DIAGRAMS

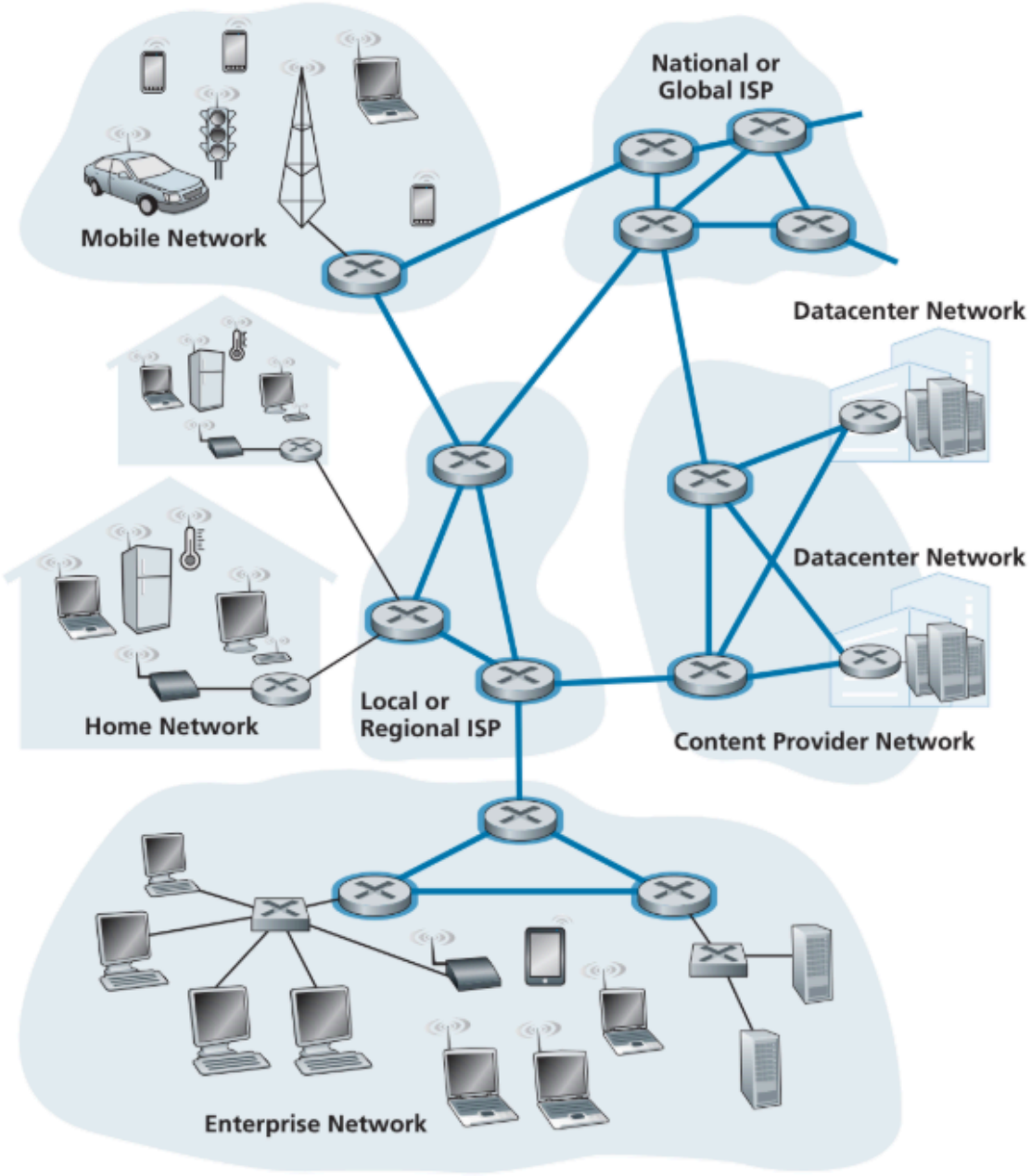


Figure 1.10 ♦ The network core

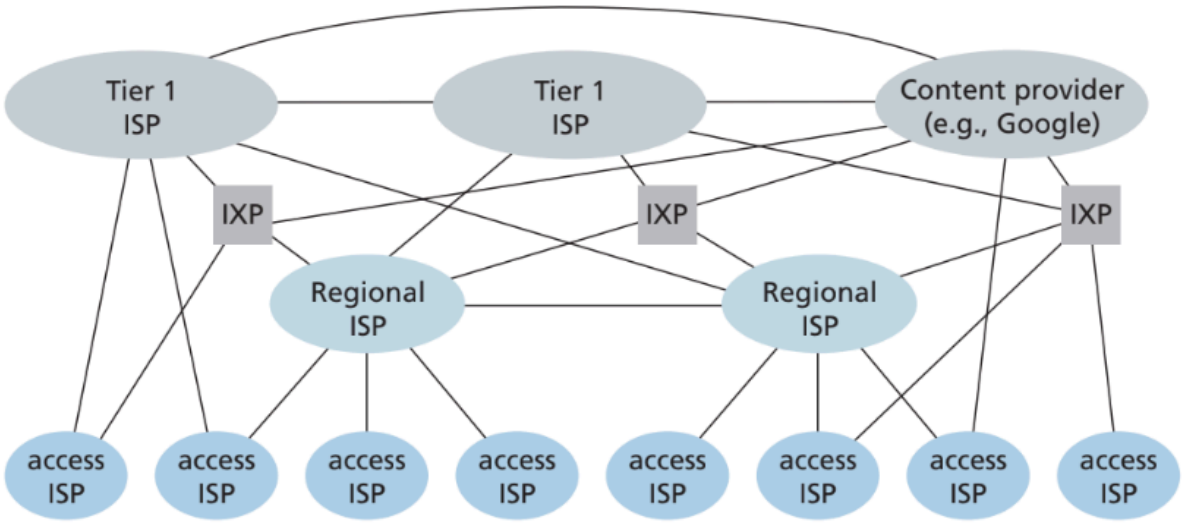


