## CS & IT ENGINEERING



TCP & UDP

Lecture No-3



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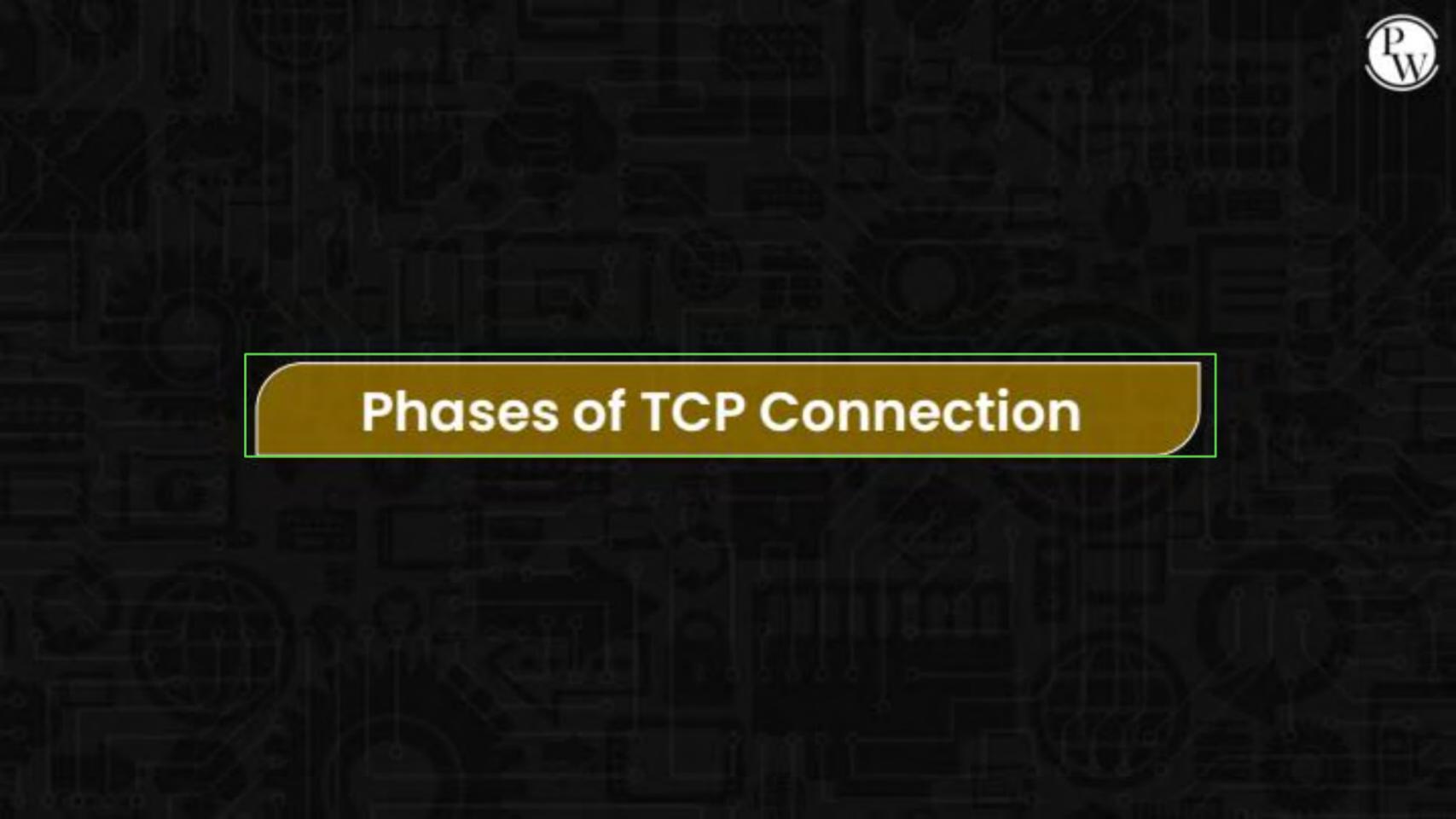


TOPICS TO BE COVERED

Phases of TCP connection



16 bits  Source Port							16 bits  Destination Port	
	A Analis		A	ckno	wled	lgeme	ent nur	nber 🗸
HL	Reserved	U	A	P	R	S	F	Window Size or (Advertisement
(4 bit)	(6 bits)	R	C	S	S	Y	1	Window)
		G	K	Н	T	N	N	
Check Sum								Urgent Pointer
				Op	tions	(0-4	0 bytes	5)

