
TCP Servers



CODE
FELLOWS

Networking - OSI Model

7 Layers

1. Physical The Chip
2. Link The wires (coax, etc) how do we transfer info
3. Network Router Logic. IP / Network layer
4. Transport: When it first starts hitting software
5. Session
6. Presentation
7. Application Layer

https://en.wikipedia.org/wiki/OSI_model

HTTP

We typically use HTTP protocol.

It's stateless, one-way protocol - Open/Send/Receive/Close

E.g. Bucket Protocol

Guy in a well

Drop message in a bucket

The get it and tug the rope

I pull it up

And that's it.

TCP and UDP

TCP

- Error Checking
- In Order Delivery
- Indexed Chunks
- Optimizes packet size transfer

UDP

- No Error Checks
- FIFO

Why?

Streaming

What is a protocol

Secret Handshake to start it

Understanding of the data/language/encrypt/decrypt

If we both know it, we can talk.

If we don't, then communication can't happen

Syn	Ack	Can I talk to you?	Sure
Syn	Ack	Still There?	Yep
Ack	Ack	Sending info	Got It
Ack	Ack	Sending info	Got it
Fin	Ack	I'm done	Got it
Ack	Syn	I'm done too	Done

How do we handle that in node?

NET: TCP Module

```
require("net");
```

We can allow and establish TCP Connections

Need a "port"

Address (xxx.xxx.xxx.xxx) is the phone number

Port (:8080 or :3000) is the extension

Chat Room