Figure 1.15 ♦ Interconnection of ISPs

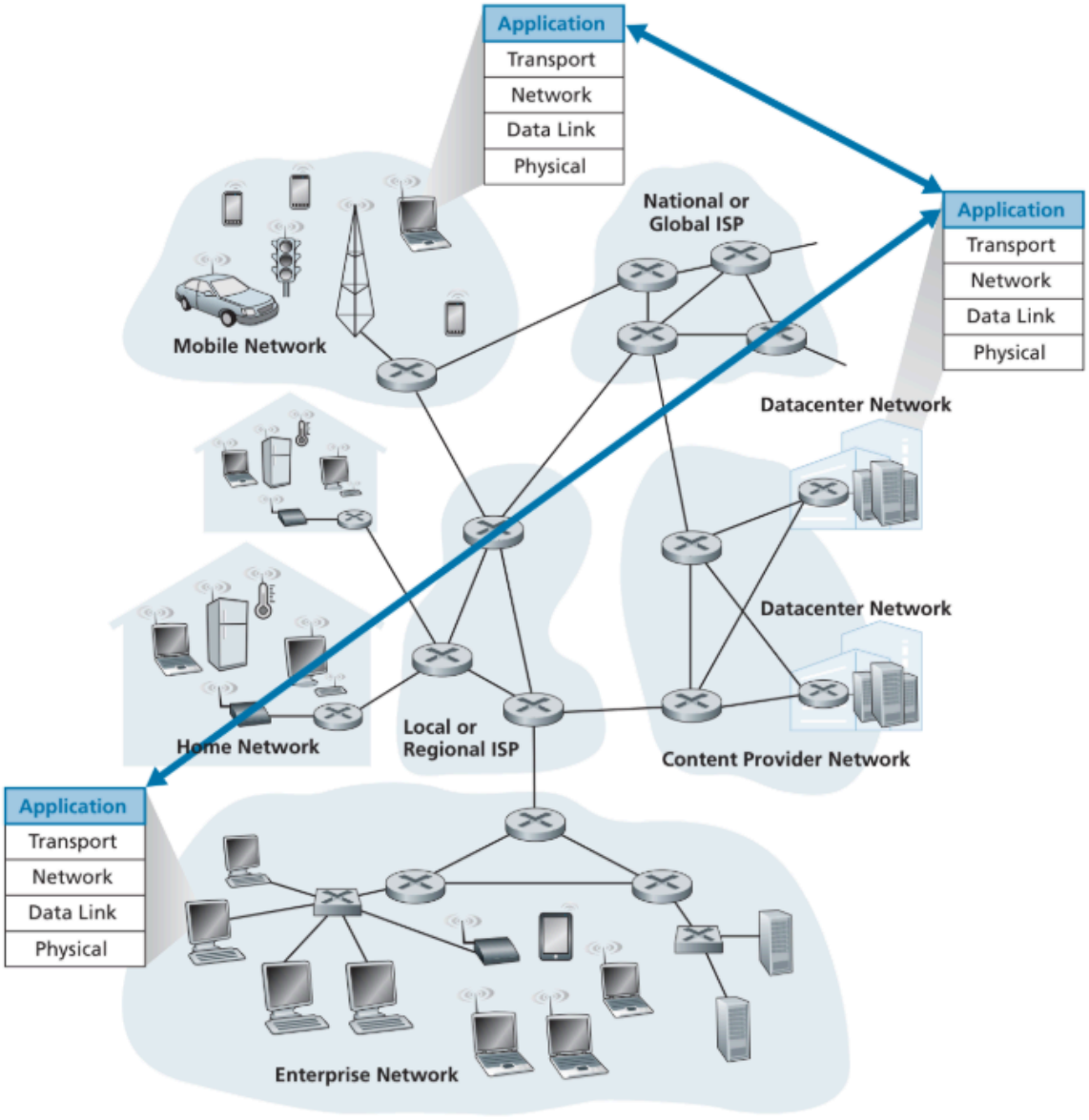


Figure 2.1 ♦ Communication for a network application takes