	Date://
	System Design: HID
	System Designi: HLD
#1	: 1 - Network Protocols
znoidmul r	- What is Client Server Model ( )
	- Peer to Peer Model ( web sockets)
parate ,	- HTTP US TOP US UDP US FTP US SMTP (POP, IMAP)
	has k points
-	Network Protocols define the rules so that 2
(CHON 2	computers/systems can communicate with each
	other.
	Communication
ent the	We will cover Application Layer and Transport
	layer from 7 Ost model layer et la
nik	# Load Balancing: is a concept would be use
	Application of any boundingib
prod. 83vig	Client Server Protocols Peer to Peer Protocols
L L	- HTTP ** WEB RTC **
	- FTP
	- SMTP (POP/IMAP)-
	- Web Sockets**
	SMTP: sending the mail
	IMAP: read/access the mail
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->	Difference b/w client-server and Peer to Peer
	Web Browser Web Server
	client 1997 request > 921907
12	regponse Distriction
#	This is one way communication -> client will
	always initiate and server will give the response
	e.g. HTTP, FTP, SMTP
6	Ade pro ordedis
(3#	But in web sockets -> we have bi-directional comm.
gvij	unitation (client can talk to server and server can
	Prime talk to client)
	rserver e.g. whatsapp
2	120 ti szons / Messaging
	[client] X [client2] (Messaging App)
lasoto	Also we will not use FTP (File transferp
#	Peer to Peer (webRTG): d 2020 toom oil
	Server can talk to dient, Client can talk to server
	and also client can talk to each other
pri	imostic sull prillips white rod : 278 dow (1)
0	ENTREZZONI (8)
	qients Quientz 7774
FEN	(2) HTTPs: Secured communication / Trans
	· Web RTC is fast as compared to client-server
	Protocols.

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->	Transport Layer and some of
	we be prompted to the boundary
	TCP/IP PDP/IP
	Connection is established · Connectionless
	traffert serve manual mon pro privilly of
sponse.	alite initiate and server to the the
	TMZ 979 977N p.
	Ack no ordering,
ום בסומות	SLOW as compared FAST (no ACK)
NO N	to uppuse of Alot no eignivideo calling, LIVE
	to UDP use of Alot no e.g. Nideo calling, LIVE
	of street eng. whatso
Rip	That's why WebRTC is FAST, because it uses
	UDP to transfer the data.
->	Also we will not use FTP (File transfer protocol)
	in most cases because it is not secured
ا دوربادر	Instead we will use HTTPs !! + 100
	and also dient can talk to cach aller
0	WebRTC: For video Calling, Live Streaming
2	Websockets: Messaging Apps
3	HTTP: One way communication
3	MTTPs: Secured communication/ Transfer
NULL	2 - trail of Proford to cient - s
	istorial 9
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