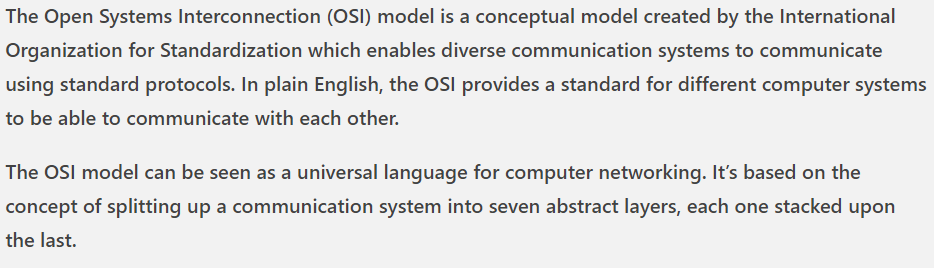
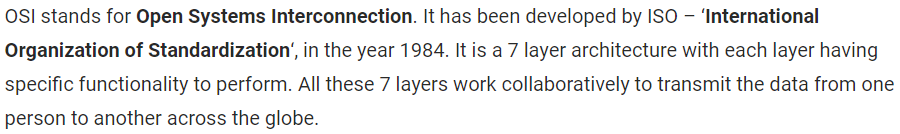
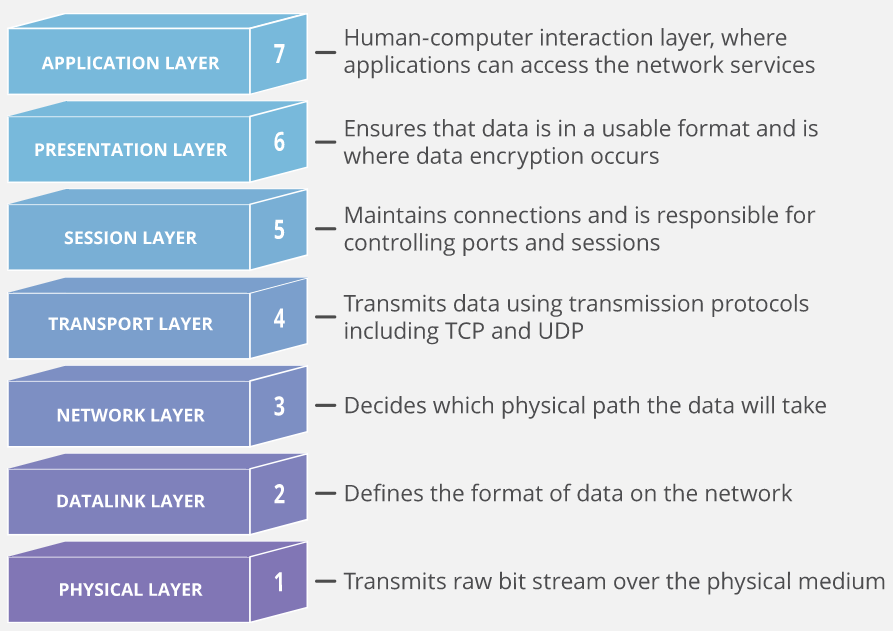
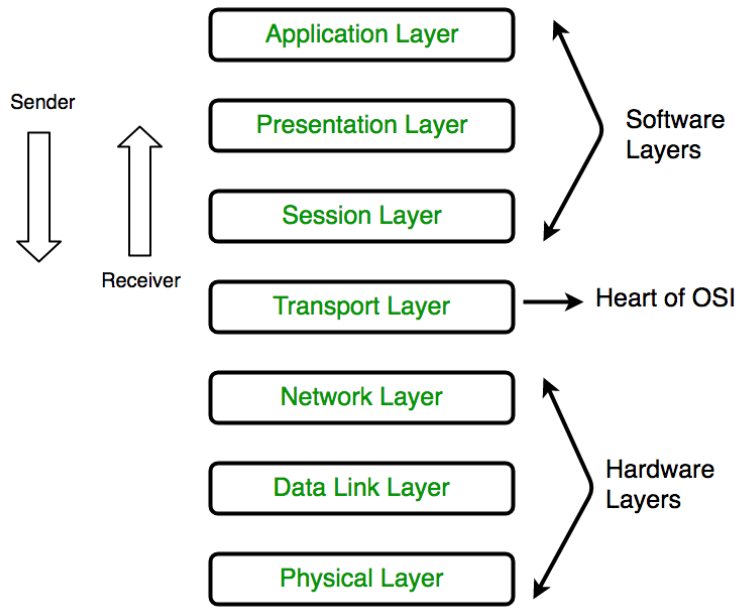
<https://www.cloudflare.com/learning/ddos/glossary/open-systems-interconnection-model-osi/>