place between end systems at the application layer

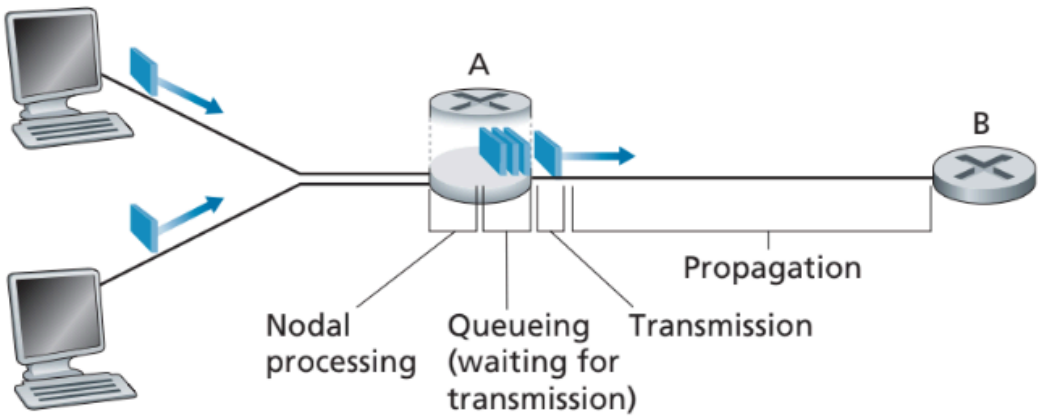
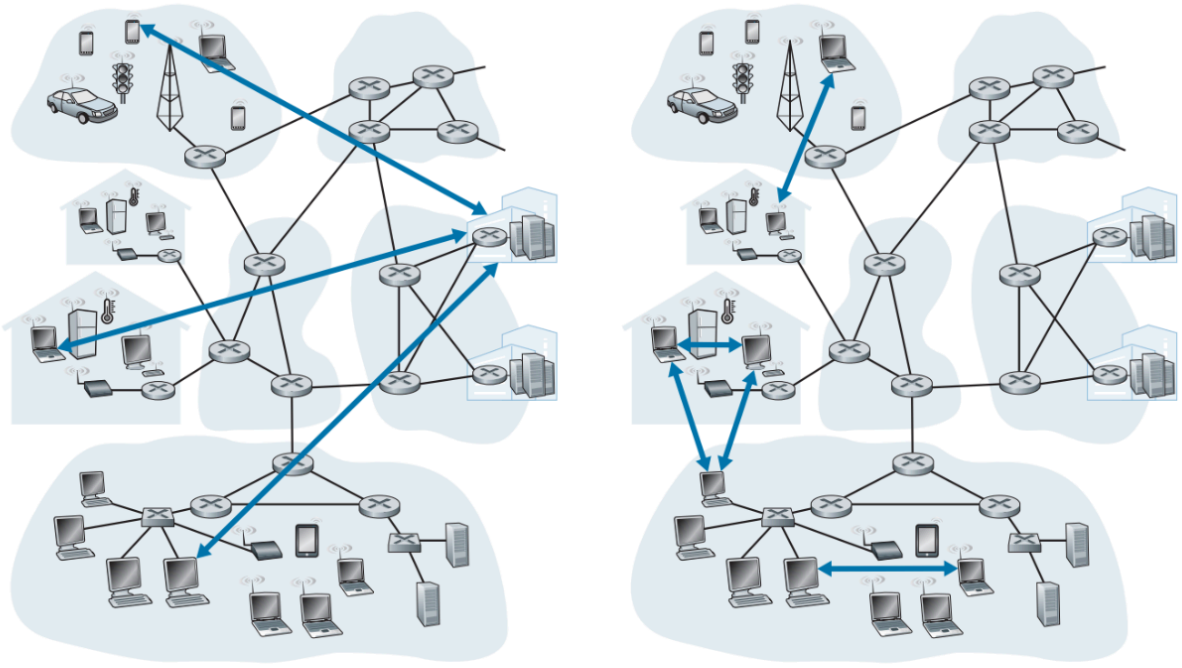


