

# **Application Layer - 2**

## **Remote Logging, Electronic Mail, and File Transfer**

## 26-1 REMOTE LOGGING

*It would be impossible to write a specific client/server program for each demand. The better solution is a general-purpose client/server program that lets a user access any application program on a remote computer.*

**TELNET**

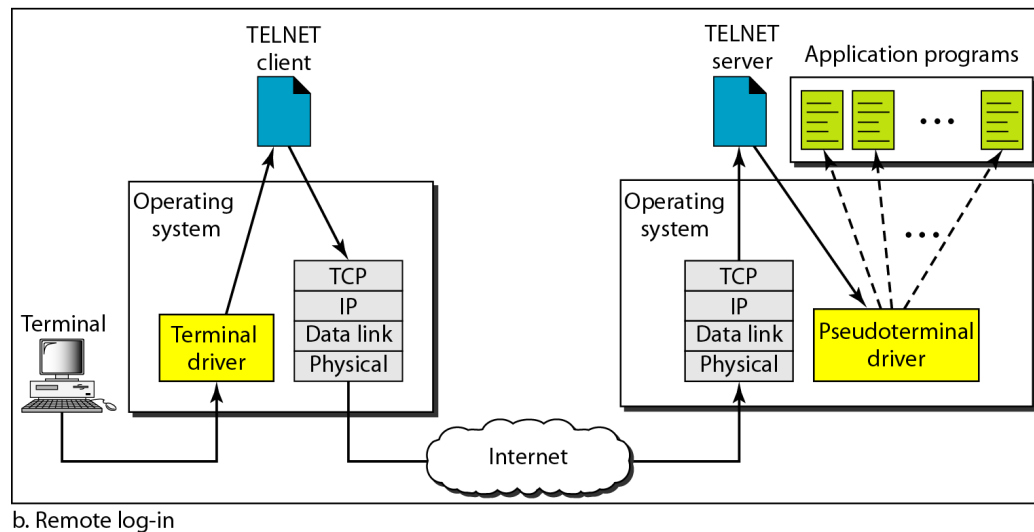
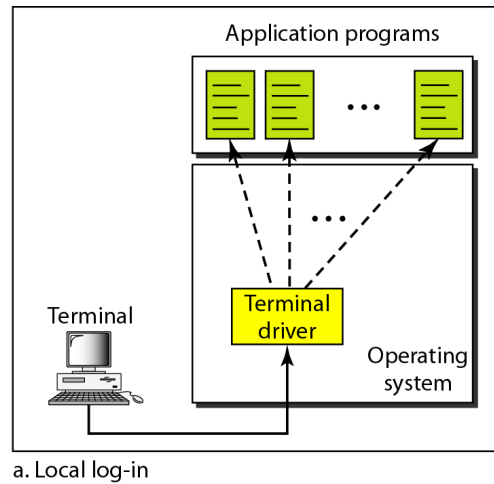


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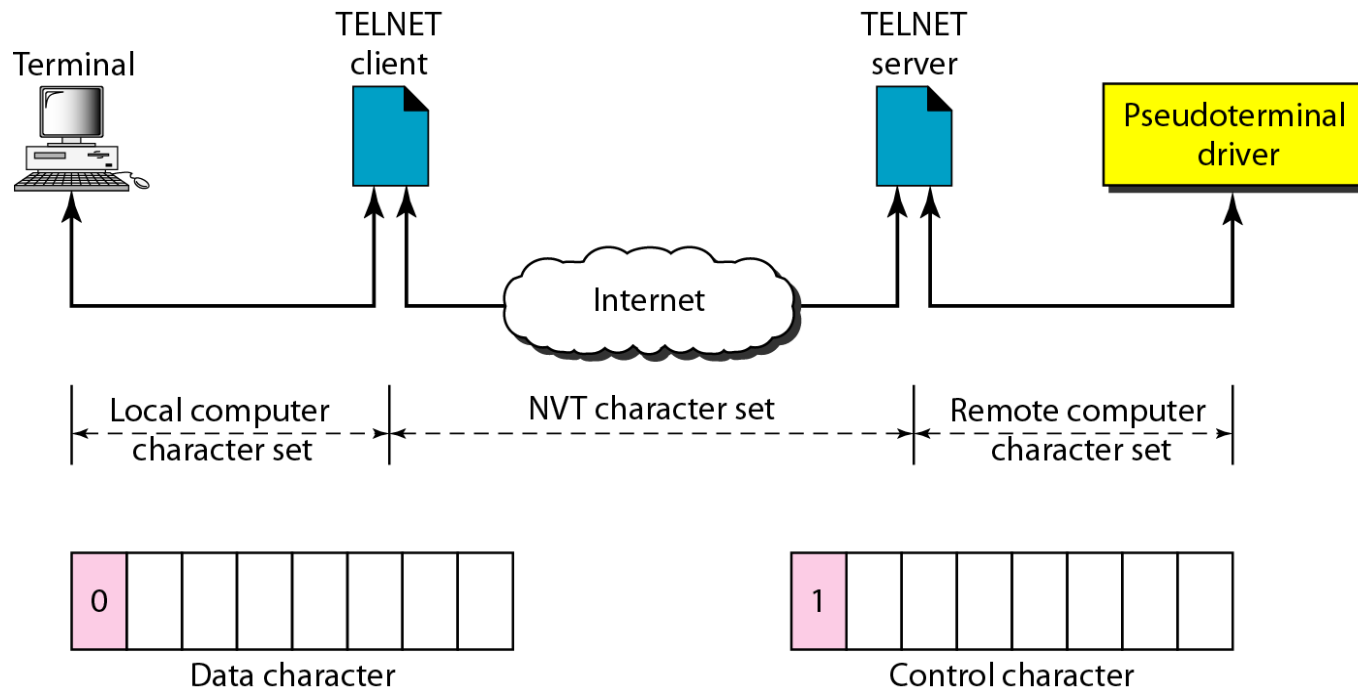
**TELNET is a general-purpose client/  
server application program.**

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**Figure 26.1** *Local and remote log-in*



**Figure 26.2** *Concept of NVT*



**Table 26.1** *Some NVT control characters*

<i>Character</i>	<i>Decimal</i>	<i>Binary</i>	<i>Meaning</i>
EOF	236	11101100	End of file
EOR	239	11101111	End of record
SE	240	11110000	Suboption end
NOP	241	11110001	No operation
DM	242	11110010	Data mark
BRK	243	11110011	Break
IP	244	11110100	Interrupt process
AO	245	11110101	Abort output
AYT	246	11110110	Are you there?
EC	247	11110111	Erase character
EL	248	11111000	Erase line
GA	249	11111001	Go ahead
SB	250	11111010	Suboption begin
WILL	251	11111011	Agreement to enable option
WONT	252	11111100	Refusal to enable option
DO	253	11111101	Approval to option request
DONT	254	11111110	Denial of option request
IAC	255	11111111	Interpret (the next character) as control

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**Figure 26.3** *An example of embedding*

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c	a	t		f	i	l	e	a	IAC	EC	1
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Typed at the remote terminal

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**Table 26.2** *Options*

<i>Code</i>	<i>Option</i>	<i>Meaning</i>
0	Binary	Interpret as 8-bit binary transmission.
1	Echo	Echo the data received on one side to the other.
3	Suppress go ahead	Suppress go-ahead signals after data.
5	Status	Request the status of TELNET.
6	Timing mark	Define the timing marks.
24	Terminal type	Set the terminal type.
32	Terminal speed	Set the terminal speed.
34	Line mode	Change to line mode.



