Technical Networking Terms

- **TCP** – enables applications and devices to exchange messages over a network. It must perform the 3-way handshake to establish a connection as follows; SYN, SYN/ACK, ACK.

- **UDP** – communication protocol used across the Internet for less overhead and to reduce possible delays, Such as video call.

- **DNS** – provides a way to map names (a website you're seeking) to numbers (the address of the website). For example, Google.com maps to 8.8.8.8.

- **MX** – mail exchange directs email to a mail server in accordance with SMTP.

- **File server** – a centralised point responsible for the storage and management of data files so that other computers on the same network can access the files.

- **DHCP** – assigns IP addresses, subnet masks, default gateways and other networking parameters. When a host joins a network, it requests an address from the DHCP server. The host becomes a DHCP client.

OSI recap

1. **Physical** – deals with physical characteristics of the transmission medium.
2. **Data Link** – provides access to the networking media and physical transmission across the media.
3. **Network** – controls how routing works.
4. **Transport** – controls information flow to ensure end to end connectivity.
5. **Session** – determines how to start, control and end conversations called session.
6. **Presentation** – ensures information that the application layer of a system sends out is readable.
7. **Application** – interface between network and application software i.e., SMTP.