



TCP/IP Model

#JPNotes

• TCP/IP model was designed and developed by department of defence in 1960.
(used by ARPANET).

• TCP and IP are two protocols of this model.

TCP
↓
Transmission
Control
Protocol

IP
↓
Internet
Protocol

#JPNotes

• It is a hierarchical protocol made up of interactive modules, and each of them provide specific functionality.

Layers in TCP/IP Reference Model :-

There are four layers in this model :-

1. Internet Layer
2. Transport Layer
3. Application Layer
4. Host to Network Layer.

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| | |
|--------------|-----------------|
| Application | Application |
| Presentation | |
| Session | |
| Transport | Transport |
| Network | Internet |
| Data Link | Host to Network |
| Physical | |

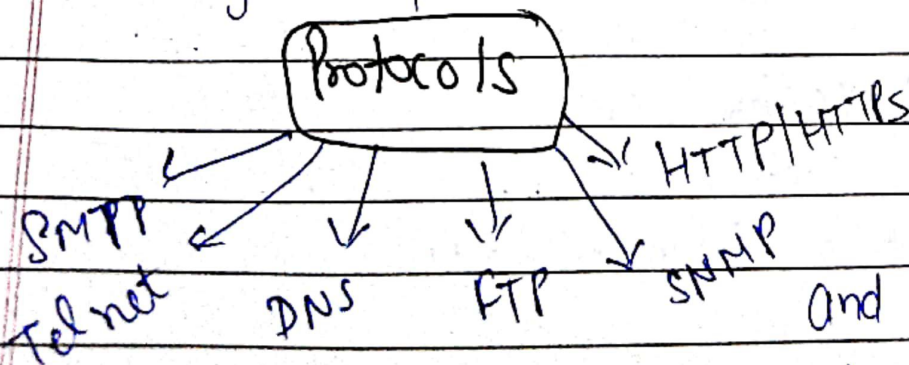
Layers in TCP/IP Model.

Note: first TCP/IP model came, after that OSI model came as a reference model.

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① Application Layer

- It is the top layer of the TCP/IP model and the one closest to the user.
- This layer provides various services to different user applications.
- It acts like a bridge b/w softwares and the lower layers of the network that actually send and receive data.



and several high-level protocols.

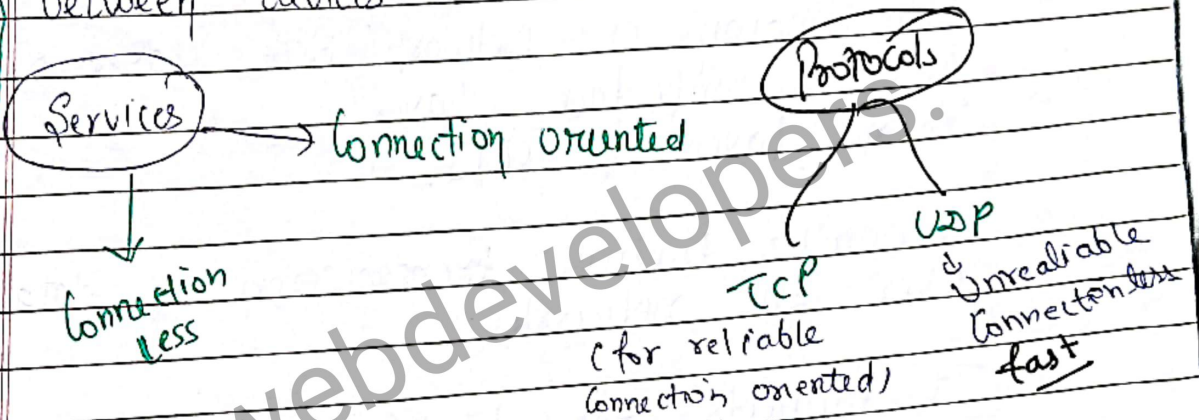
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② Transport Layer

Transport layer is similar in functionality to transport layer of OSI Model.

- It is responsible for making sure that data is sent reliably and in the correct order between devices.

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③ Internet Layer

This layer is similar to the Network layer of OSI model.

- It is responsible for sending data packets across multiple interconnected networks.
- Packets travel independently to the destination and it may arrive in different order then upper layer arranges them.

main protocol: - IP (Internet Protocol)

Main functions

Protocols

Routing (selecting best path)
logical addressing

IP
Icmp
IGMP, ARP, RARP

④ Host to Network Layer

== == == == ==

- Also known as Network Access Layer or Network interface Layer
- Bottom layer of TCP/IP model.
- It handles Physical transmission of data over the network.
- It connects the host (computer) to the Physical medium like cables or Wifi.

Functions

Protocols/ Technologies

- Physical addressing (MAC address)
- framing of data.
- Error detection on Physical link.

- Ethernet
- Wifi
- PPP
- ARP.

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