



## Model OSI (7 layers)

7. ~~Da~~ Application

6. Pres.

5. Session

Application layers

4. Transport → TCP / UDP ←

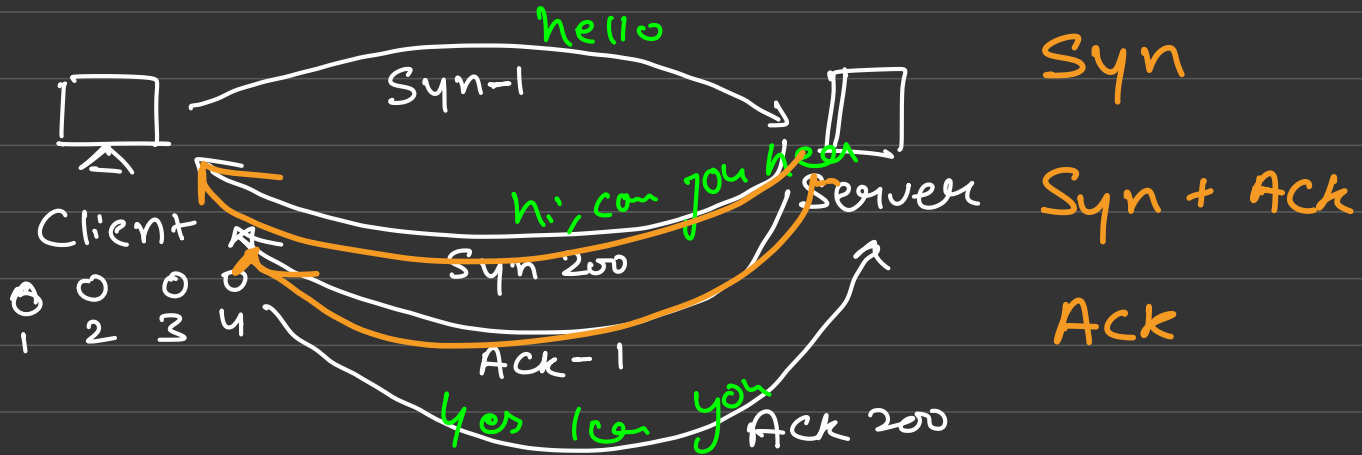
3. Network layer - Routing ip addressing

2. Data link - frames

1. Physical layer - Bits 0 1

Tcp → Trans control protocol

Reliable, ordered, 3-way handshake



# Http - hypertext trans protocol

1 → 1.1 → 2 → 3

○ ————— ○

3 way Sync

1.1 → Tcp handshake

2 →

3 → QUIC → UDP

Time ↓  
Reliability ↑

UDP

Time ↑

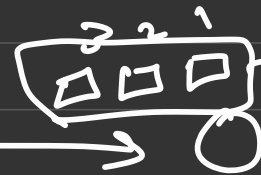
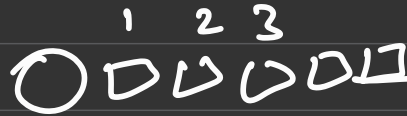
Reliable ↓

UDP

Zoom

→

←  
UDP



Tcp

Cricket

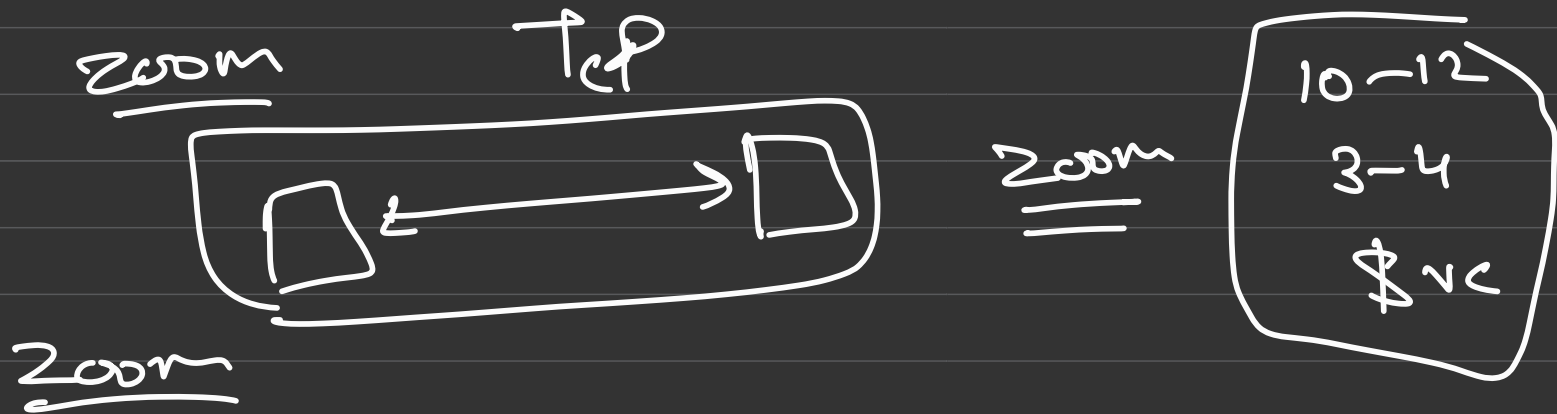
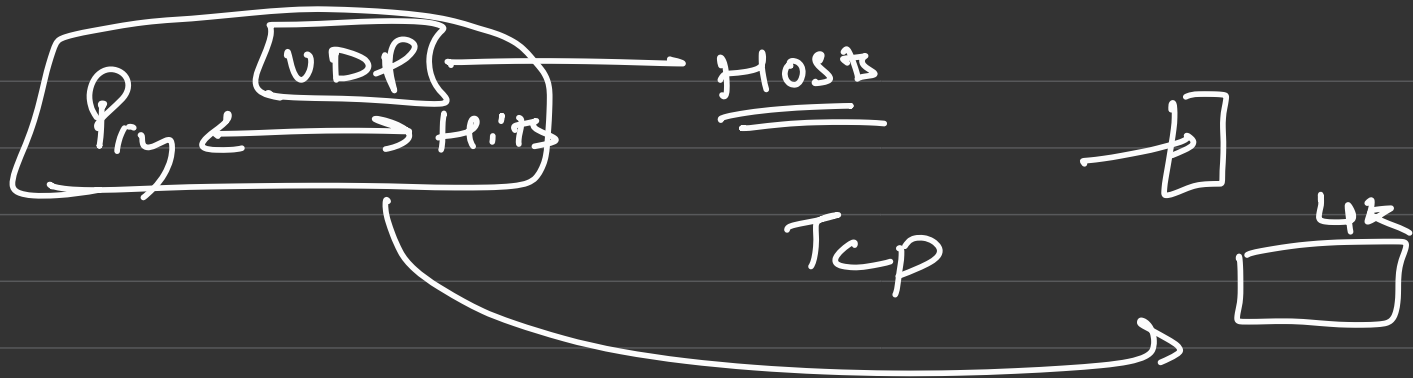
Tcp

