

# OSI Model



#CiscoCert Shortcuts

LAYER	APPLICATION/ EXAMPLE	CENTRAL DEVICE PROTOCOLS		DOD4 MODEL
<b>APPLICATION (7)</b> Serves as the window for users and application processes to access the network services.	End User Layer: Program that opens what was sent or creates what is to be sent	<b>User Applications</b> SMTP	<b>G A T E W A Y</b>	<b>Process</b>
<b>PRESENTATION (6)</b> Formats the data to be presented to the Application layer. It can be viewed as the “Translator” for the network.	Syntax Layer: Encrypt & decrypt (if needed)	JPEG/ASCII/EBDIC/ TIFF/GIF/PICT		
<b>SESSION (5)</b> Allow session establishment between processes running on different stations.	Synch & send to ports (logical ports)	<b>Logical Ports</b> RPC/SQL/NFS/ NetBIOS names		
<b>TRANSPORT (4)</b> Ensures that messages are delivered error-free, in sequence, and with no losses or duplications.	TCP: Host to Host, Flow Control	TCP/SPX/UDP		<b>Host to Host</b>
<b>NETWORK (3)</b> Controls the operations of the subnet, deciding which physical path the data takes.	Packets: “letter”, contains IP address	<b>Routers</b> IP/IPX/ICMP		<b>Internet</b>
<b>DATA LINK (2)</b> Provides error-free transfer of data frames from one node to another over the Physical layer.	Frames: “envelopes”, contains layer 2 address (ex MAC address)	<b>Switch Bridge WAP</b> PPP/SLIP	<b>LAN Based Layers</b>	<b>Network</b>
<b>PHYSICAL (1)</b> Concerned with the transmission and reception of the unstructured raw bit stream over the physical medium.	Physical structure: Cables, hubs, etc.	<b>Hub</b>		