**Table 26.3** *NVT character set for option negotiation*

<i>Character</i>	<i>Decimal</i>	<i>Binary</i>	<i>Meaning</i>
WILL	251	11111011	1. Offering to enable 2. Accepting a request to enable
WONT	252	11111100	1. Rejecting a request to enable 2. Offering to disable 3. Accepting a request to disable
DO	253	11111101	1. Approving an offer to enable 2. Requesting to enable
DONT	254	11111110	1. Disapproving an offer to enable 2. Approving an offer to disable 3. Requesting to disable

## 26-2 ELECTRONIC MAIL

*One of the most popular Internet services is electronic mail (e-mail). The designers of the Internet probably never imagined the popularity of this application program. Its architecture consists of several components that we discuss in this chapter.*

User Agent

Message Transfer Agent: SMTP

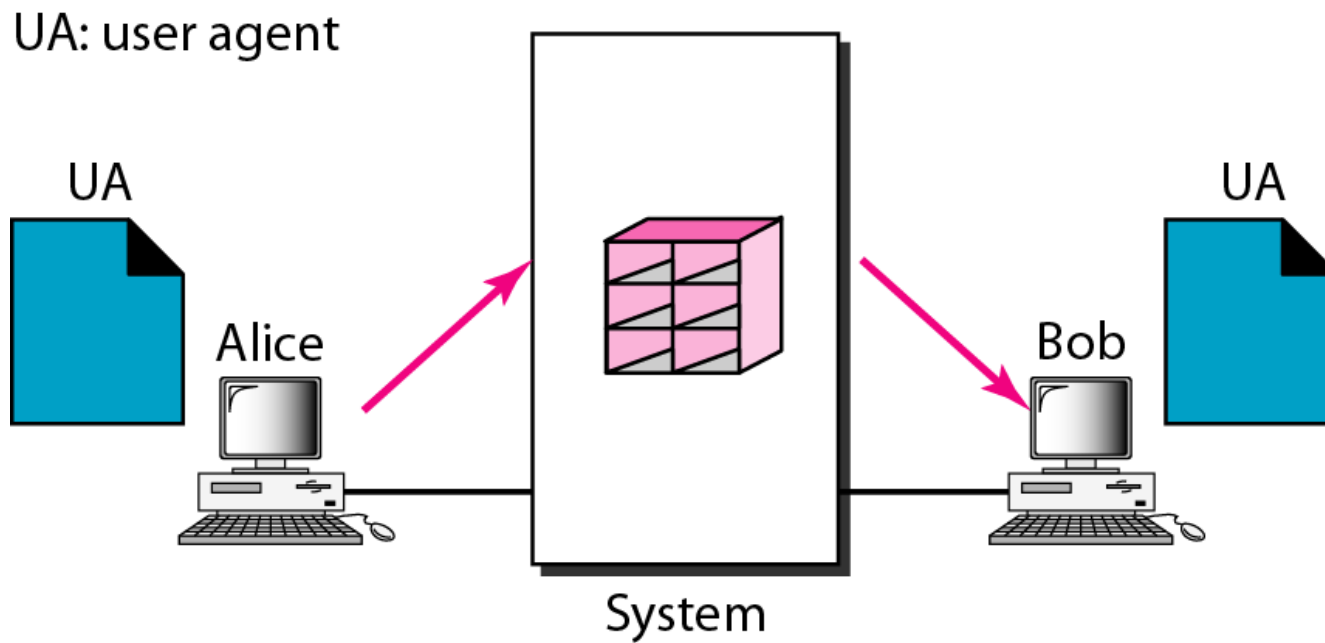
Message Access Agent: POP and IMAP

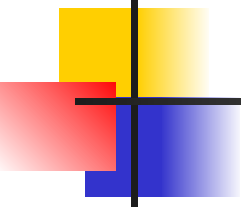
Web-Based Mail

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**Figure 26.6** *First scenario in electronic mail*

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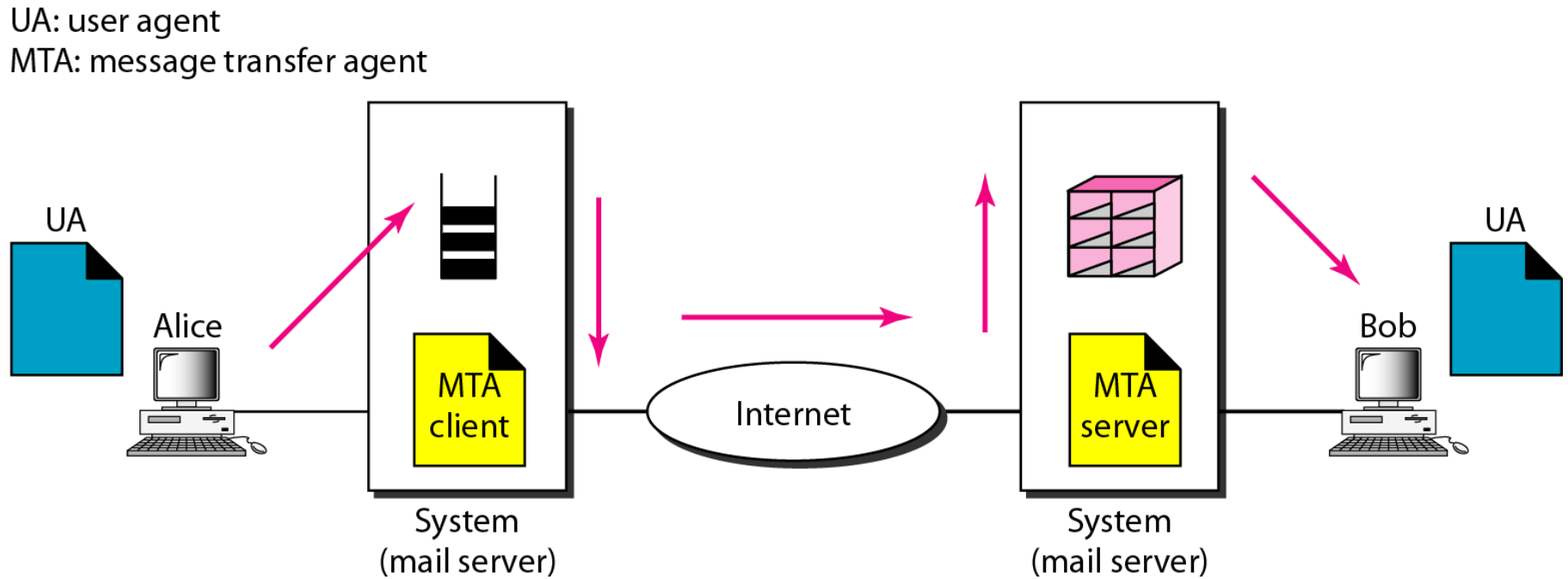


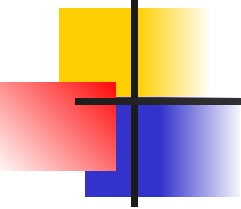
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**When the sender and the receiver of an e-mail are on the same system, we need only two user agents.**

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**Figure 26.7** *Second scenario in electronic mail*



