the network layer

the Internet Protocool (IP) version 4 or version 6 there are also others, but quite uncommon today

allows send messages to/recv messages from other networks "internetwork"

messages usually called "packets"

network layer quality of service

if packet ...

event	on IPv4/v6
collides with another	out of scope — handled by link layer
not received	lost silently
header corrupted	usually discarded silently
data corrupted	received corrupted
too long	dropped with notice or "fragmented" + recombined
reordered (v. other messages)	received out of order
destination unknown	usually dropped with notice
too much being sent	discard excess

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includes dropped by link layer (e.g. if detected corrupted there)