Figure 1.16 ♦ The nodal delay at router A



a. Client-server architecture

b. Peer-to-peer architecture

Figure 2.2 ♦ (a) Client-server architecture; (b) P2P architecture

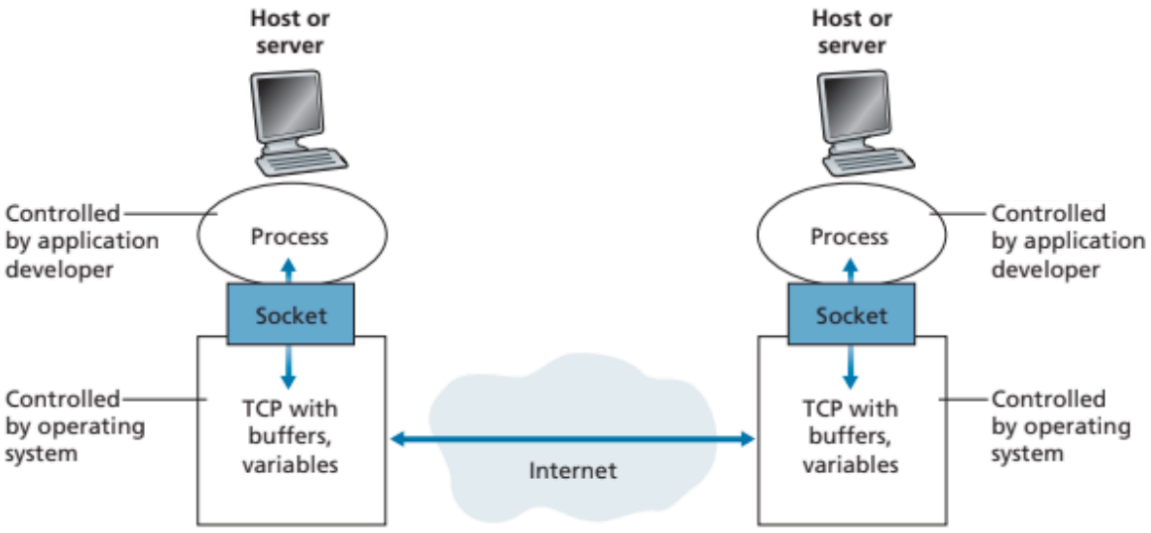


Figure 2.3 ♦ Application processes, sockets, and underlying transport protocol