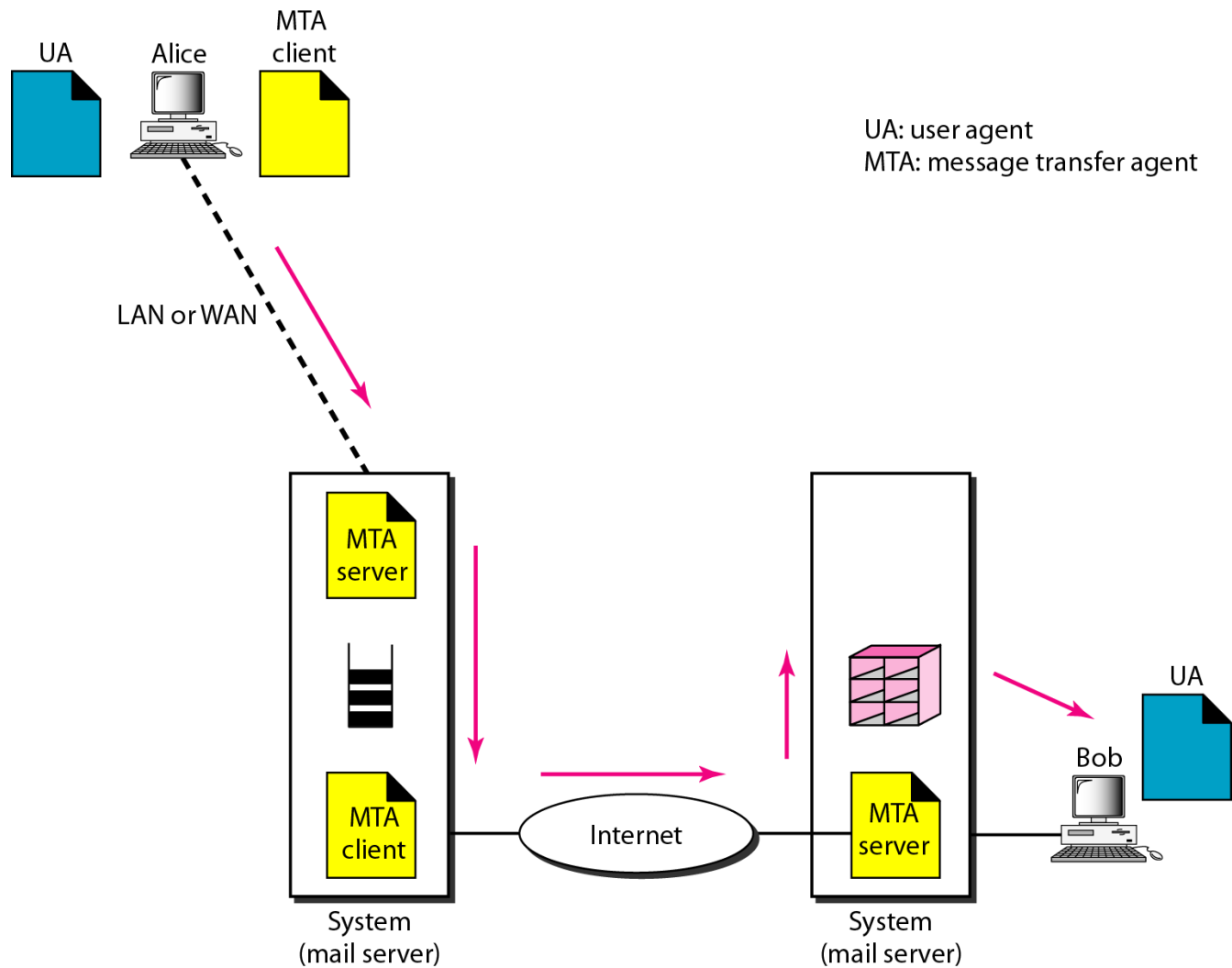


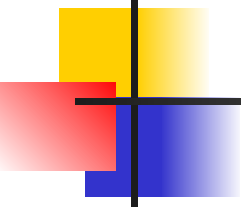
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**When the sender and the receiver of an e-mail are on different systems, we need two UAs and a pair of MTAs (client and server).**

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**Figure 26.8** *Third scenario in electronic mail*





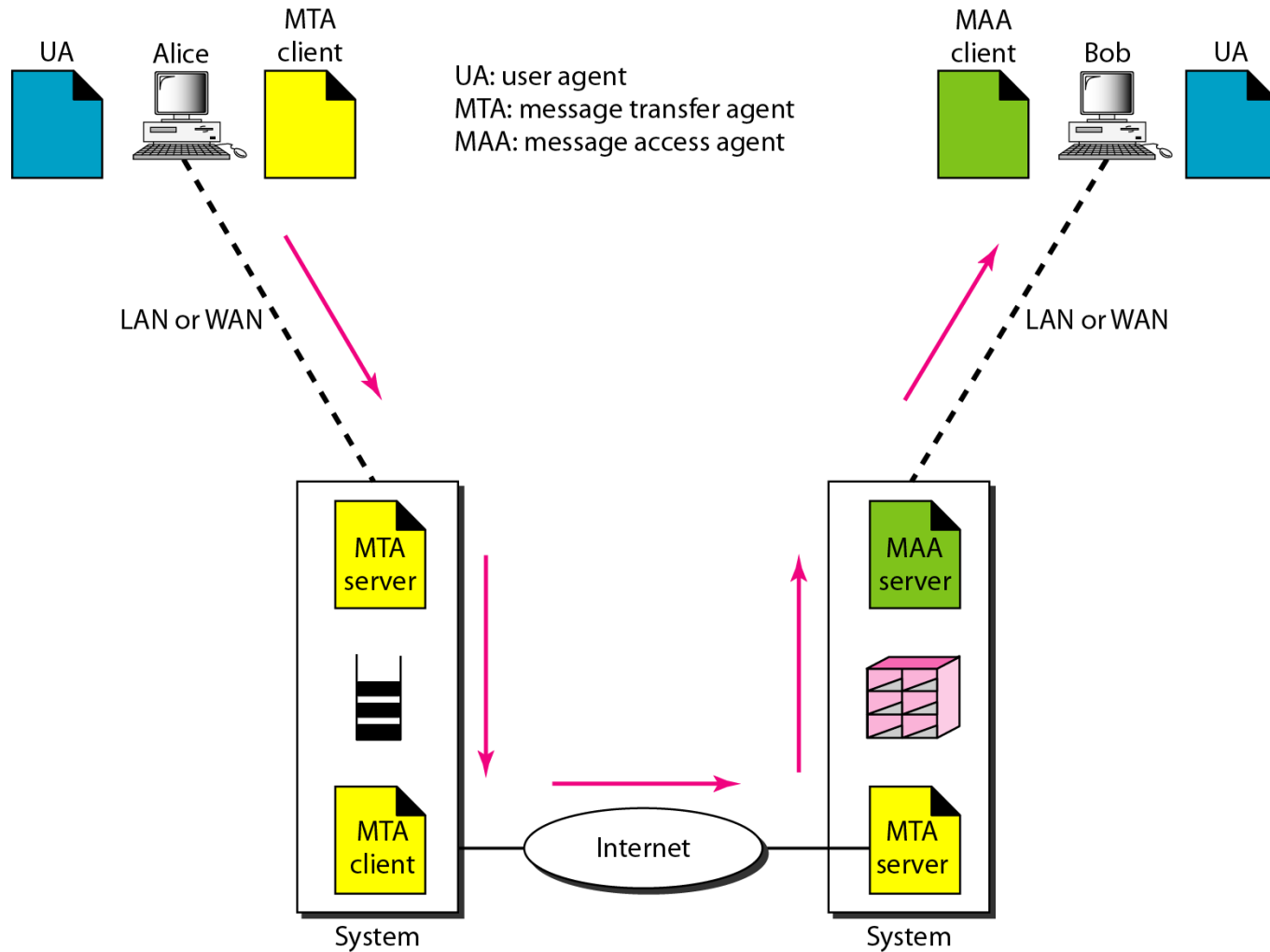
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**When the sender is connected to the mail server via a LAN or a WAN, we need two UAs and two pairs of MTAs (client and server).**

