- Presents data to lower level to upper and vice versa.eg change to bits.
- Compression and encryption happens her

| APPLICATION LAYER |

- Provisions UI for the user
- FTP,HTTP,SMTP,POP3 etc

| PRESENTATION LAYER |

All people seem to need data processing

- How to transmit data
- Data segmentation into bundles, assign seqNo to each+portNumber
- Flow control-limits data rates between devices eg between server (high) and mobile(low)
- End to end error check->eg if one segment is missing TCP/UDP

| SESSION LAYER |

- Maintain persistent connections/closes them
- Keeps different application data different and provides sync
- Authenticate & authorize

| TRANSPORT LAYER |

- Does logical addressing of data eg IP of receiver and sender and adds to packet
- Path determination by which data segment will flow
- Routing -> adds info to send it to next node in the network

Lookup lossy and lossless conversions

- Physical addressing->finds the MAC address and appends it to Data segments

| NETWORK LAYER |

| MAC rec, MAC sender | IP SENDER,IP RECEIVER | Sequence Number Port Number | TAIL |

| DATA LINK LAYER |

DATA SEGMENT

adds error check

| PHYSICAL LAYER |

- Converts to physical medium and transmit

miro