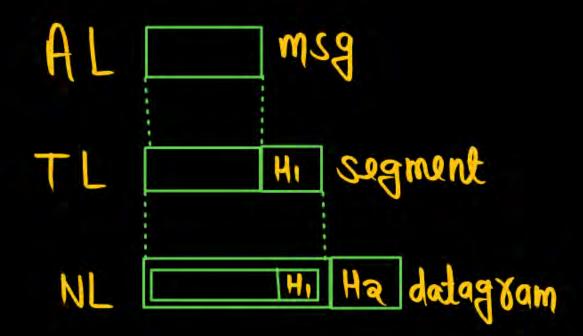


## Important Points about TCP



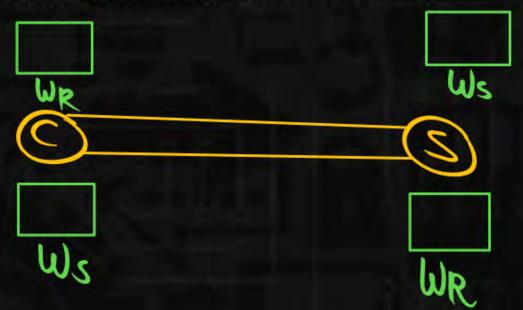
- (1) TCP is a connection oriented & reliable protocol(TCP has both flow and error control mechanism)
- (2) It is a virtual connection & not physical i.e segments of TCP may follow different paths, some of them may lost or duplicated or arrive out of order. Segments are encapsulated in IP datagram.
- (3) Virtual Connection means resources like buffers are allocated in advance at the client and server side before starting transmission

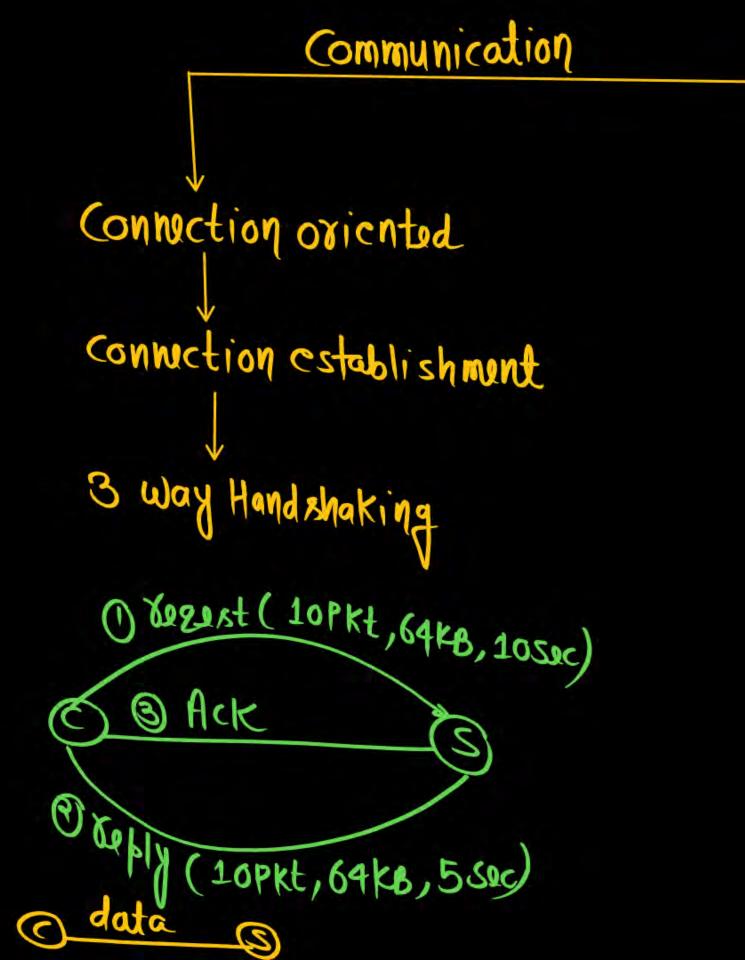






- (4) TCP connection have 3 phases.
  - (i) Connection Establishment
  - (ii) Data Transfer
  - (iii) Connection Termination
- (5) TCP Connection is a Full Duplex Connection i.e data can be sent in both the direction
- (6) TCP uses sliding window protocol for its flow control (GBN+SR)
- (7) Each TCP connection have 4 window.

