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7.1 SMTP

- Simple Mail Transfer Protocol

- There is a TCP handshaking process after which the client will initiate SMTP handshaking processes

- Status codes are used to indicate action and status of requested actions

- The only thing important in SMTP is the codes, so the implication is that junk data data can be placed such as fake email addresses

- Every SMTP command is 4 letters

- HELO indicates SMTP

- Ehlo indicates ESMTP

- SMTP is only used for pushing messages to a server

- To retrieve messages, you must use a mail access protocol

    - IMAP
    - POP3
    - HTTP

- Client must request for new mail via a mail access protocol

- MIME is added to SMTP headers to indicate content:type will be used in the data sections

- Content-type is used in the data section to indicate to the client to identify different types of content which will indicate how to open and decode certain files in the SMTP request

- Unlike HTTP requests, SMTP supports different content in one message