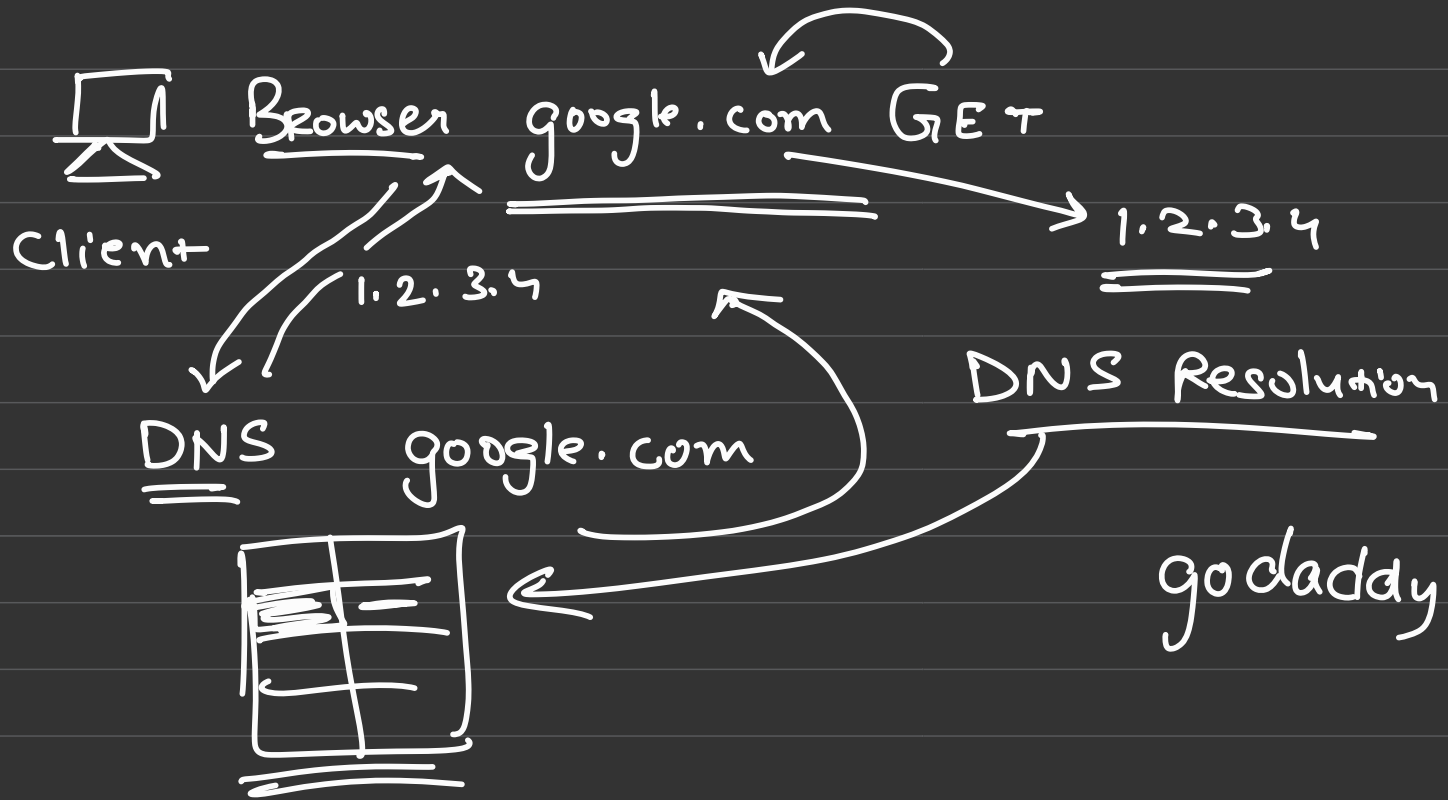
Video call

UDP

yt live

Tcp





DNS Server

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