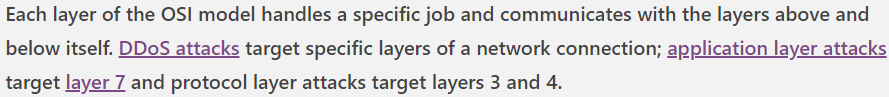
**Introduction:**

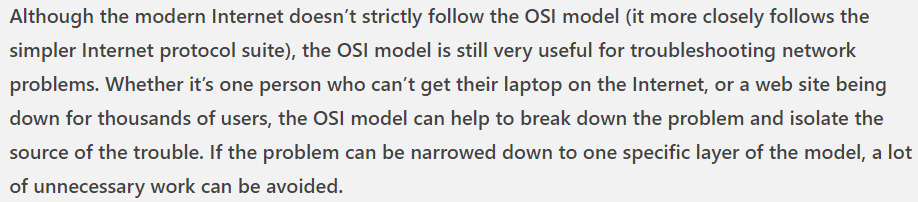




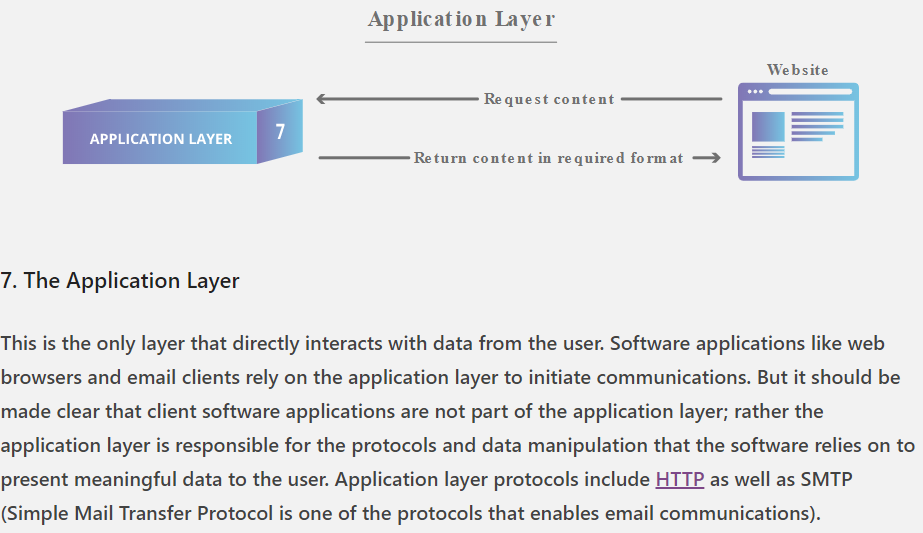




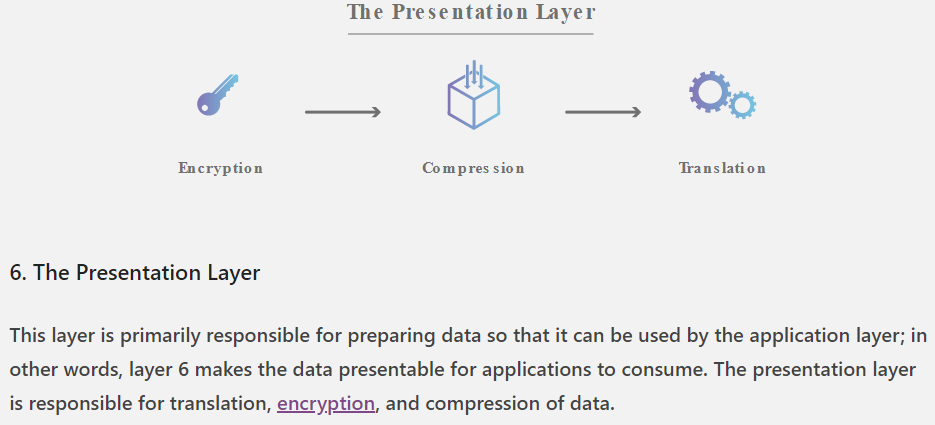


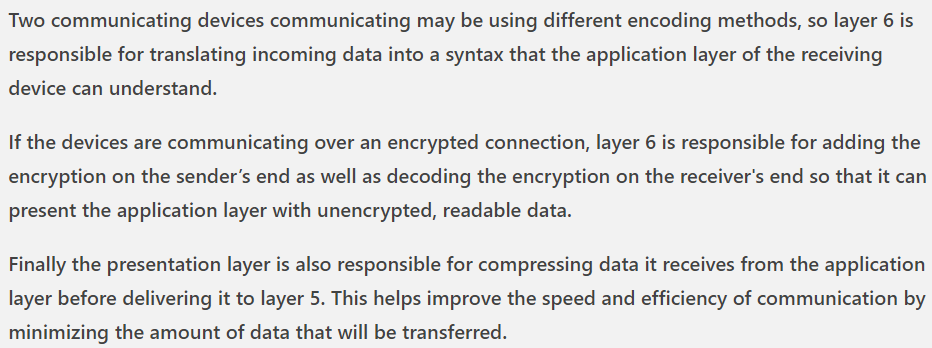


