# Chapter 2

## Some network apps

## Creating a network app

Apps should run on different end systems and communicate over network

Web server is on the server host side, browser software designed for client side

Don’t write software for network-core devices

Such as routers and switches – they do not run on the application layer

## Client-server paradigm

## Processes communicating

Messages – application layer packets

Messages are sent between processes in different hosts

## Sockets

Heads exist in transport layer which tells where to and how to receive message

When client server transport receives message, it removes the header

## Addressing Processes

Messages are sent with an IP and port numbers – together it is known as a identifier