

APPLICATION LAYER

- Transport layer provides services to 2 processes
- AL: logical link b/w 1 process in a device to another process in another device
- In intermediate nodes, XL & AL don't take any part
- Examples of App^ms for Communication :-
Web browser, Pb (app)

different from specialised application

AL Paradigm

1) Client - Server

WWW: http, ftp, ssh

→ One server, many clients

Imp: Server should be in active mode always to respond to requests of client appl's.

↳ Server needs to be more powerful (processor + memory)

Resources needed are higher than needed by clients.

↳ Server is always on but client need not be.

Can have max^m capability of server solⁿs:

↳ can have ~~also~~ distribution.

(have multiple servers)

↳ can go to Peer-to-Peer

2) Peer-to-Peer

BitTorrent, Skype, Internet Telephony

↳ Both are at same level

↳ Skype: Both parties need not be always ON, can be active only when they have to communicate

→ within an app. → port no. is already inserted.

DATE	/	/
PAGE NO.		

1) Client - server Interfacing.

Socket interface :- combⁿ of IP add. & port no.

↳ writing www.

(socket interface) client : IP add. of your system + The port no. for that app.
() server : IP add. of Google (DNS) + port you want to connect it to.

if well-known services → have reserved port no.

at Server = Pkt from client will have its (client's) IP add. & port no. → server can take info. from there.

WWW Architecture :- Distributed client-server service

↳ whenever aggregate data you're getting, you may be getting it from multiple servers.

Web Browser : Controller + Protocols + Interpreters
(at AL)

↓ user

html protocol

(HTML file converted to web page for users)

URL > http : // www.lumit.ac.in / Department / C&E

protocol

Host name (unique)

Path upto destⁿ
(file name)

↓ each has
IP add

→ sometimes, port no. need not be written explicitly.

↓
well-known : already have reserved port no.

Teacher's Signature

→ If need port no. → Cyber (don't want everyone to access it)

→ security reasons. → sometimes for this reason, diff. port no. are mentioned

Web Page

Static

- Server has readymade content
- when client requests, server gives that content
- everytime you make request, get same answer
- eg. google: everyone gets same answer for same query.

Dynamic

- content is dynamically created
- People are making a request & get diff. content
- eg.: getting live score of IPL.

Active

- script file runs at client side also.
- whatever I'm seeing, will be changing gradually (without manual intervention from user)
- weather (keep checking regularly for an hour) not readymade
- don't exist on server. As request arises, server creates page & content. so, diff. user can get diff. data
- google ads

don't have to refresh again & again

HTTP

1) Persistent & Non-persistent conn?

↓
establish connⁿ
once & do commⁿ

↓
Anytime you want to communicate, establish connⁿ

Initially → Persistent

Now → Non - "

Teacher's Signature.

2) We're on acceptable format. Request has to be in a specific format.

→ Request message : $\text{C} \text{r} + \text{lf}$: new line
version : version of http.

→ Response message :
Status code : whether request was executed successfully at my side or not.

→ Conditional Request :

slide 17. Asking for this page only if it has been modified since

→ Cookies :

generally, There is no link b/w requests made subsequently.

But when using e-commerce websites (Amazon / . . .) :-

we want a session to be maintained → need to link everything

↓
want to remain at same page even if we close it.

↓
using unique id.

(card in Reliance, Big Bazaar)

to link

need to see everything as 1 entity.

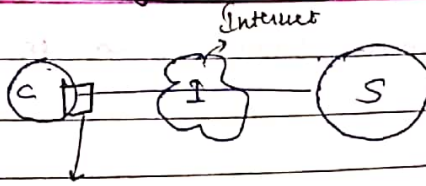
↑
↳ Cookie has a life span. Once expired, both client & server can delete it.

↳ Cookie is cooked by server & consumed by server.

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→ http also supports file transfer

Proxy Server



Proxy server

used to reduce traffic to / from outside world

all search
google

if bandwidth ↓
↓
redundant requests
are consuming

send only 1 request
out of all these &
give answer to all

OR.

see if come
request is made
repeatedly, keep
it at proxy server
only & whenever
google is searched,
it need not go to server.
just get answer from
proxy server.

→ There can be Proxy server at many levels.

Limitation:

If traffic is unique to forward it to outer world, in this
(e.g. logged in to Amazon: 2 may get different pages)

case, Proxy server are hardly used.

