# CSCI 466: Networks

Lecture 4: Application Layer

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## **Application Layer**

**Presentation Layer** 

**Session Layer** 

**Transport Layer** 

**Network Layer** 

**Data Link Layer** 

**Physical Layer** 

## OSI Model

### **Application Layer**

Messages from Network Applications



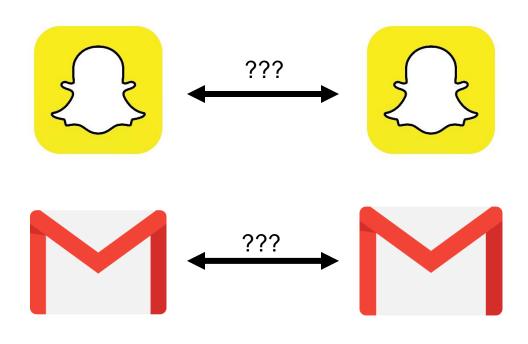
### **Physical Layer**

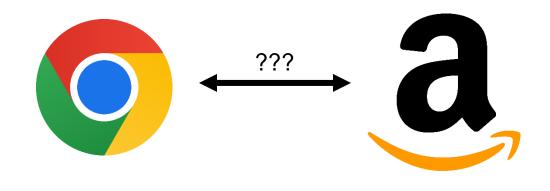
Bits being transmitted over a copper wire

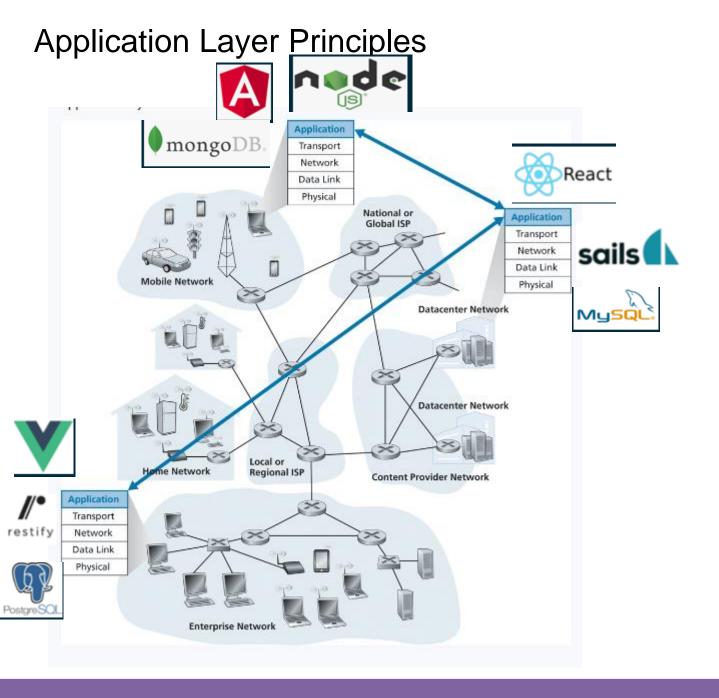
\*In the textbook, they condense it to a 5-layer model, but 7 layers is what is most used

## **Application Layer**

## OSI Model



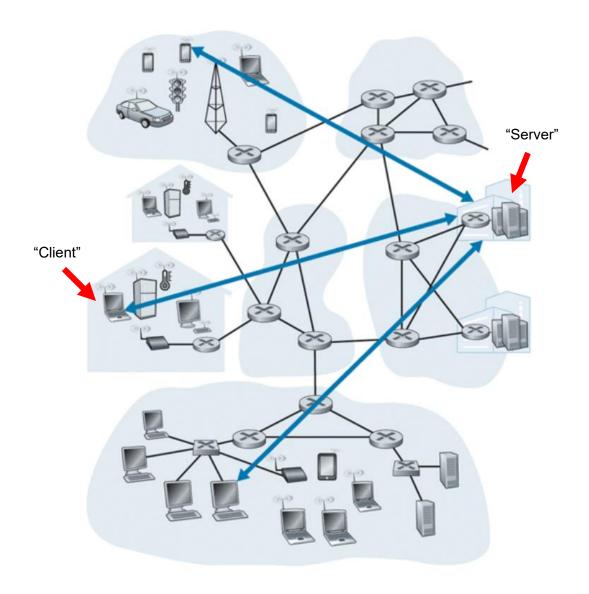




Web applications are built with different technologies

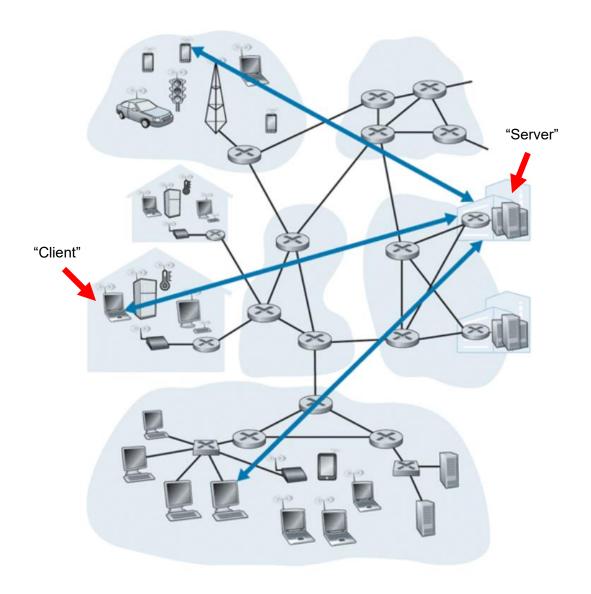
We need a universal method for communicating between applications connected to the internet