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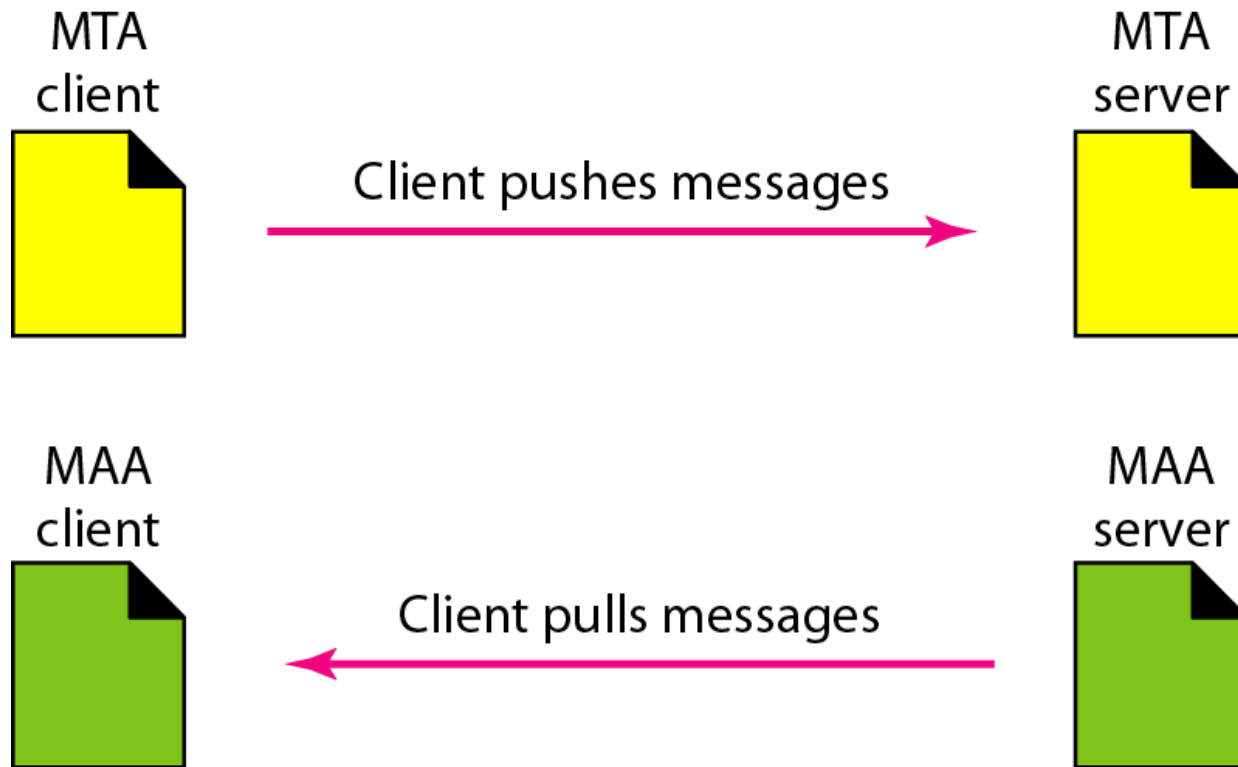
**Figure 26.9** *Fourth scenario in electronic mail*

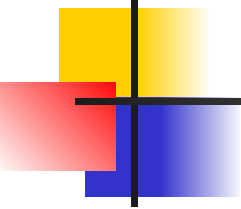


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**Figure 26.10** *Push versus pull in electronic email*

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**When both sender and receiver are connected to the mail server via a LAN or a WAN, we need two UAs, two pairs of MTAs and a pair of MAAs.**

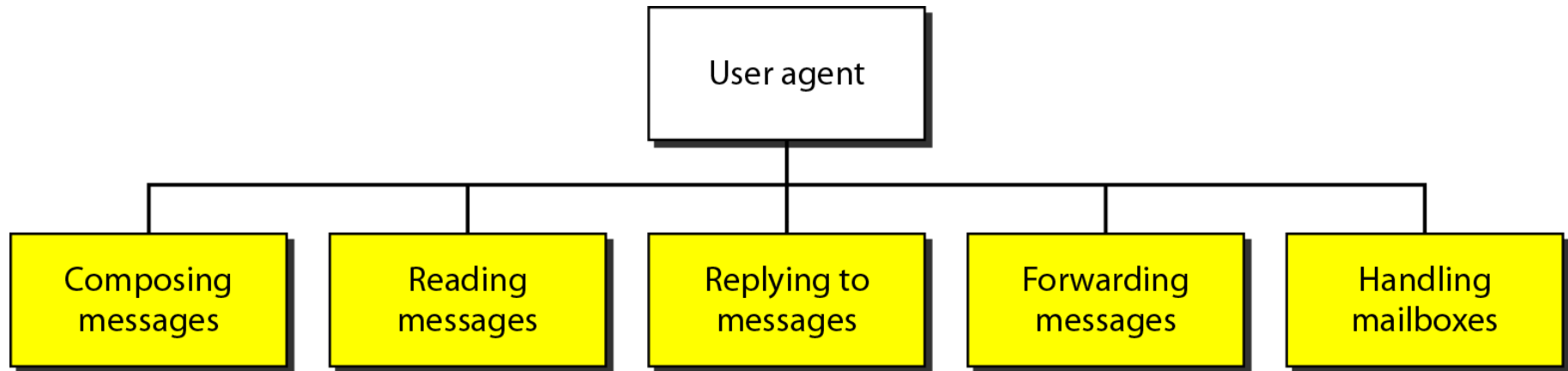
***This is the most common situation today.***

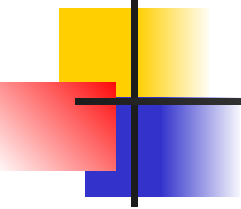
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**Figure 26.11** *Services of user agent*

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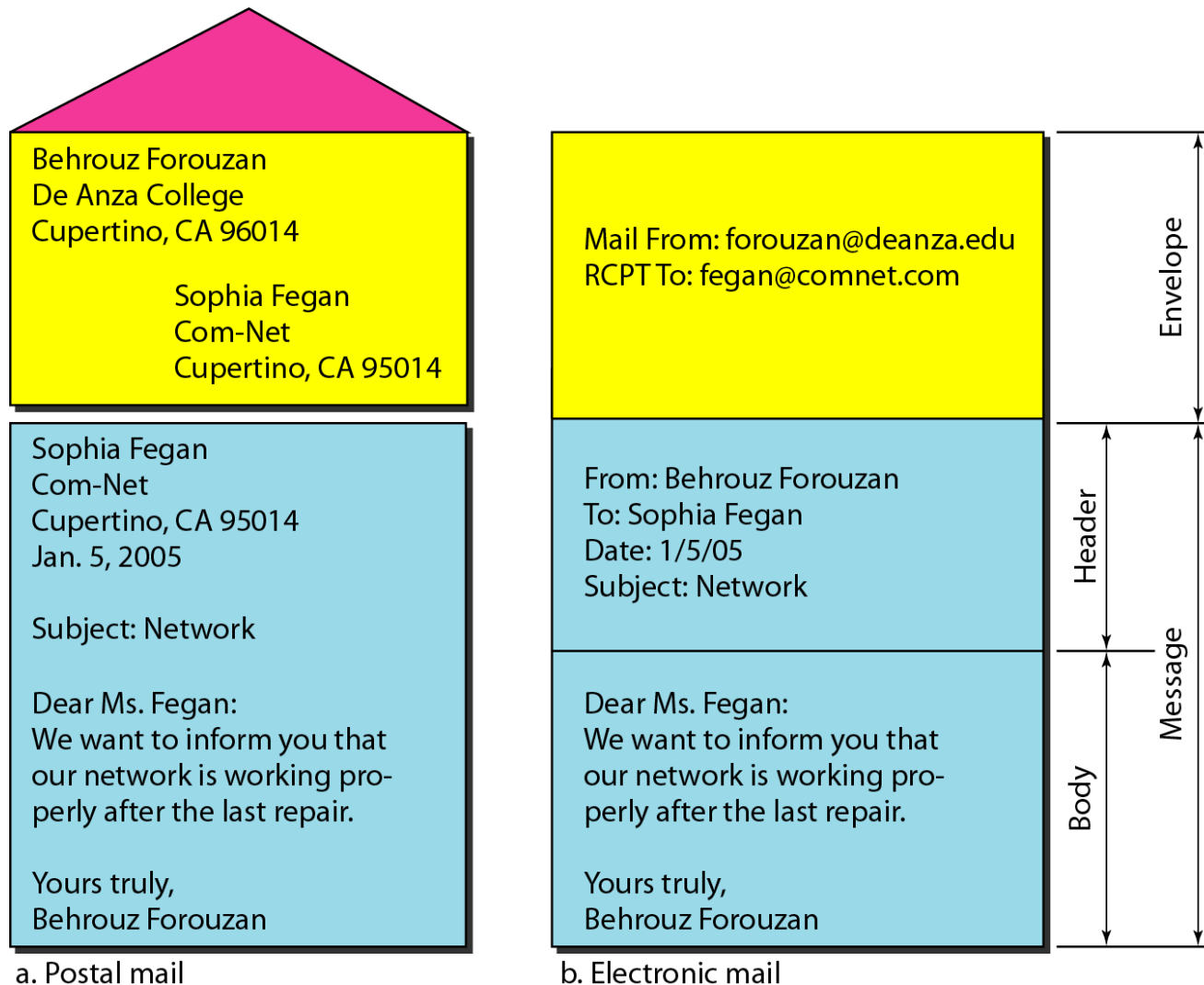




