

OSI MODEL

About Model
 Application Layer
 Presentation Layer
 Session Layer
 Transport Layer
 Network Layer
 Data Link Layer
 Physical Layer
 Communication Between Two Systems
 Data Flow In OSI Model

OSI MODEL

Open Systems Interconnection or **OSI Model** was developed by the International Organization for Standardization (**ISO**) in 1984 as a universal set of specifications that would enable computers of various types to communicate throughout the world. It is a seven layer model. It is a 7- Layer theoretical representation of what happens when communication takes place between 2 computer/devices) on a network.

The following list details the seven

- Layer 7 — Application Layer
- Layer 6 — Presentation Layer
- Layer 5 — Session Layer
- Layer 4 — Transport Layer
- Layer 3 — Network Layer
- Layer 2 — Data link Layer
- Layer 1 — Physical Layer

A handy way to remember the seven layers from top to bottom is the sentence "All People Seem To Need Data Processing." The beginning letter of each word corresponds to a layer. Similarly for people who live for food can remember it as "Please Do Not Throw Sausage Pizza Away" in bottom to top order.

Device A: Application, Session, Presentation, Transport, Network, Data / Link, Physical

Device B: Application, Session, Presentation, Transport, Network, Data / Link, Physical

Inter Connection

NEXT >>

Simtel NetSys creates a virtual environment to implement various LAN configurations and gives enormous results of simulation. We can simulate our LAN to best possible combination which will give best results, before actual implementation. Also have a good amount of theory.

Topics Covered:

- Networking: History, Components(NIC, Repeater, HUB, Bridge, Switch, Router, BRouter, MSAU), Topologies(Bus, Rig, Star, Mesh, Tree), Network Types(LAN, MAN, WAN), VLAN, Internet
- Networking Models: OSI Model, TCP/IP Model, IEEE Standards, Protocols
- Switching: Circuit Switching, Packet Switching, Message Switching, PSTN, ISDN, DSL
- Ethernet : Introduction, Fast Ethernet, Gigabit
- Network Security: Introduction, VPN, Firewall
- Algorithms: Dijkstra's Algorithm, Bellman Ford Algorithm
- Network Design Lab: Bus, Hub, Switch

Software program windows:

System Requirements:

- Windows XP SP3 or Later (English Version)
- Processor family X86
- Dotnet Framework 4.0 & above
- Flash player 9.0 & above