New web applications need to be "compatible" with other web applications they communicate with



#### **Client-server architecture**

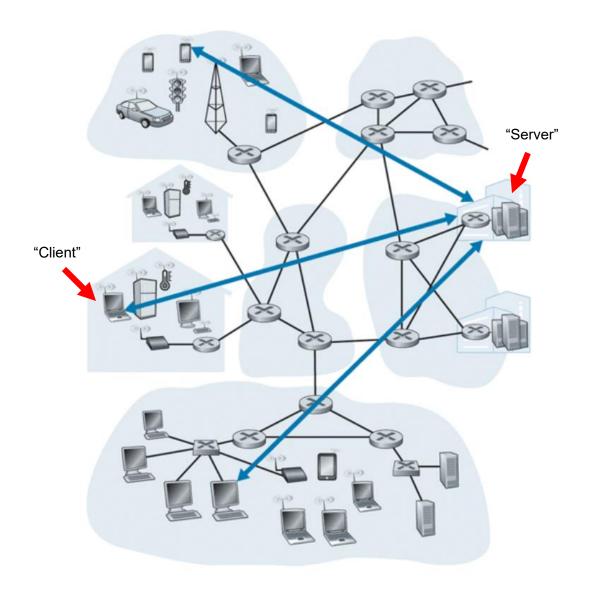
Clients do not directly interact with each other



#### **Client-server architecture**

Clients do not directly interact with each other

ie. My web browser does not directly interact with your web browser



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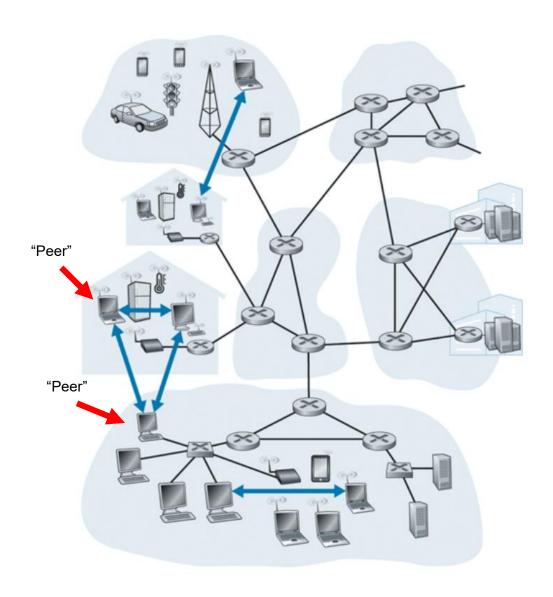
ie. My web browser does not directly interact with your web browser

Communication is done through a **Server** 

- Online 24/7\*
- Hosted in a data center

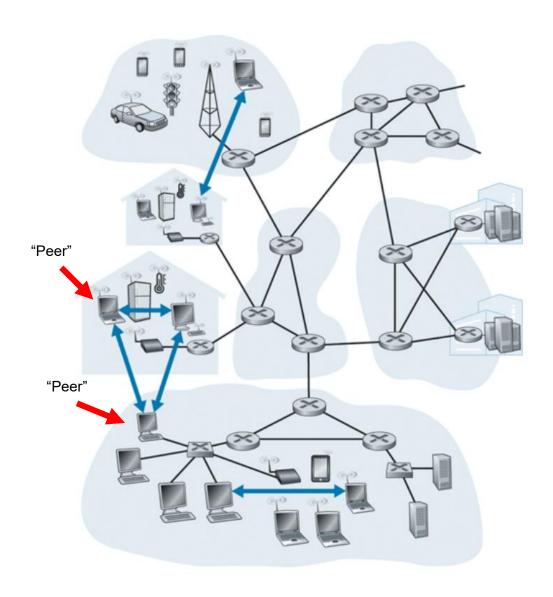






#### **P2P Architecture**

No reliance on a dedicated server

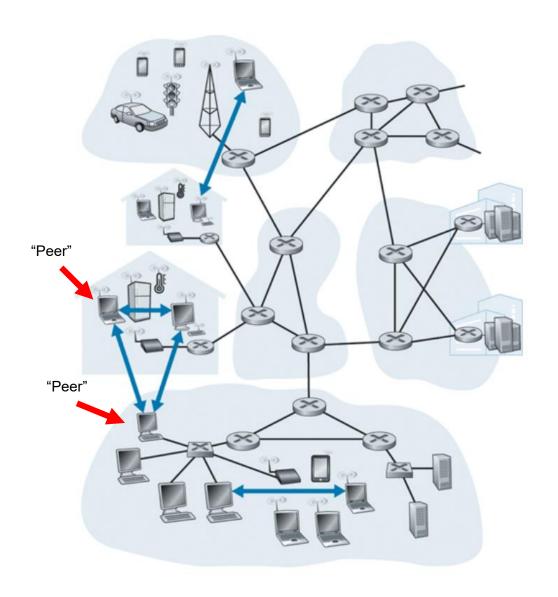


#### **P2P Architecture**

No reliance on a dedicated server

Each endpoint has same power and responsibilities.

Endpoints can be both a server and an endpoint



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**BitTorrent** 