**Application Layer:**



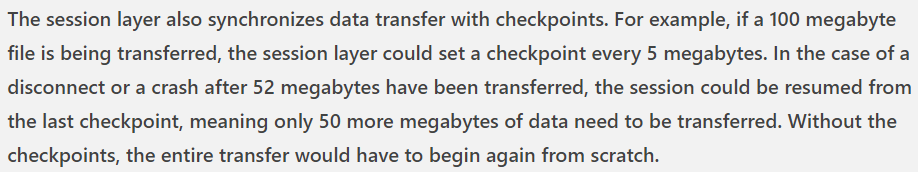
**Presentation layer:**



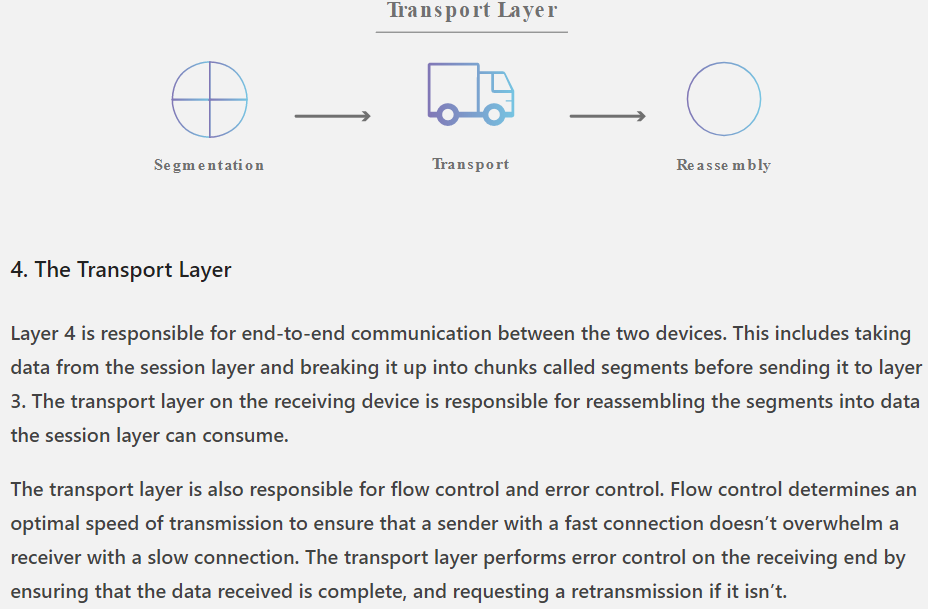


**Session layer:**

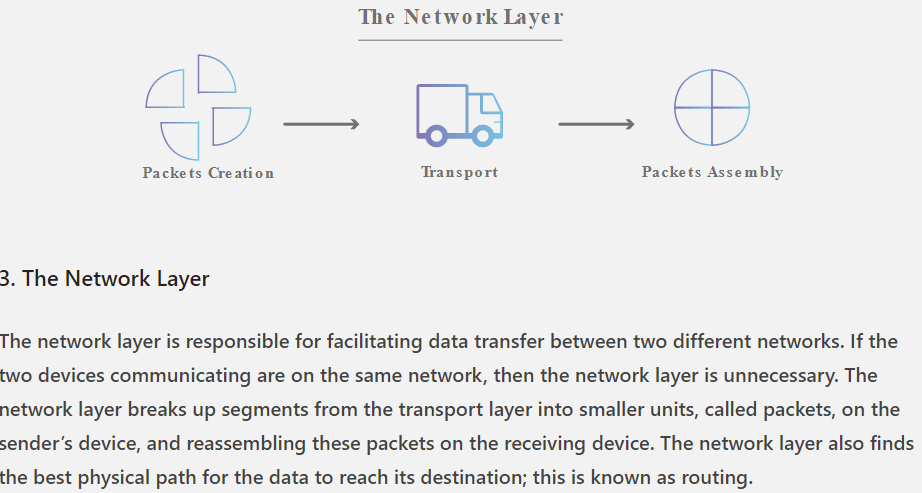