**Some examples of command-driven user agents are *mail*, *pine*, and *elm*.**

**Some examples of GUI-based user agents are *Eudora*, *Outlook*, and *Netscape*.**

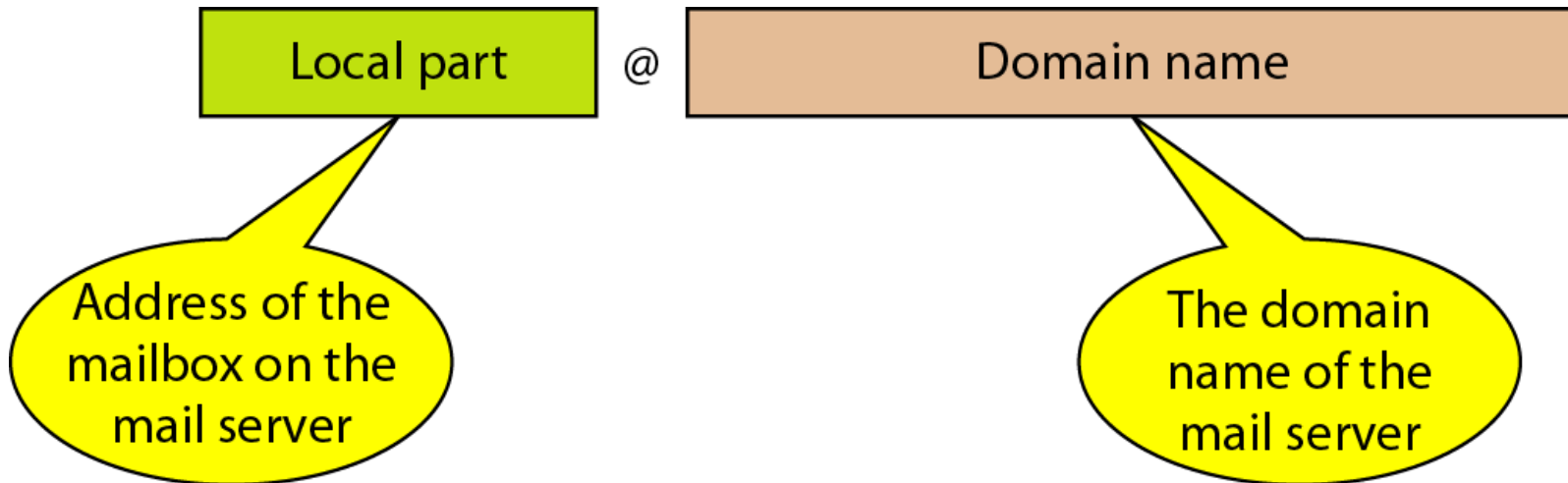
**Figure 26.12** *Format of an e-mail*



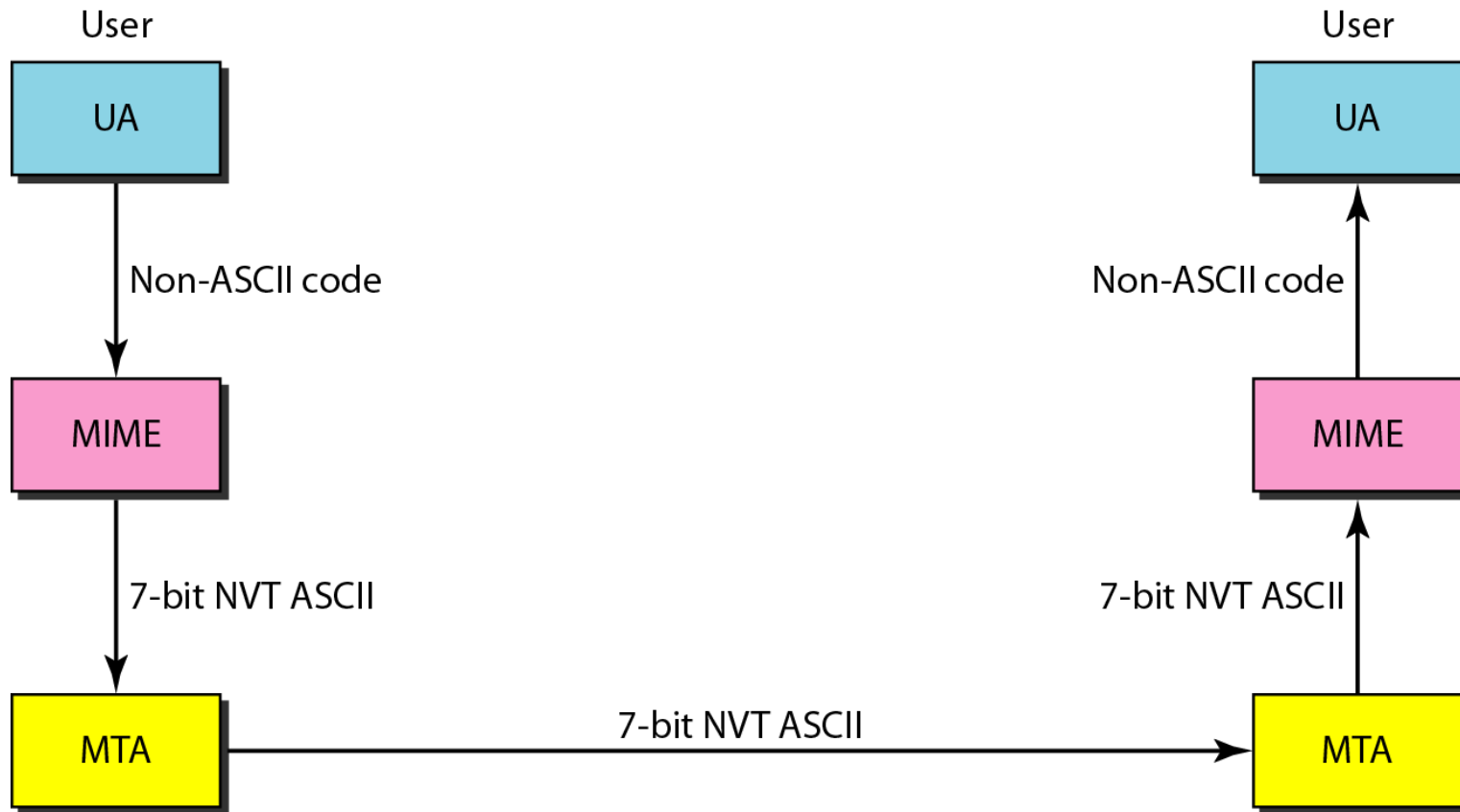
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**Figure 26.13** *E-mail address*

