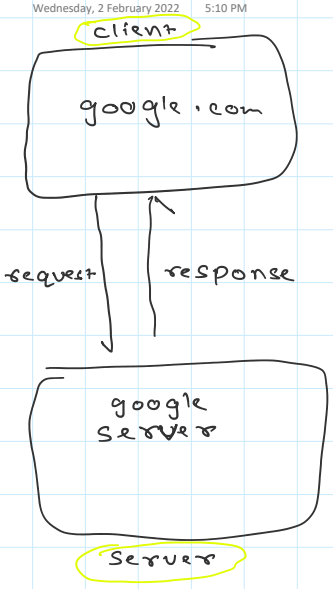
Client and architecture

Wednesday, 2 February 2022 5:10 PM



we click enter so it sends a request to the server and server responds back.

Protocols -

TCP - It will ensure that data will reach its destination and won't be corrupted.

UDP - when we don't care wheather 100% of data is reaching or not. for ex - Video Call

HTTP - Hyper Text transfer Protocol

It is used by web browser. It defines the format of the data which is being transferred b/w client and servers.

IP address -

Let's understand this by a phonebook in our mobile.

if we want to call anybody, we don't need to write there number we can find that by typing there names. so,

John ⟷ 9991123 Similarly google.com ⟷ x.x.x.x

So, every single device on the internet which can talk to each other have an IP address.

syntax of an IP address -

x.x.x.x

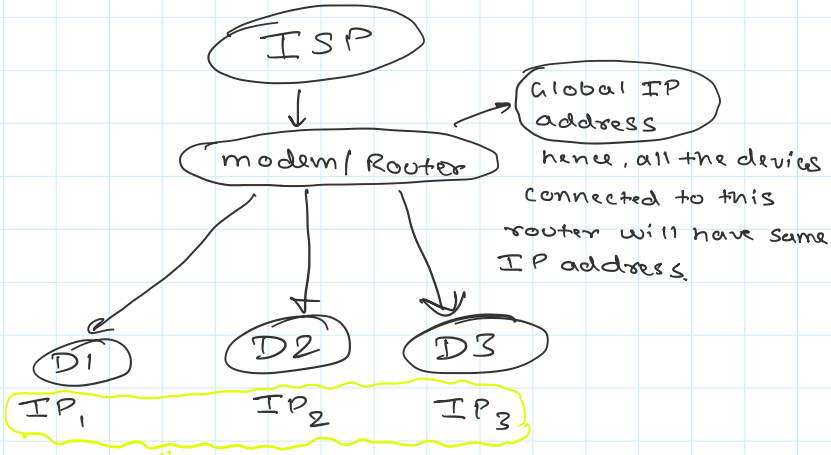
↓

every x has a value between 0-255

so, If we write a particular IP address, It will resolve to google.com

If we need to check our own IP address use -

curl ifconfig.me -s



→ we do it using DHCP - Dynamic Host configuration Protocol

So, If any of these devices makes a request, google will see it as a global IP address.

Now, our ISP will send a request to google.com, from where it will response to our ISP. ISP → router. and then using Local IP router will send the response to the device who made the request.

it does that using NAT - Network access translator

we still don't know which application requested. Ex- we're using chrome. router knows which device requested but it doesn't know which application from that device requested. So, we can do this using ports.

every application in a device has different **port** number.