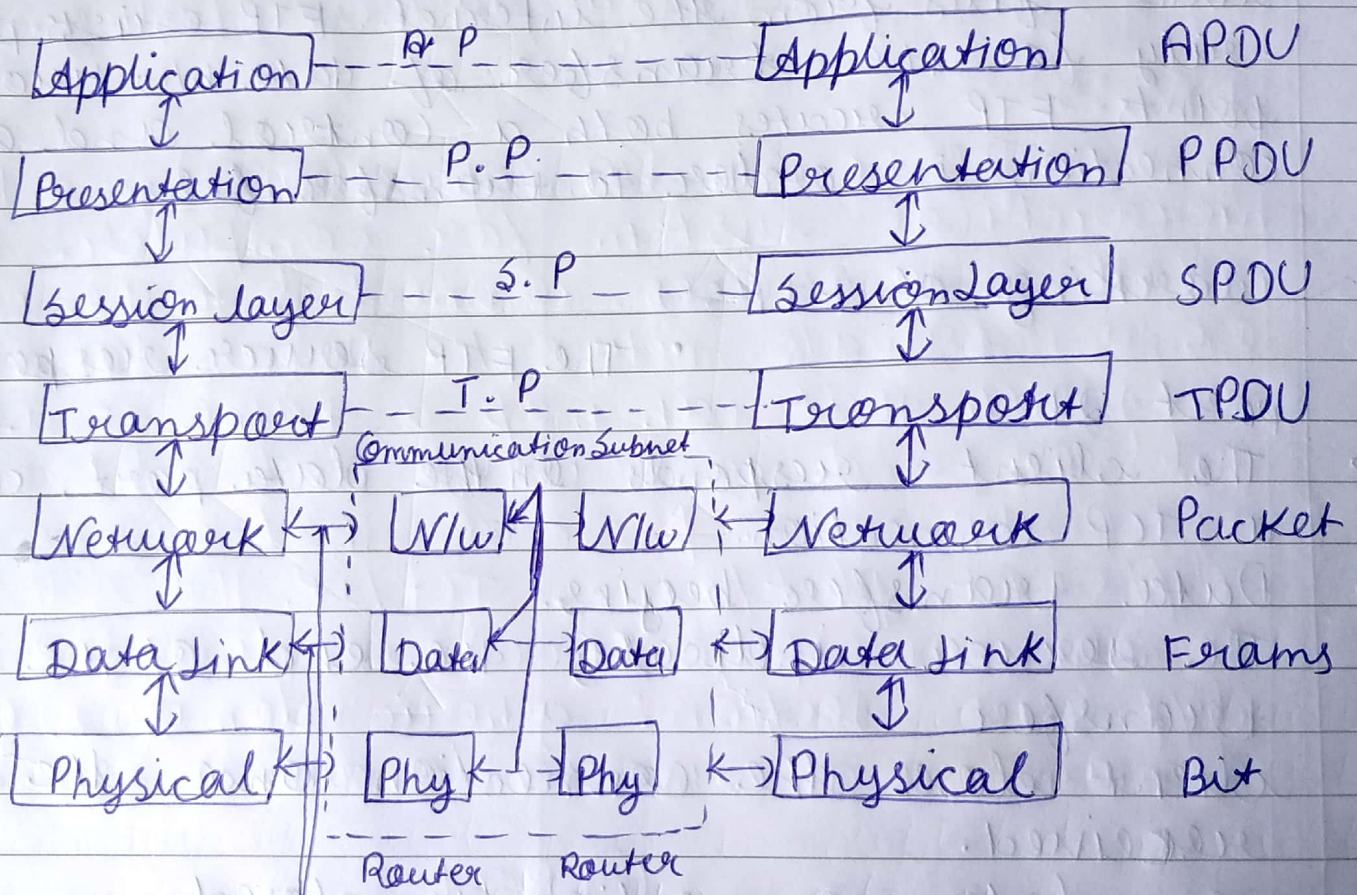


Q

OSI Model :->

Open System Interconnection is a reference model that determines the way in which message should be transmitted B/w any two points in a network.



- > Network Layer Hart Router Protocol
- > Data Layer Hart Router Protocol
- Physical Layer Hart Router Protocol.

TCP →

The segment consists of a 20 to 60 bytes header, followed by data from the application program. The header is 20 bytes if there are no options and up to 60 bytes if it contains options.

1. Source port →

A 16 bit number id the app. the TCP segment originated from within the sender host.

2. Destination port →

A 16 bit number id the app. that TCP segment is destined for on a receiving host.

3. Acknowledgement number →

A 32 bit number id the next data byte that the sender expects from the receiver.

4. Control →

This field defines six different control bits or flags.

1. URG.

2. ACK

3. PSH

4. RST

5. SYN

6. FIN

5. Options :-

There can be upto 40 bytes of optional information in the TCP header.

TCP

UDP

1. TCP is a connection oriented protocol

UDP is a connection less protocol.

2. TCP header size is 20 bytes

UDP is header size is 8 bytes.

3. TCP does error checking

UDP does error checking but has no recovery option.

4. TCP rearranges data packets in the specified order.

UDP has no inherent order as all packets are independent of each other.