↓
useful in case of
static pages

dynamic / active
pages

FTP (File Transfer Protocol)

→ port no. FTP uses:

(2 processes;

Control → 21

Data Transfer → 20)

at S side

client: → 3rd range port

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↳ For next line , windows : 1n
Ubuntu : 1ct 1z

→ File transfer → have to map 2 domains (2 different entities)

↳ FTP : specialized file transfer

→ Control process : establish + maintain connec'

→ Data Transfer " : transfer data

↳ Data connection has 3 parts :

File Type

Data structure :

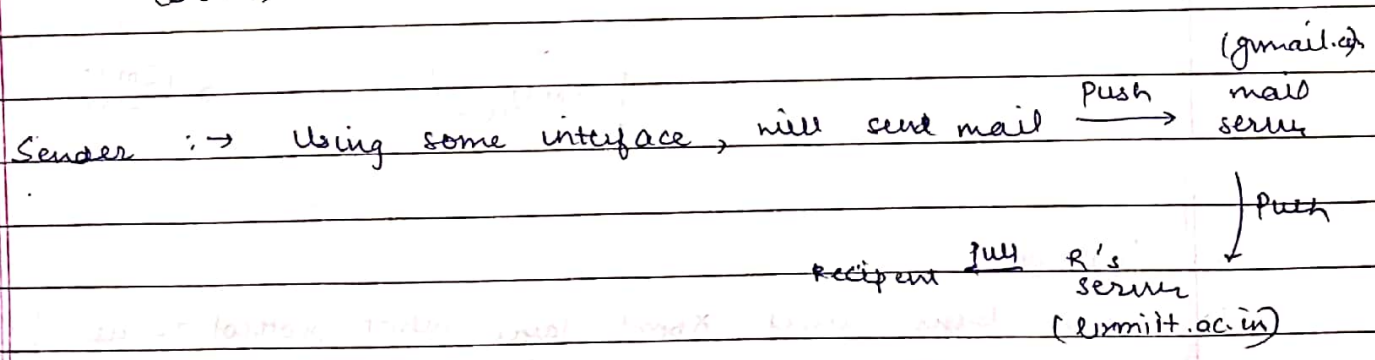
Transmission mode

Slide 23 : Response ↔ Command

27/04/18

Electronic - Mail

Neither party needs to be active 24x7. unlike client, server.
(S or R)



Spool := Queue

Pushing mech. : client → server

2. gmail.com
↓
id

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Not using
Browser, using some applⁿ.

MTA → SMTP Protocol is used (Pushing)
MAA → POP or IMAP (Pulling)

↳ atleast 2 protocols

→ On phone → install gmail app containing

↳ user interface

↳ MTA client → composing & sending

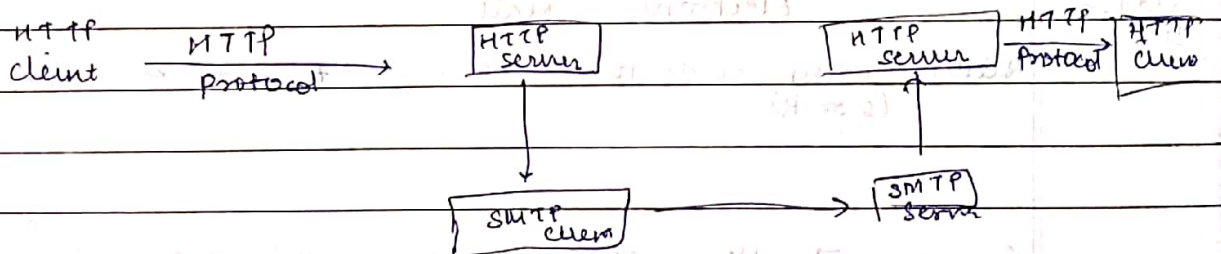
↳ MAA client → receiving

↳ POP : disadv. → don't support multimedia files & other languages (than Eng)
by default

solⁿ:
↓
include

MIME : allows non-text data & other language (non-ASCII set)

→ Not using standalone app, but web browser.



↳ Typing

↳ Applⁿ layer directs xport layer which protocol to use (TCP/UDP)
& also gives IP add^y to xport layer

Why? (It's N/w layer's job)
↓
(Why xport layer needs IP Add^y)

Because checksum

needs to be computed at XL which includes
pseudheader having info. about IP add^y.

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at AL:

→ If don't have IP add.:

- 1) go to cache of OS & see if you've some repository
- If not,
- 2) check local DNS server (college)
- If not
- 3) check next level DNS server (BNL)
- & so on...

→ don't have single DNS server at diff levels.

→ DNS names on basis of

1) country
(.in, .us)

2) characteristic (.com, .edu, .org)

.calif.w
(california)

→ whole tree is formed