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**Figure 26.14** *MIME*

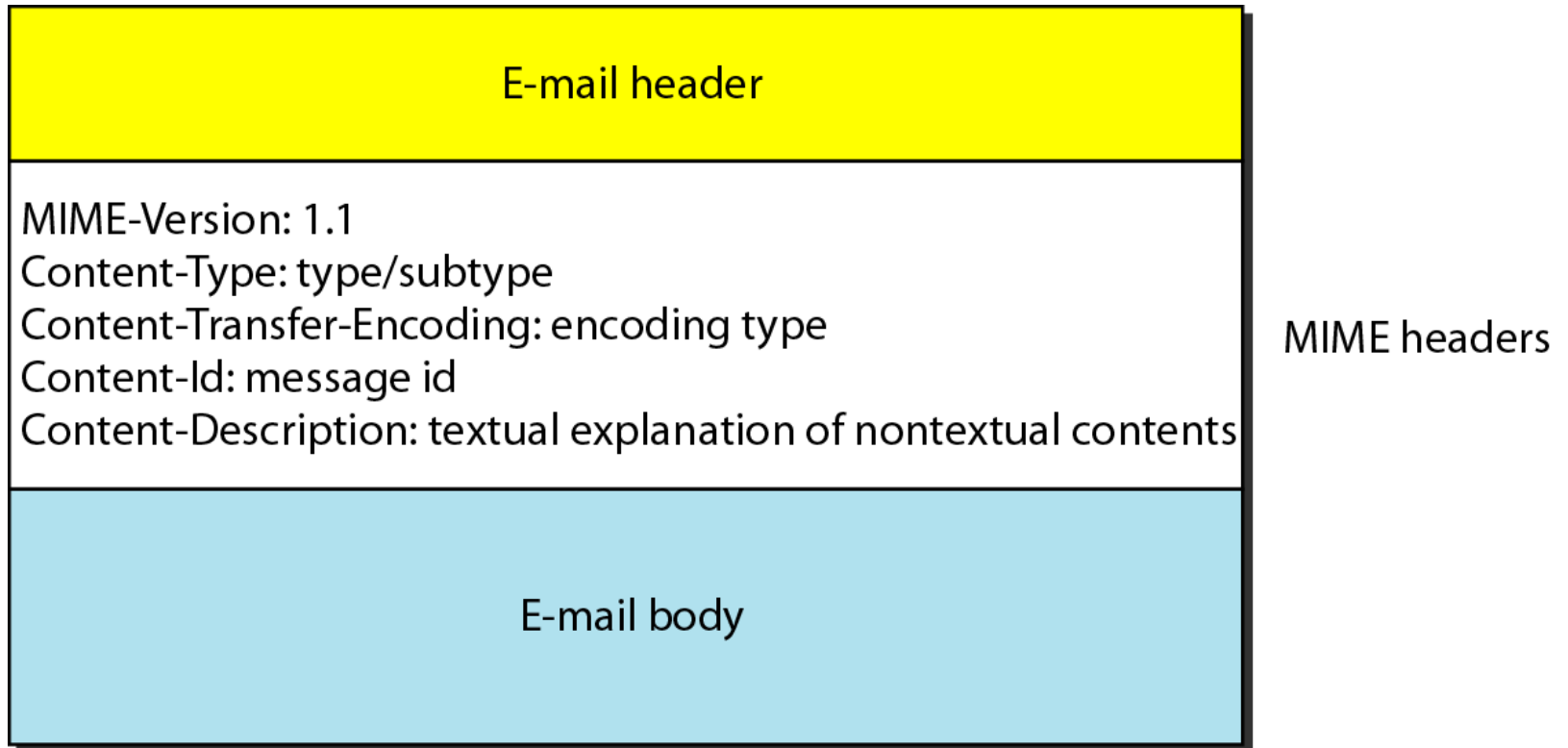




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**Figure 26.15** *MIME header*

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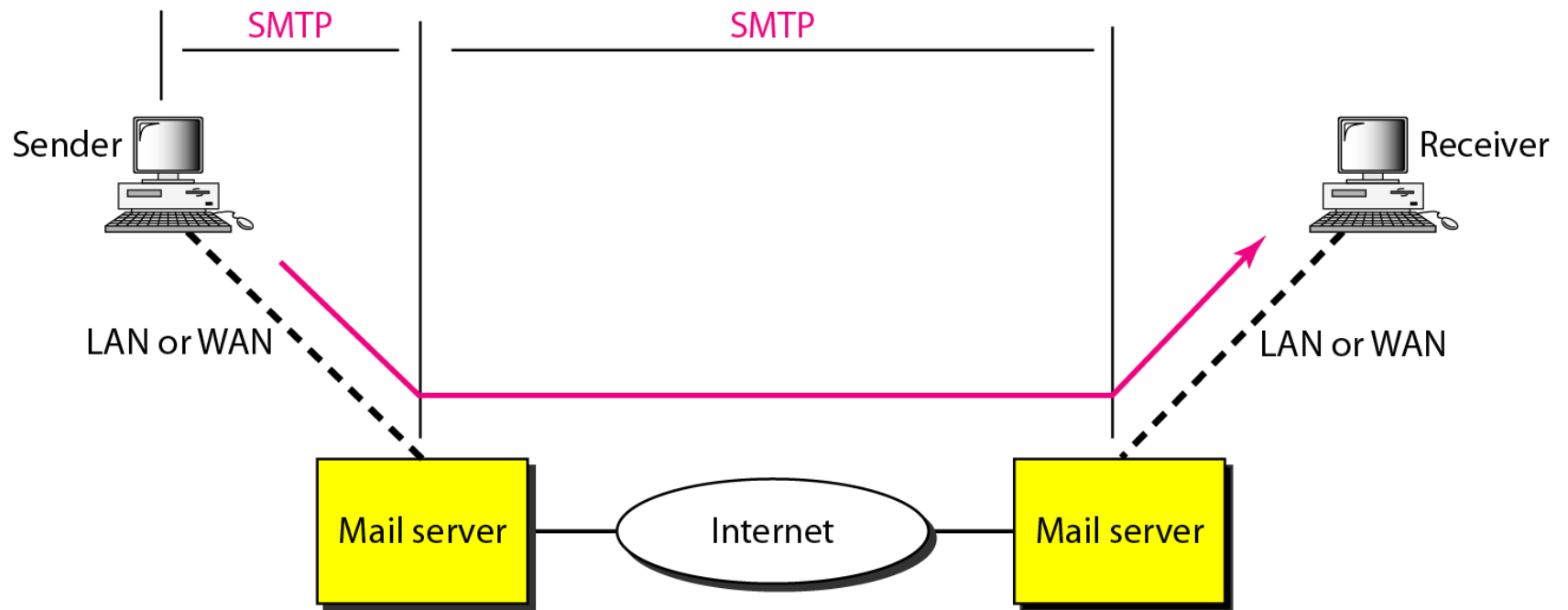
**Table 26.5** *Data types and subtypes in MIME*

<i>Type</i>	<i>Subtype</i>	<i>Description</i>
Text	Plain	Unformatted
	HTML	HTML format (see Chapter 27)
Multipart	Mixed	Body contains ordered parts of different data types
	Parallel	Same as above, but no order
	Digest	Similar to mixed subtypes, but the default is message/ RFC822
	Alternative	Parts are different versions of the same message
Message	RFC822	Body is an encapsulated message
	Partial	Body is a fragment of a bigger message
	External-Body	Body is a reference to another message
Image	JPEG	Image is in JPEG format
	GIF	Image is in GIF format
Video	MPEG	Video is in MPEG format
Audio	Basic	Single-channel encoding of voice at 8 kHz
Application	PostScript	Adobe PostScript
	Octet-stream	General binary data (8-bit bytes)

**Table 26.6** *Content-transfer-encoding*

<i>Type</i>	<i>Description</i>
7-bit	NVT ASCII characters and short lines
8-bit	Non-ASCII characters and short lines
Binary	Non-ASCII characters with unlimited-length lines
Base-64	6-bit blocks of data encoded into 8-bit ASCII characters
Quoted-printable	Non-ASCII characters encoded as an equals sign followed by an ASCII code

