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Topic-3
Protocols and Standards

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A **protocol** is a particular set of rules for having a conversation between two computers to convey a specific set of information.

A **standard** (and in the networking arena, many **protocols** are **standards**) is a document that specifies something that has the overwhelming support and agreement of the **standards** making body.

Networking Standards.
Networking standards ensure the interoperability of **networking** technologies by defining the rules of communication among networked devices.

Networking standards exist to help ensure products of different vendors are able to work together in **network** without risk of incompatibility.

Various protocols

There are various types of protocols that support a major and compassionate role in communicating with different devices across the network. These are:

1. Transmission Control Protocol (TCP)
2. Internet Protocol (IP)
3. User Datagram Protocol (UDP)
4. Post office Protocol (POP)
5. Simple mail transport Protocol (SMTP)
6. File Transfer Protocol (FTP)
7. Hyper Text Transfer Protocol (HTTP)
8. Hyper Text Transfer Protocol Secure (HTTPS)
9. Telnet
10. Gopher

Some Other Protocols

Some other popular protocols act as co-functioning protocols associated with these primary protocols for core functioning. These are:

ARP (Address Resolution Protocol)
DHCP (Dynamic Host Configuration Protocol)
IMAP4 (Internet Message Access Protocol)
SIP (Session Initiation Protocol)
RTP (Real-Time Transport Protocol)
RLP (Resource Location Protocol)
RAP (Route Access Protocol)
L2TP (Layer Two Tunnelling Protocol)
PPTP (Point To Point Tunnelling Protocol)
SNMP (Simple Network Management Protocol)
TFTP (Trivial File Transfer Protocol)

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