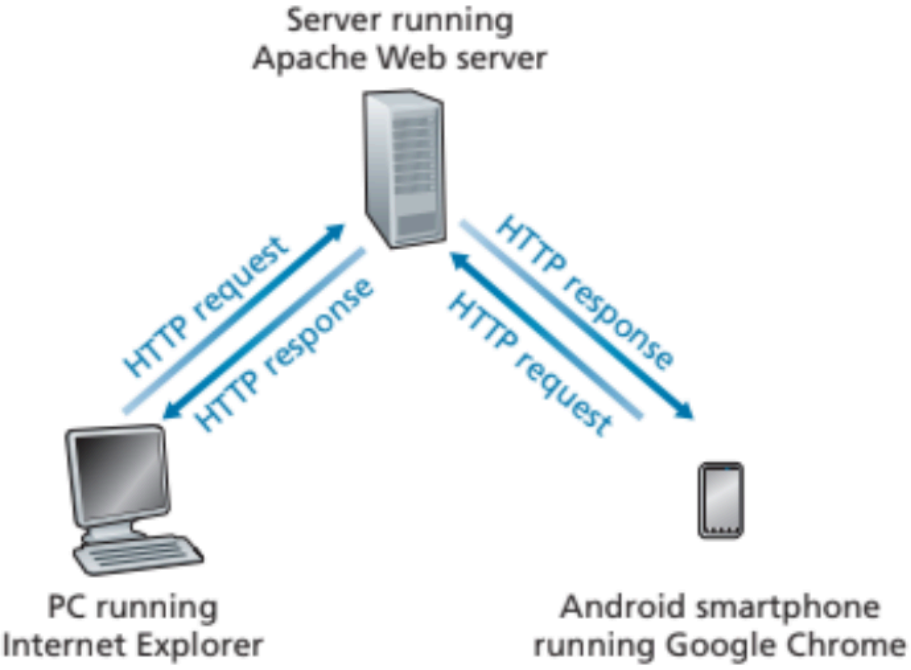


Figure 2.6 ♦ HTTP request-response behavior

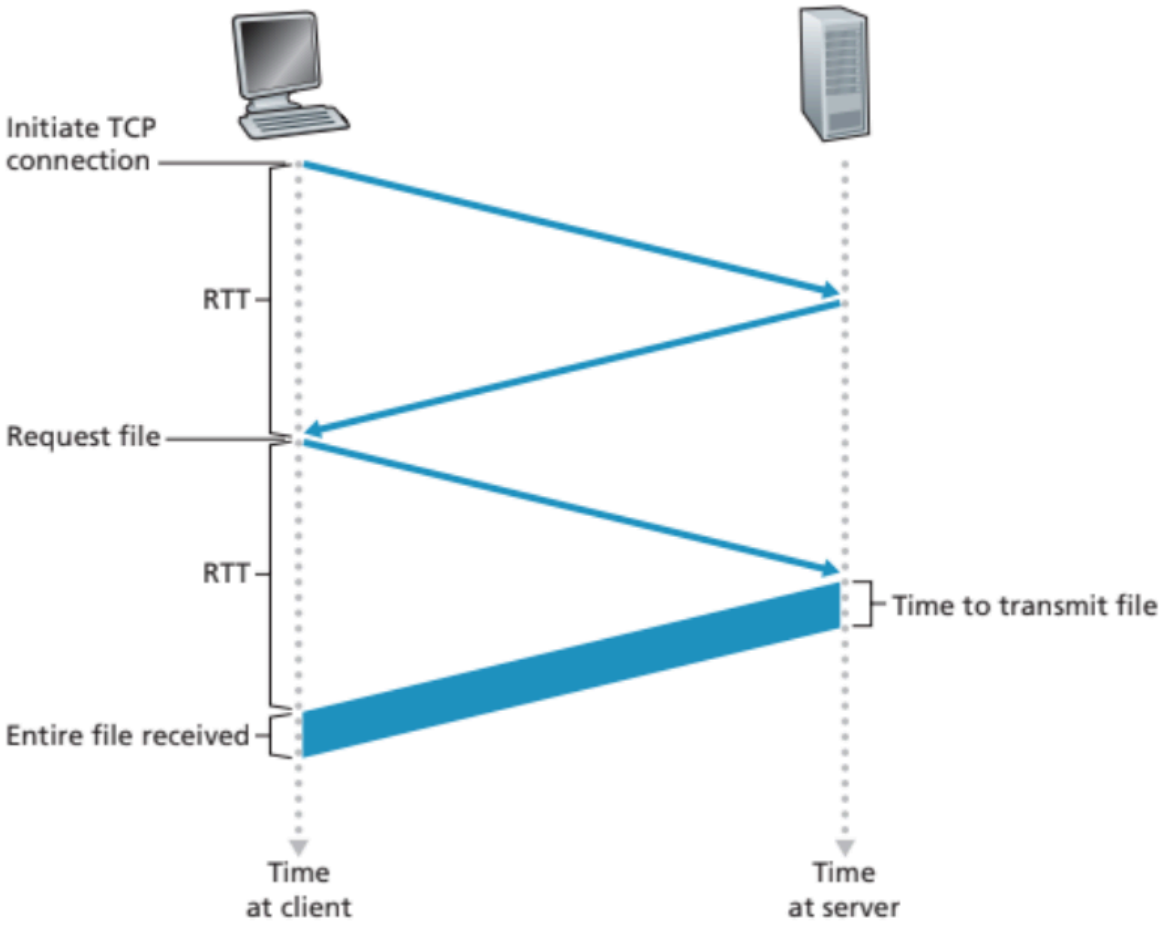


Figure 2.7 ♦ Back-of-the-envelope calculation for the time needed to request and receive an HTML file

