- developed by ARPANET

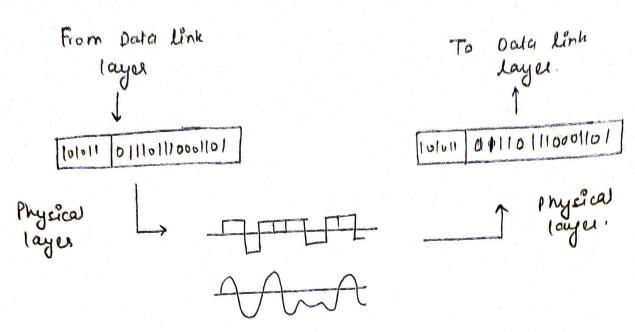
- supports client server and Pear to Peer

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Application layer	Application Layer Presentation Layer Secsion layer	Application layer (Data)	Process Frocess
Transport layer	Transport (cycl	Transport (cyn. (fragnum)	Host to
Network layer	Network layer	Internet layer (packet)	Sowu to Destination
Data Link layee	Data Ilnu layer	NLtwork	Node
Physical layer	PhysPcal (ayes.	(Frame)	Node
5 layer TCP/IP	OSI	4 (ayer	

TCP/IP.

Uses 1 Application layer

last layer at sender side, first layer on rociever state.



Converting data into signals is done in physical layer.

Physical layer (Tangible stuff)

- -> Cables and connectors
- -> Physical topology
 - -> Hardwares (Repeaters | Hubs)
- -> Transmission mode
- -> Multiplexing -> using one channel for multiple senders / recievers.
- -> Encoding ; sending forex, analog signed in digital form

How to connect

devices?

Repeater -> to energise attenuated signals.