Protocol: It defines a set of rules that a layer uses to exchange the information with peer entity

Interface: It is a way through which the message is transferred from one layer to another layer

Service primitives

Primitive	Meaning
LISTEN	Block waiting for an incoming connection
CONNECT	Establish a connection with a waiting peer
RECEIVE	Block waiting for an incoming message
SEND	Send a message to the peer
DISCONNECT	Terminate a connection

Table. Service primitives in network

➤ A service is formally specified by a set of primitives (operations) available to a user process to access the service. These primitives tell the service to perform some action or report on an action taken by a peer entity

➤ There are five types of service primitives:

1. **LISTEN:**

   ➤ When a server is ready to accept an incoming connection, it executes the LISTEN primitive
   ➤ Block waiting for an incoming connection

2. **CONNECT:**
   ➤ CONNECT primitive connects the server by establishing a connection with the client
   ➤ Establish a connection with a waiting peer

3. **RECIEVE:**

   ➤ When a server is ready to accept an incoming message, it executes the RECEIVE primitive
   ➤ Block waiting for an incoming message

4. **SEND:**
   ➤ the client executes SEND primitive to send its message to the server
   ➤ Send a message to the peer