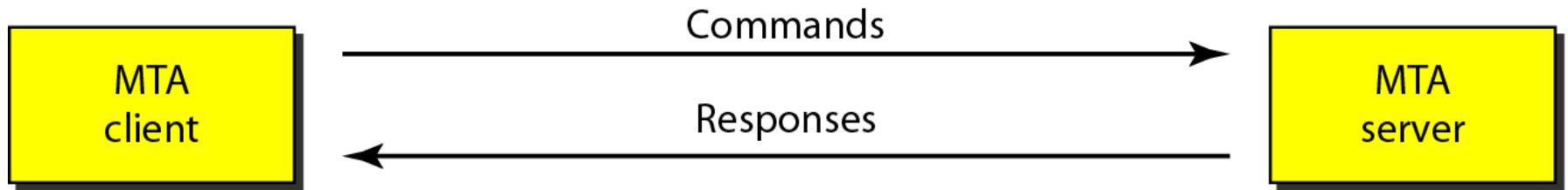
**Figure 26.16** *SMTP range*



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**Figure 26.17** *Commands and responses*

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## Figure 26.18 *Command format*

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Keyword: argument(s)

**Table 26.7** *Commands*

<i>Keyword</i>	<i>Argument(s)</i>
HELO	Sender's host name
MAIL FROM	Sender of the message
RCPT TO	Intended recipient of the message
DATA	Body of the mail
QUIT	
RSET	
VERFY	Name of recipient to be verified
NOOP	
TURN	
EXPN	Mailing list to be expanded
HELP	Command name
SEND FROM	Intended recipient of the message
SMOL FROM	Intended recipient of the message
SMAL FROM	Intended recipient of the message

**Table 26.8** *Responses*

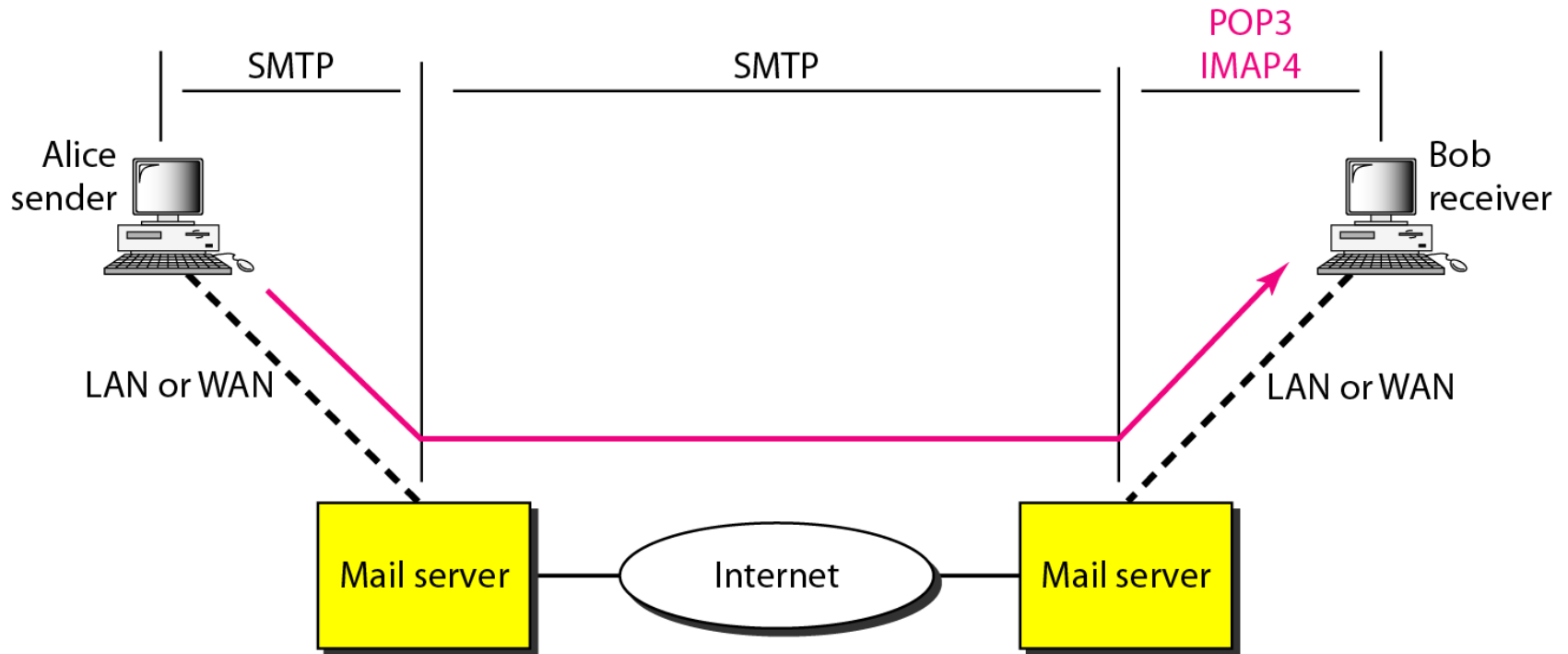
<i>Code</i>	<i>Description</i>
<b>Positive Completion Reply</b>	
<b>211</b>	System status or help reply
<b>214</b>	Help message
<b>220</b>	Service ready
<b>221</b>	Service closing transmission channel
<b>250</b>	Request command completed
<b>251</b>	User not local; the message will be forwarded
<b>Positive Intermediate Reply</b>	
<b>354</b>	Start mail input
<b>Transient Negative Completion Reply</b>	
<b>421</b>	Service not available
<b>450</b>	Mailbox not available
<b>451</b>	Command aborted: local error
<b>452</b>	Command aborted: insufficient storage



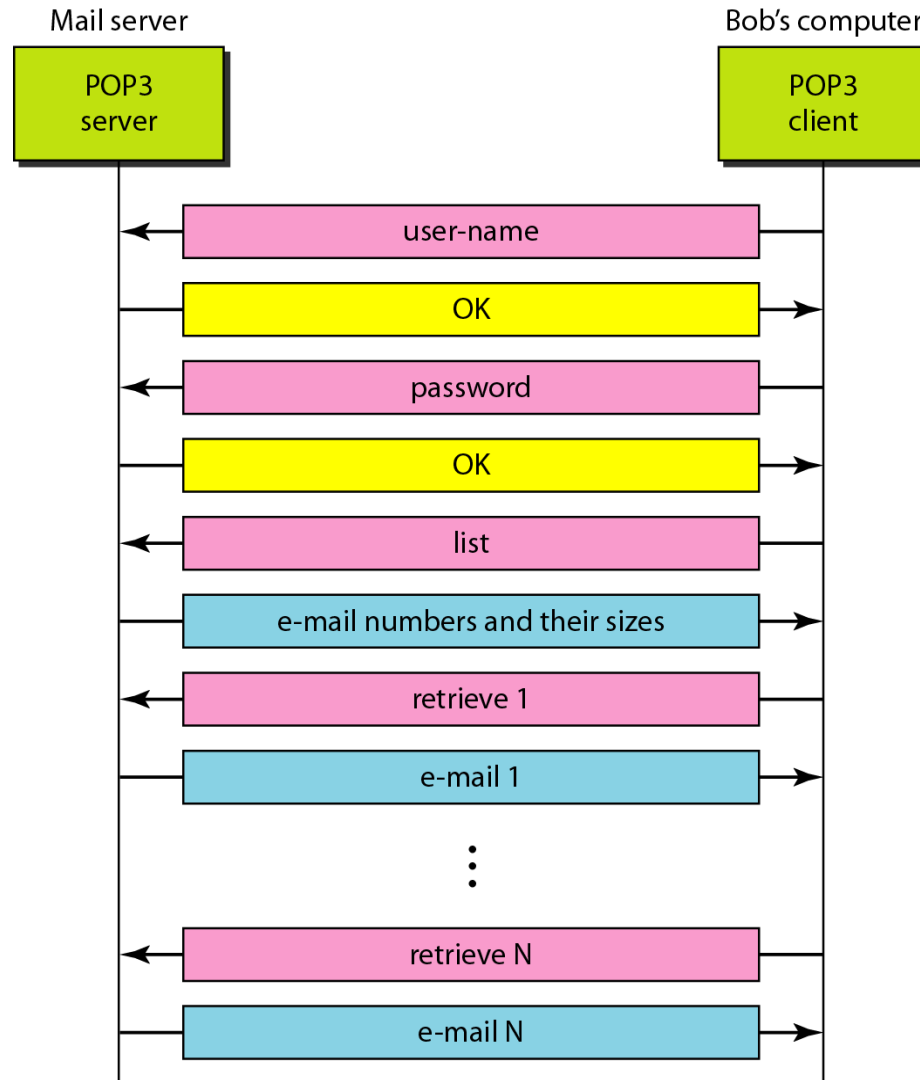
**Table 26.8** *Responses (continued)*

<i>Code</i>	<i>Description</i>
<b>Permanent Negative Completion Reply</b>	
<b>500</b>	Syntax error; unrecognized command
<b>501</b>	Syntax error in parameters or arguments
<b>502</b>	Command not implemented
<b>503</b>	Bad sequence of commands
<b>504</b>	Command temporarily not implemented
<b>550</b>	Command is not executed; mailbox unavailable
<b>551</b>	User not local
<b>552</b>	Requested action aborted; exceeded storage location
<b>553</b>	Requested action not taken; mailbox name not allowed
<b>554</b>	Transaction failed