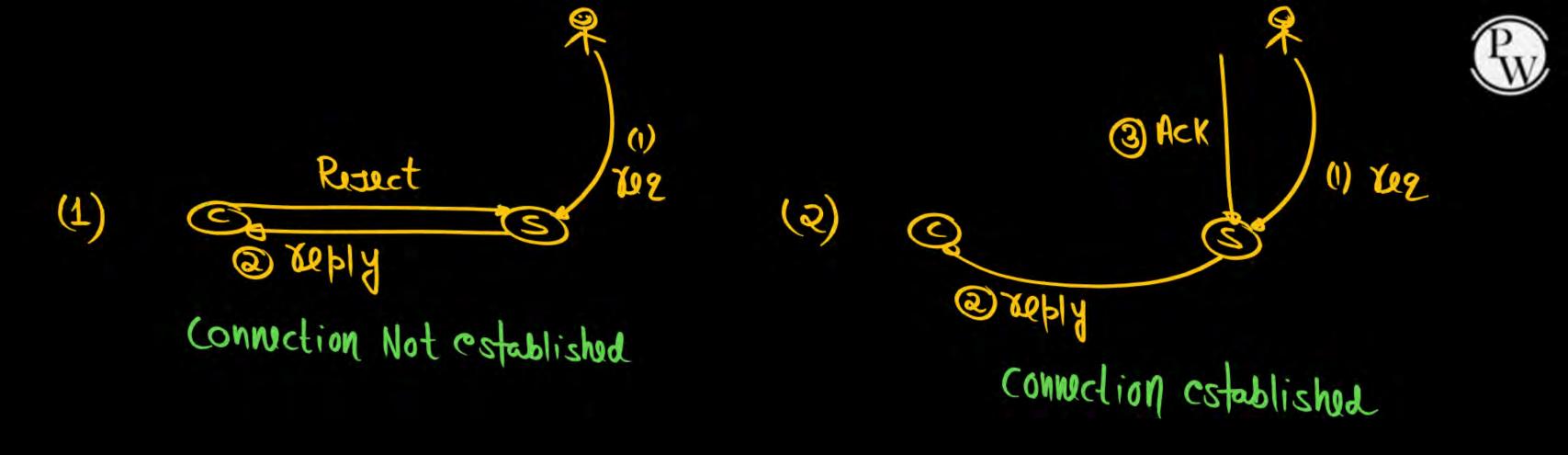


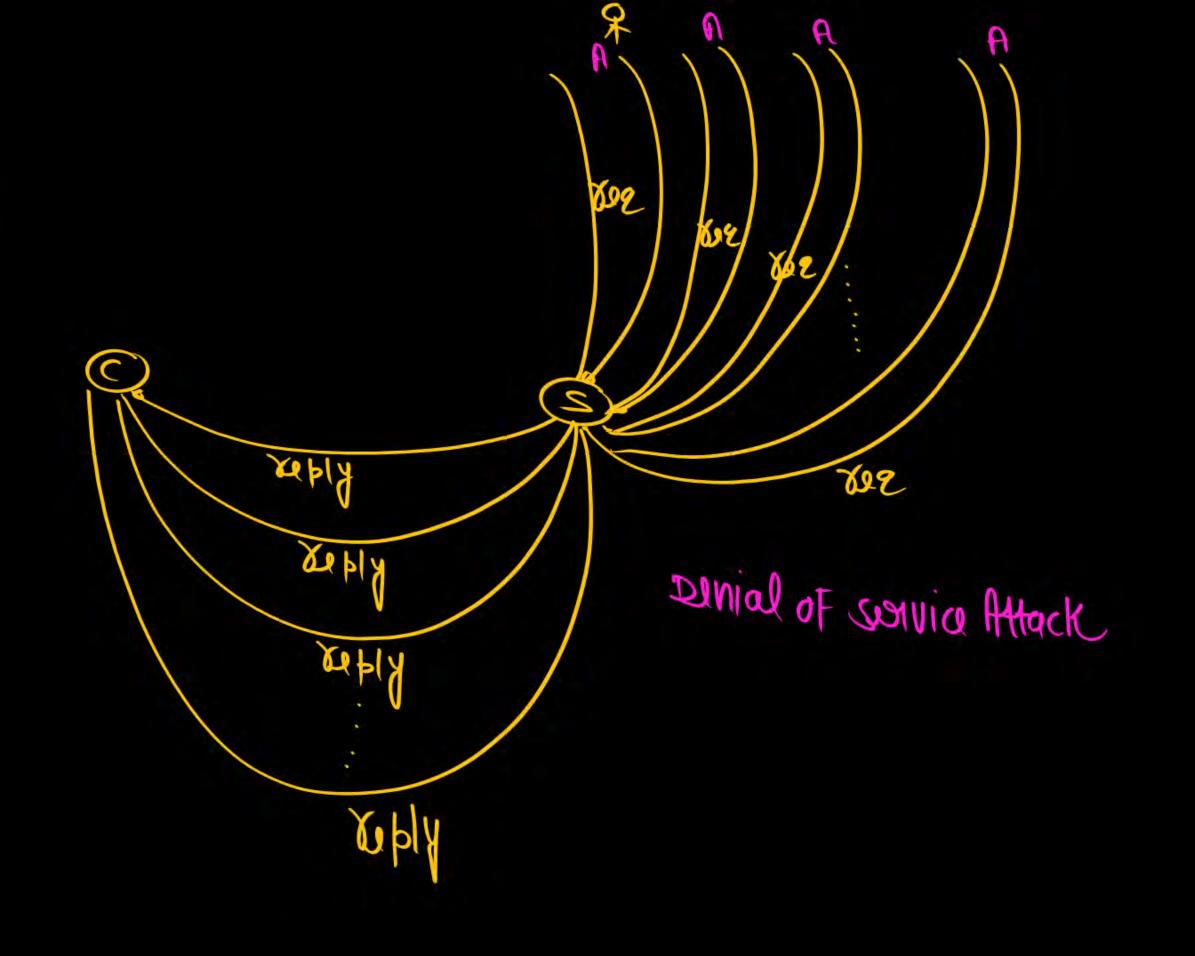




Connection Less

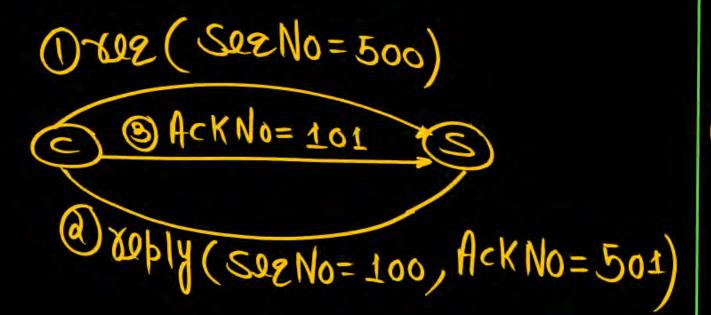




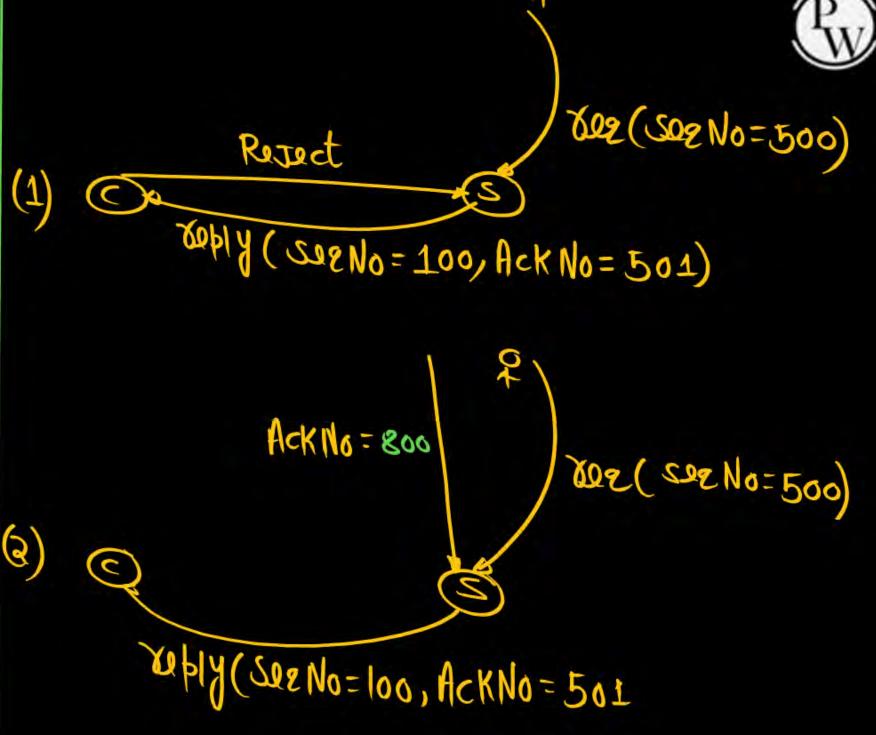


(3)





Note: Seewence Number and Acknowledgement Number are Also used For Authentication purpose.



## Flags = 6 bit

- (1) URG Urgent Flag
- (a) Ack Acknowledgement Flag
- (3) PSH Push Flag
- (4) RST Result Flag
- (5) SYN Synchronization Flag
- (6) FIN Finished Flag

## Note



SYN and Ack Flags are used in the connection establishment phase



Pw

- (1) connection establishment phase
- (a) Data transfer phase
- (3) Connection termination phase