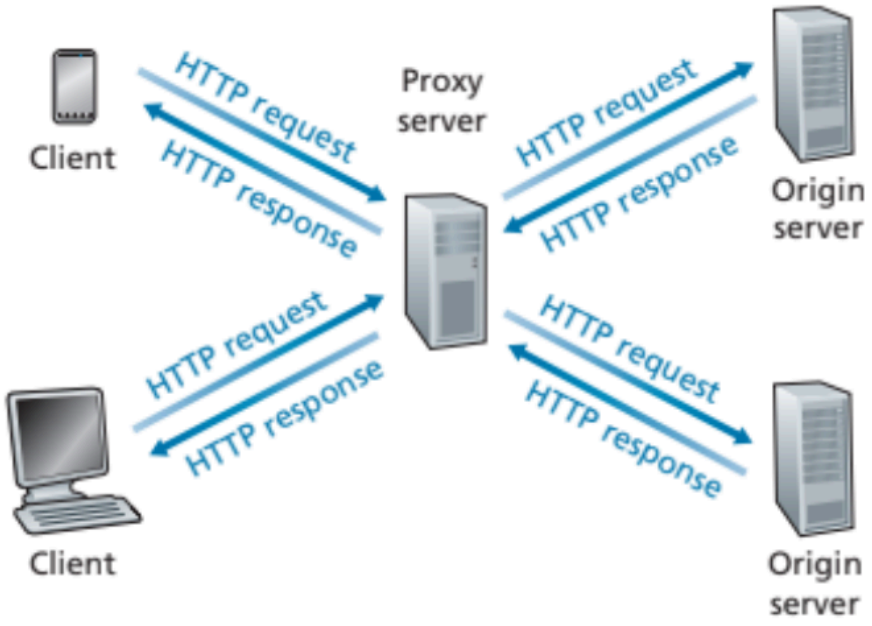


Figure 2.11 ♦ Clients requesting objects through a Web cache

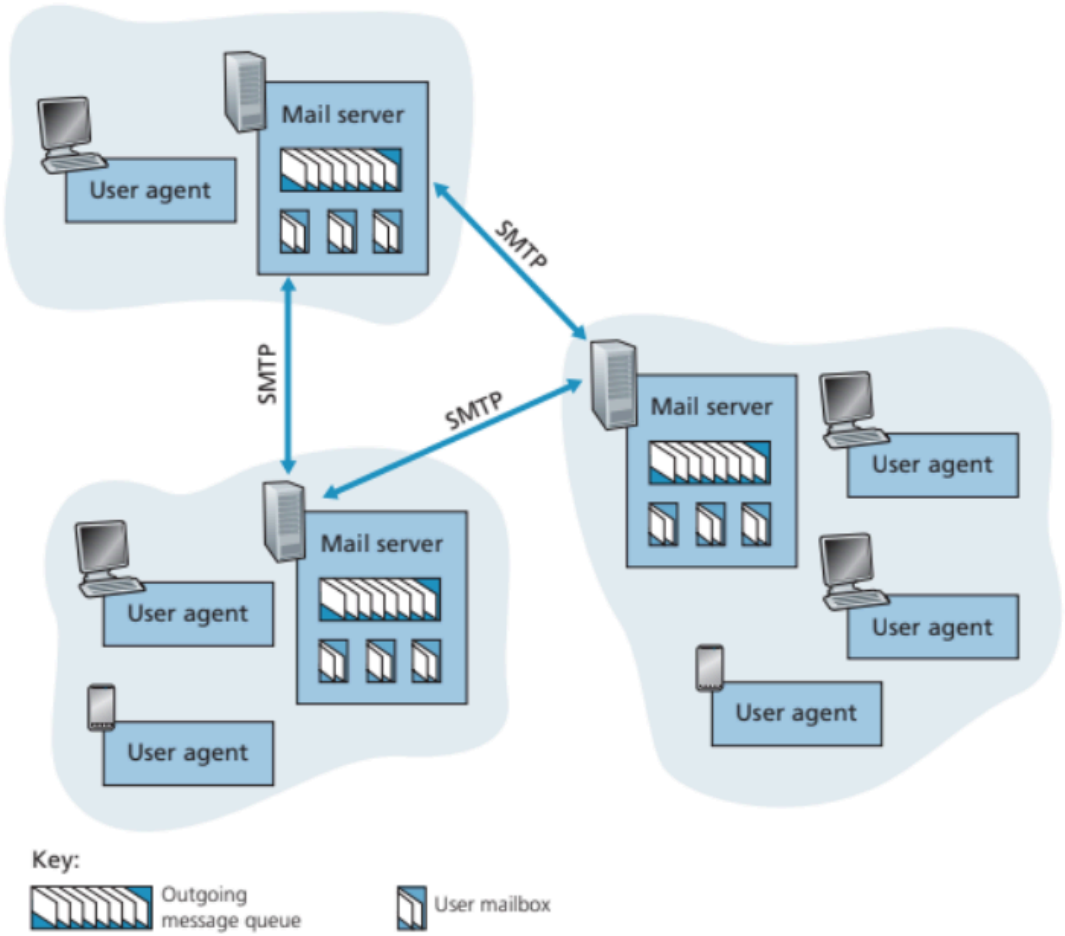


