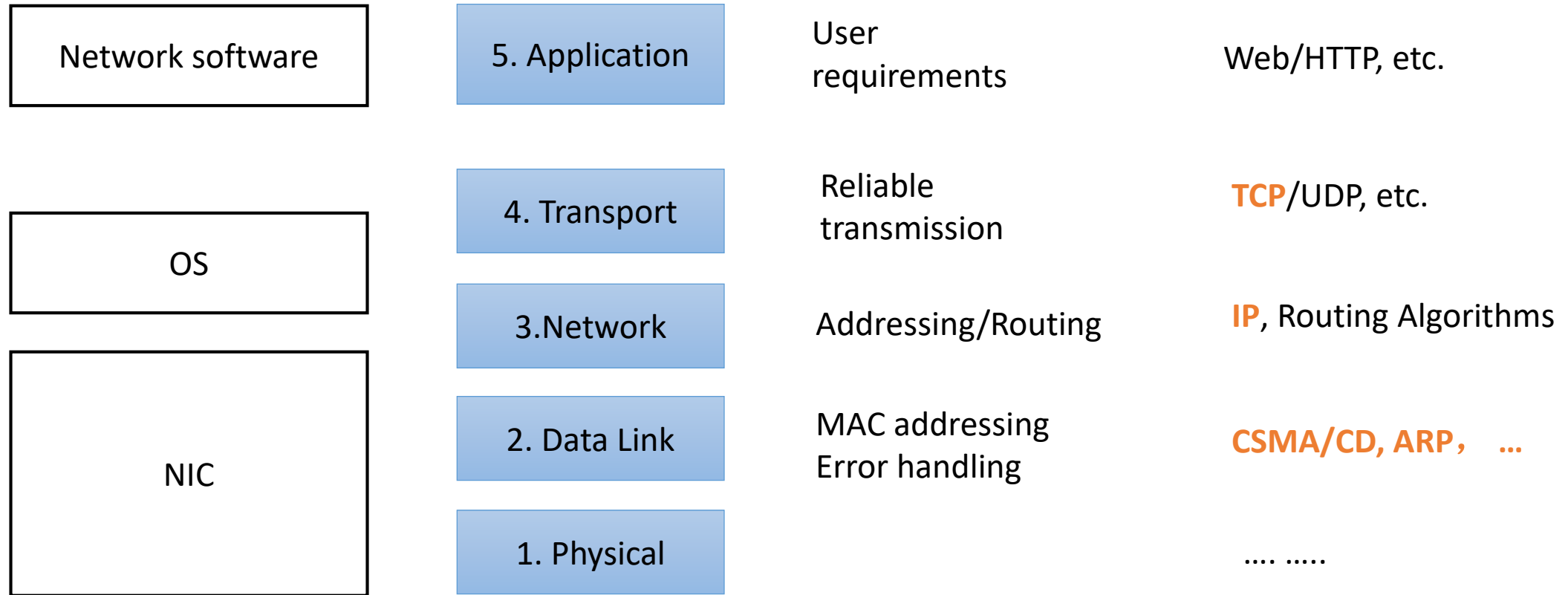
Network applications are directly used by end users, and must rely on the underlining network core software/protocols for data communication.



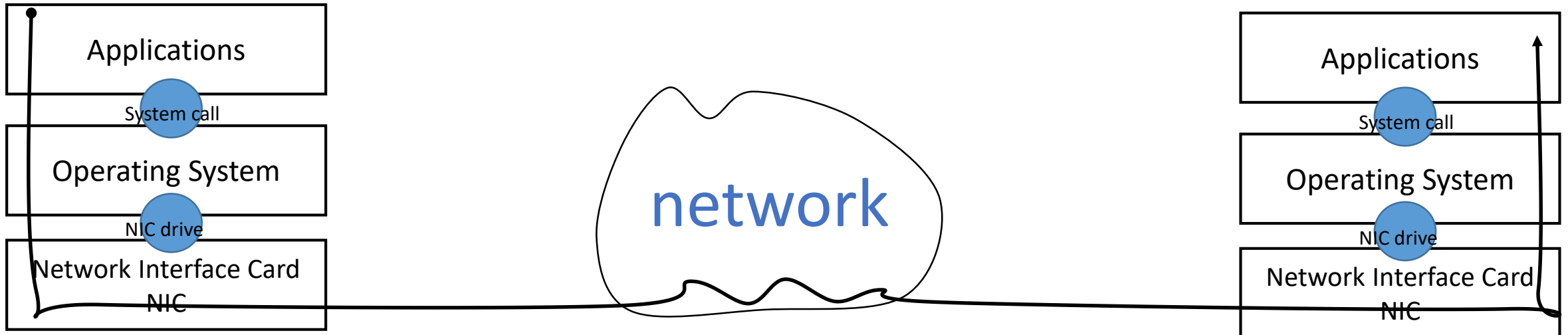
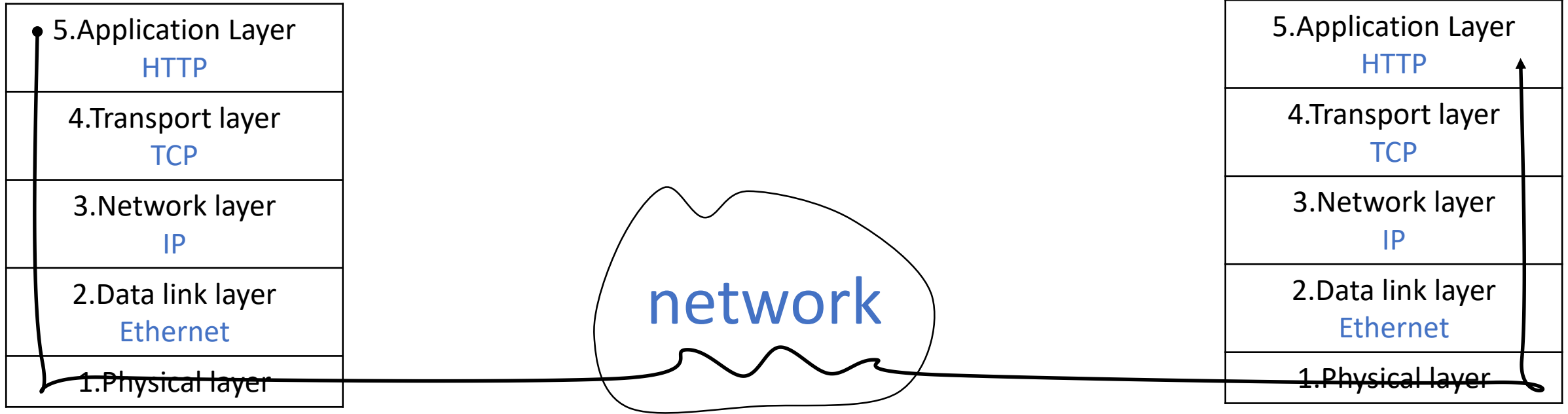
The Layered architecture



System model and protocol stack



Message transmission



A detail exam of message transmission