**Figure 26.19** *POP3 and IMAP4*



**Figure 26.20** *The exchange of commands and responses in POP3*



## 26-3 FILE TRANSFER

*Transferring files from one computer to another is one of the most common tasks expected from a networking or internetworking environment. As a matter of fact, the greatest volume of data exchange in the Internet today is due to file transfer.*

**File Transfer Protocol (FTP)**

**Anonymous FTP**



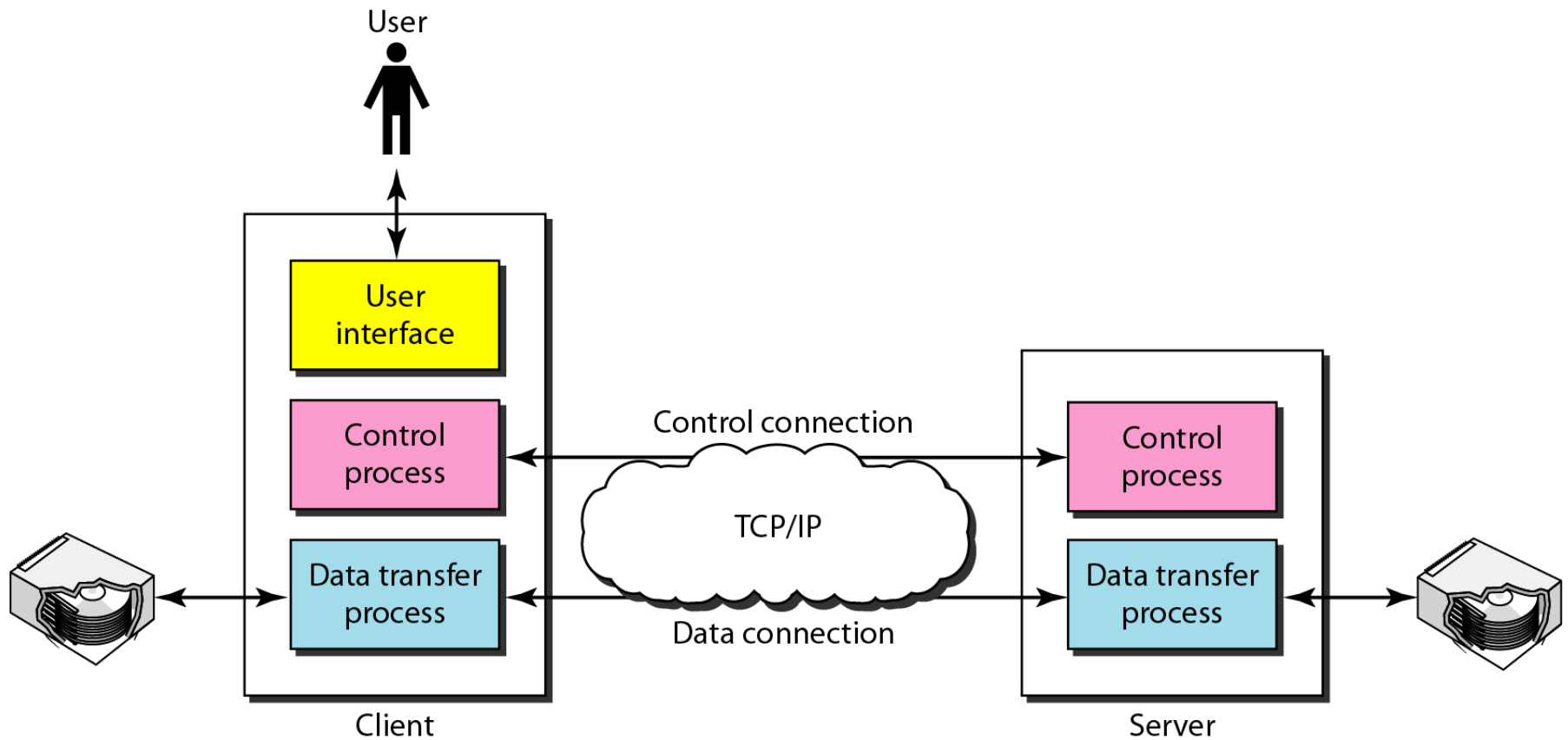
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**FTP uses the services of TCP. It needs two TCP connections.**

**The well-known port 21 is used for the control connection and the well-known port 20 for the data connection.**

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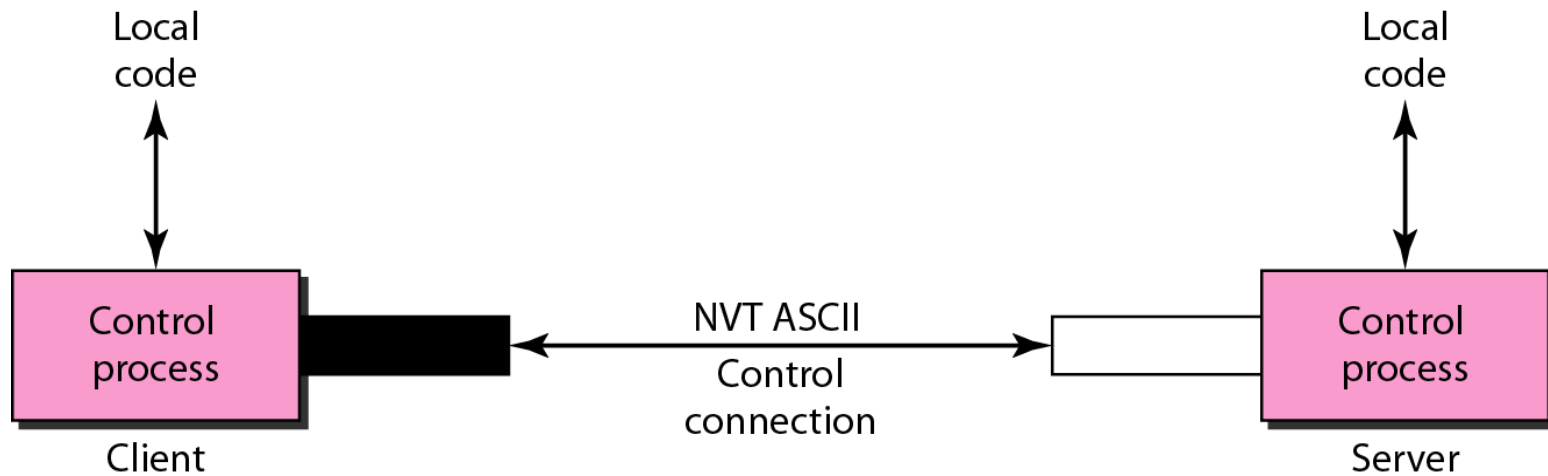
**Figure 26.21** *FTP*



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**Figure 26.22** *Using the control connection*

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**Figure 26.23** *Using the data connection*