Figure 2.14 ♦ A high-level view of the Internet e-mail system

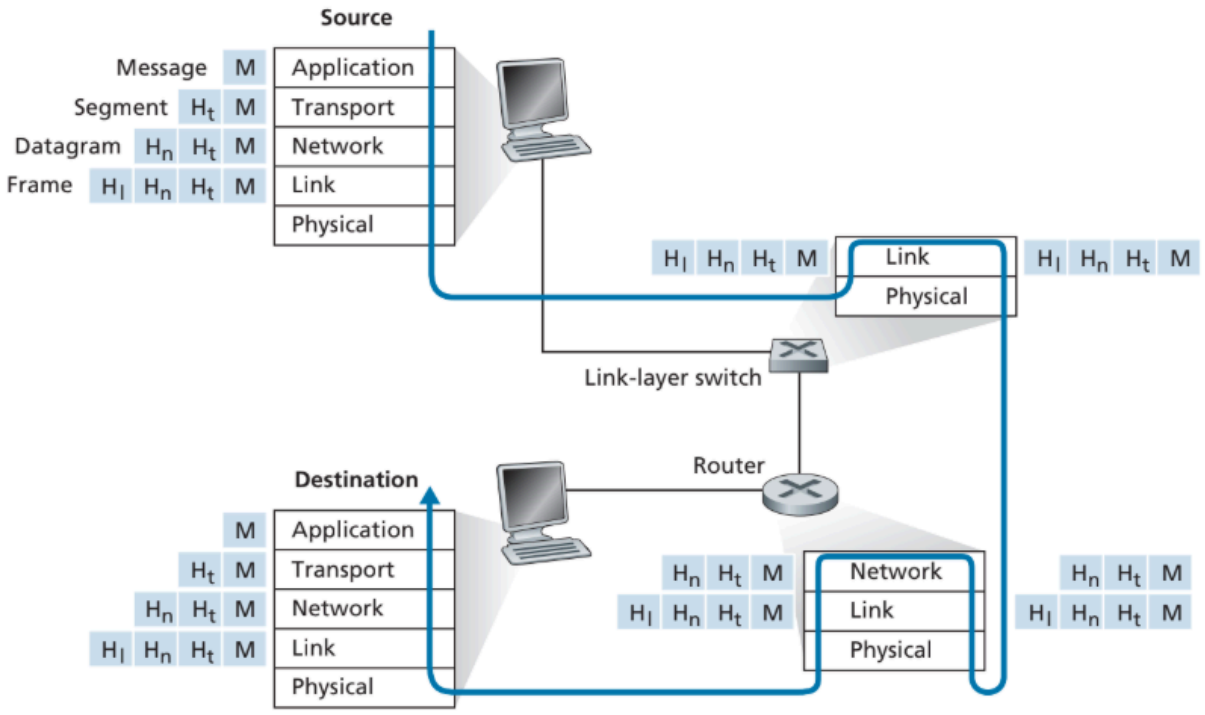


Figure 1.24 ♦ Hosts, routers, and link-layer switches; each contains a