* + Network, Packets and Protocols:
    - Host and router:
      * The application program (internet browser) is the host.
      * Router are machine to relay or forward information from one communication to other. Not all host directly connect to one router, so few hosts connect to router, which is connected to other routers.
    - Packet:
      * Sequence of bytes are constructed by program.
      * In networking, these sequence of bytes are called packet.
    - Protocol:
      * Protocol is the agreement about the packet exchanged by communicating program. Protocol may tell how packets are structured, how big they are.
      * HTTP (HyperText Transfer Protocol) solves the problem of transferring hypertext object between server.
      * To implement a useful network, we need multiple different protocols to solve the problems. TCP/IP is a protocol suite which is collection of solution.
      * As figure 1.1 : From the data in application, it is sent to host on UDP or TCP by Socket. From Host, it send data to router through IP and router send to the receiver’s host.
      * TCP/IP :
        + Bottom layer deal with forwarding packet toward their destination. IP provides a datagram service: each IP packet contain the address of its destination and is delivered independently.
        + Above layer (transport layer) : TCP and UDP have both addressing function, to get a packet to a particular application program, TCP and UDP use addresses, are called port number