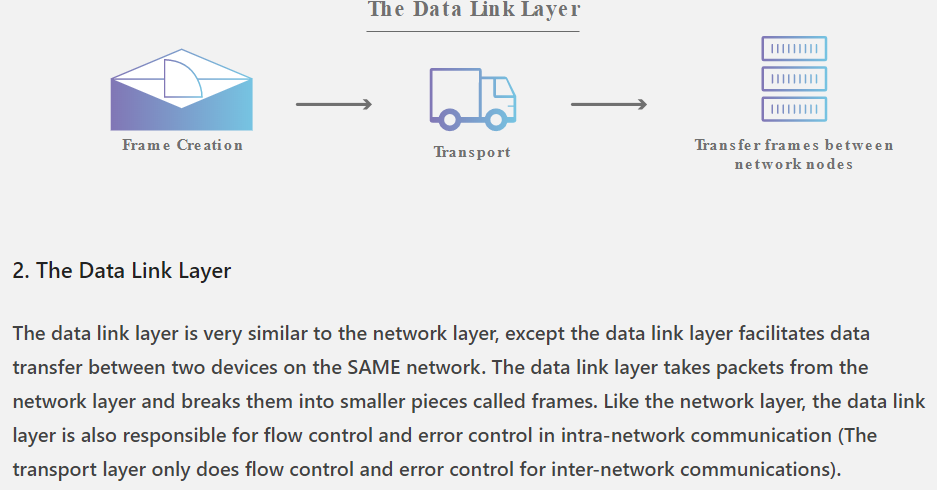
**Transport layer:**



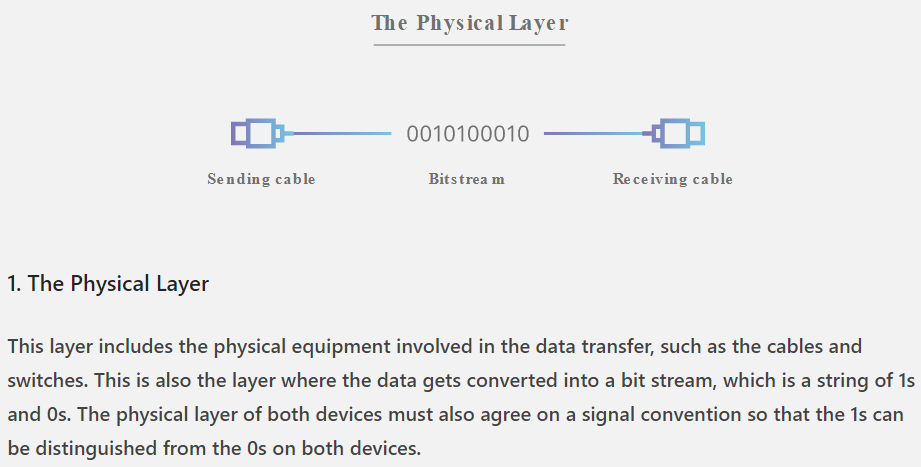
**Network layer:**



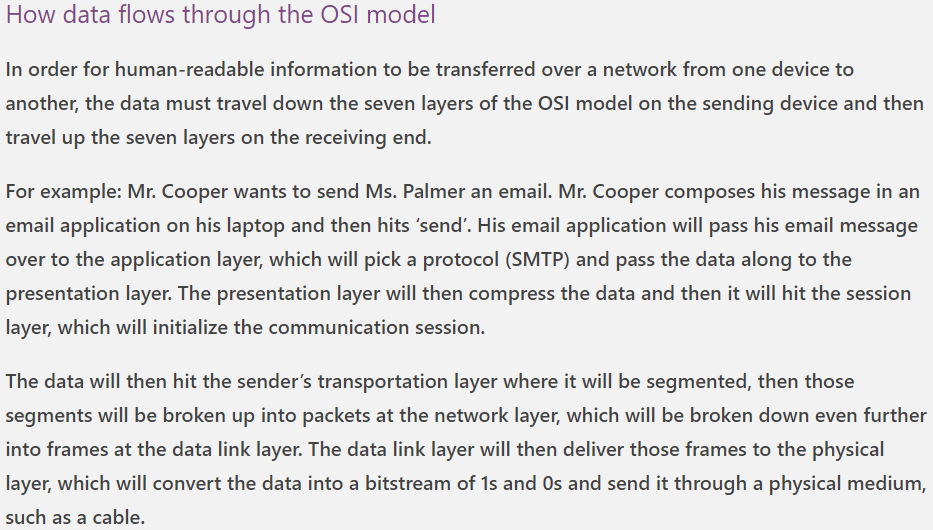
**Data link layer:**

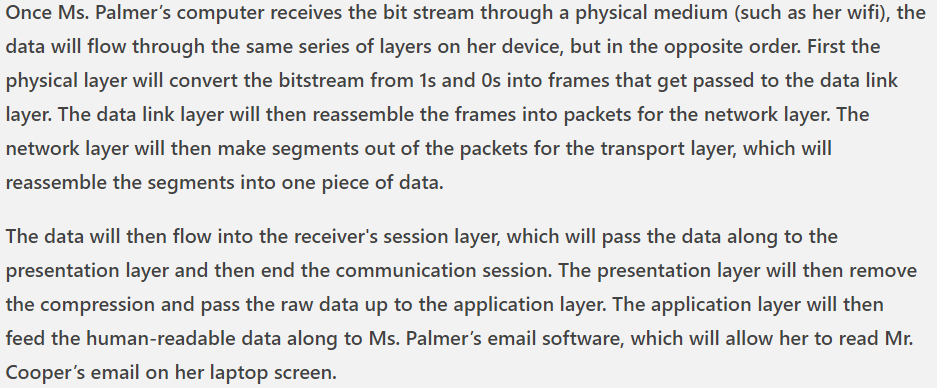