different set of layers, reflecting their differences in functionality

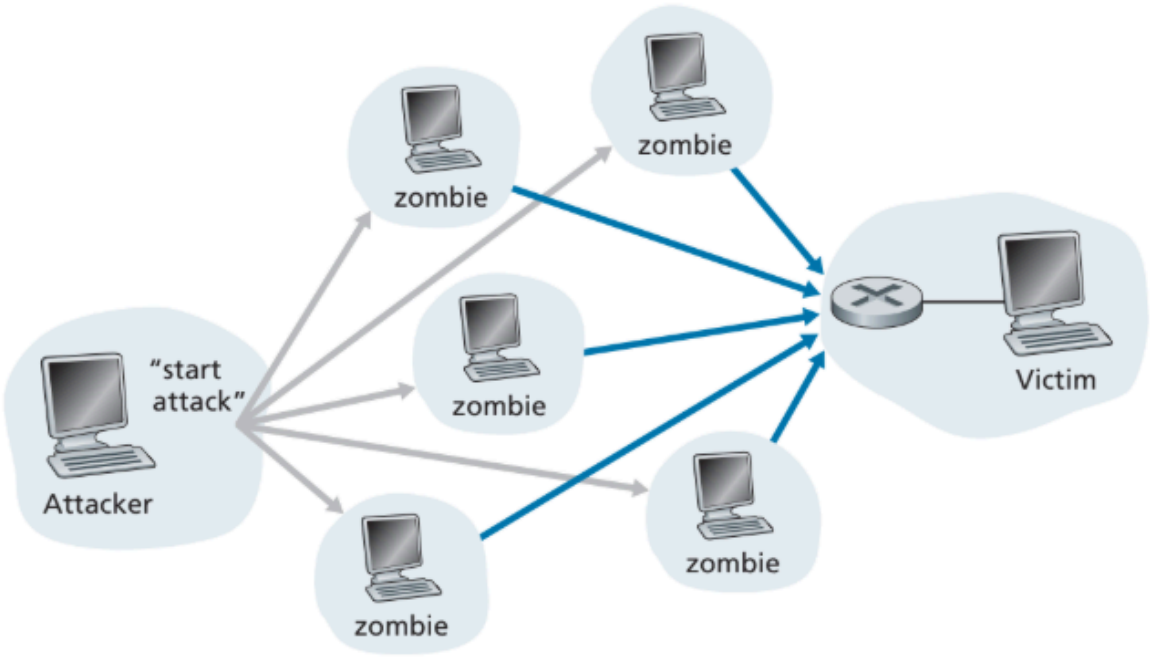


Figure 1.25 ♦ A distributed denial-of-service attack