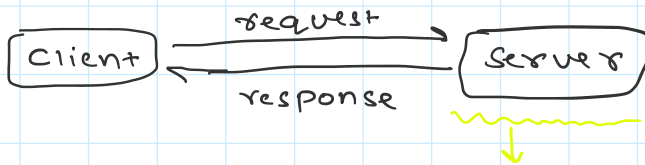


Application Layer

Friday, 4 February 2022 3:05 AM

main layer where users interact
with for ex- whatsapp, browser
It lies on your devices.



A system which controls
a website you're hosting

✓ This is a client server
architecture.

The client will be running a process
and the server will be running another
process. These processes will be
communicating with each other.

every company has several servers.

The collection of these servers are
called data centre

The time duration
to make a round

```
Command Prompt
Microsoft Windows [Version 10.0.19044.1466]
(c) Microsoft Corporation. All rights reserved.

C:\Users\ayus>ping google.com

Pinging google.com [172.217.174.78] with 32 bytes of data:
Reply from 172.217.174.78: bytes=32 time=12ms TTL=115
Reply from 172.217.174.78: bytes=32 time=12ms TTL=115
Reply from 172.217.174.78: bytes=32 time=11ms TTL=115
Reply from 172.217.174.78: bytes=32 time=11ms TTL=115

Ping statistics for 172.217.174.78:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 11ms, Maximum = 12ms, Average = 11ms

C:\Users\ayus>
```

trip from client to server
and return.

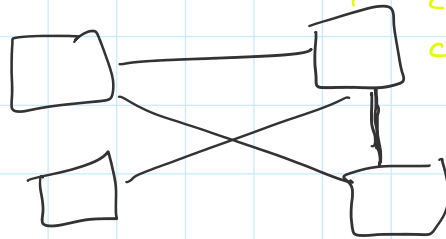
These are packets

can we reduce ping time?

→ Not really, because we're
getting the best possible ping
time.

There is one more way in which applications are connected to end systems. This is called peer to peer architecture (P2P)

Here applications / clients connect directly with each other without requiring servers.



every single system can be considered a client and server both.

An example is bit torrent.