**Physical layer:**

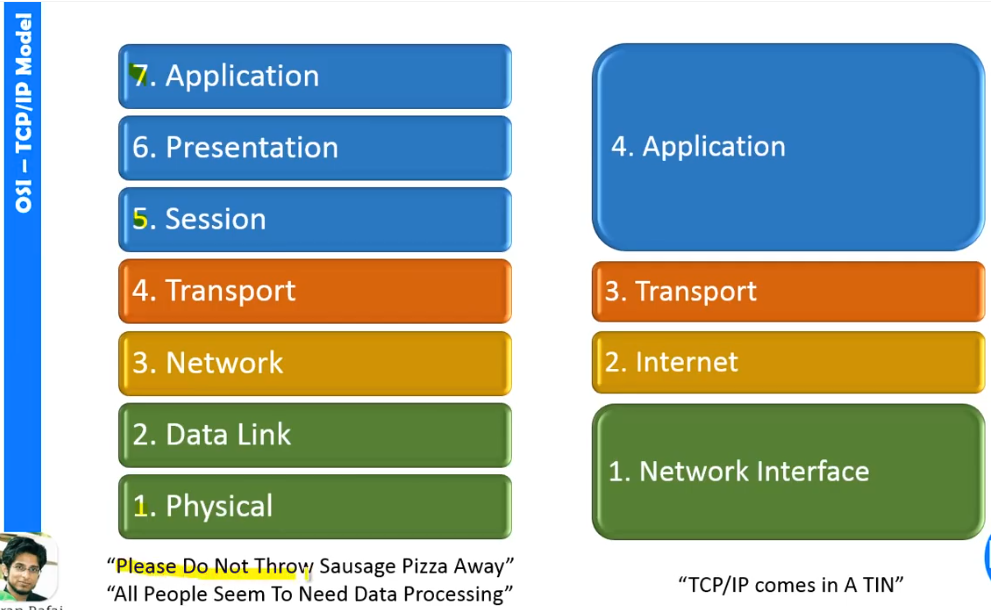


**Example:**

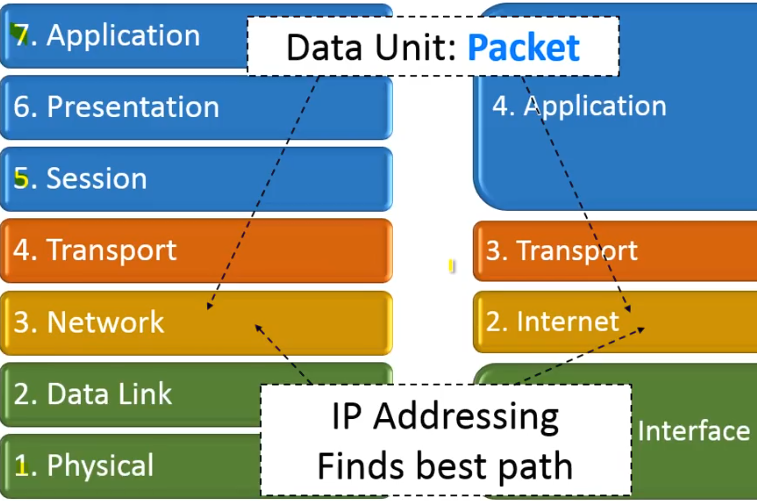




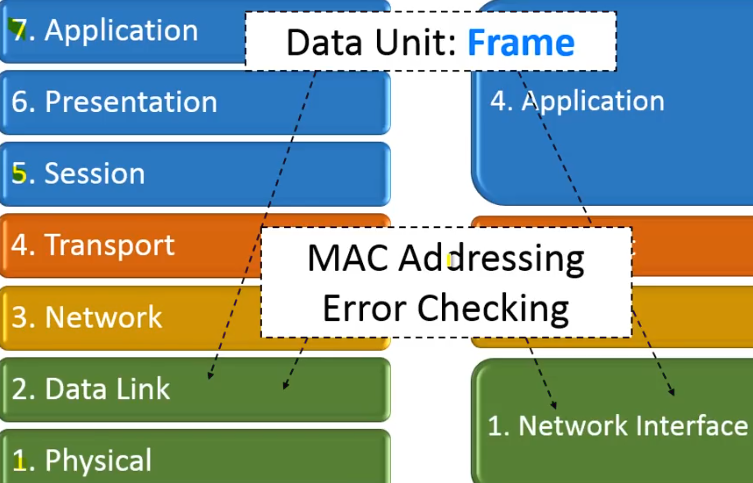
**OSI model and TCP/IP:**



* When network layer added, that information is called as packets
* This is where the IP address added



* MAC is address is hardware address. It cannot be changed



* Physical layer is the actual data transfer with cables etc.
* Troubleshooting done by layers

