1. OSI is a generic, protocol independent standard. It is acting as an interaction gateway between the network and the final-user. TCP/IP model depends on standard protocols about which the computer network has created. It is a connection protocol that assigns the network of hosts over the internet
2. In general, when you type a [URL](https://en.wikipedia.org/wiki/URL) into the browser location bar (and press enter) the browser needs to find server you are trying communicate with based on whatever you typed.
3. DNS keeps the record of all domain names and the associated IP addresses. When you type in a URL in your browser, DNS resolves the domain name into an IP address. In other words, DNS is a service that maps domain names to corresponding IP addresses.
4. Just about all of the world’s HTTP communication is carried over TCP/IP, a popular layered set of packet-switched network protocols spoken by computers and network devices around the globe. A client application can open a TCP/IP connection to a server application, running just about anywhere in the world. Once the connection is established, messages exchanged between the client’s and server’s computers will never be lost, damaged, or received out of order
5. The user's command or message passes through the TCP/IP protocol stack on the local system. Then, the command or message passes across the network media to the protocols on the remote system. The protocols at each layer on the sending host add information to the original data