# UNIT-4

# The Transport Layer

### The Transport Service

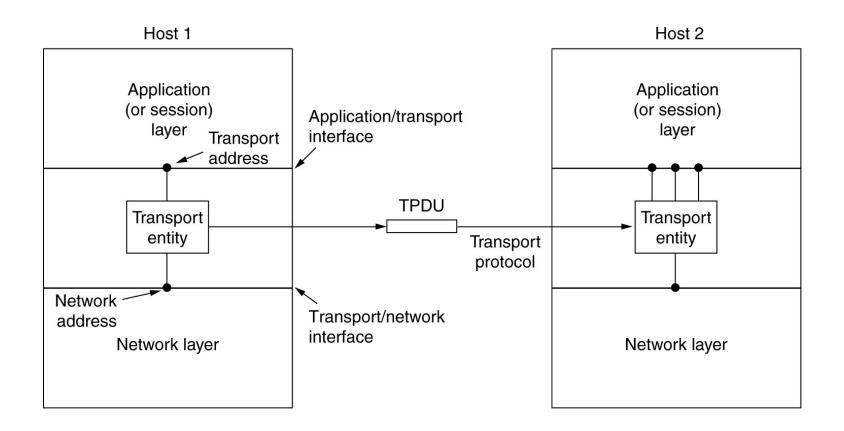
- Services Provided to the Upper Layers
- Transport Service Primitives
- Berkeley Sockets
- An Example of Socket Programming:
  - An Internet File Server

#### Transport Layer

Its task is to provide reliable, cost effective data transport from the source machine to the destination machine for user , independently of the physical network or network currently in use.

Transport entity: The h/w or s/w that does this work in transport layer is called transport entity.

## Services Provided to the Upper Layers



The network, transport, and application layers.

#### Transport services

- a) Connection oriented
- b) Connectionless
- Same like network layer .Difference is transport code work at user machine and network code on the routers.

#### **Transport Service Primitives**

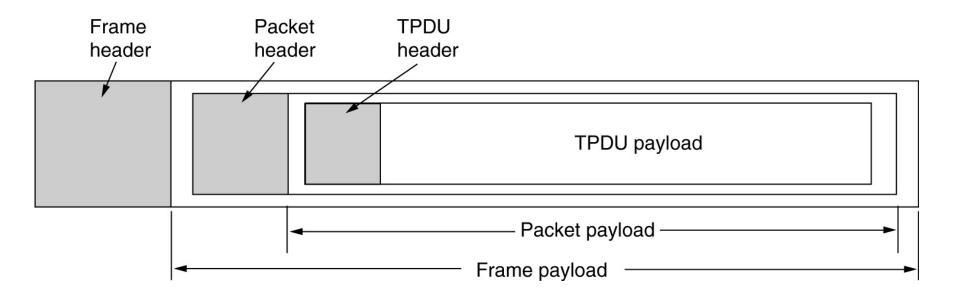
It allows application program to establish ,use ,and then release connection which is sufficient for many application.

#### **Transport Service Primitives**

Primitive	Packet sent	Meaning
LISTEN	(none)	Block until some process tries to connect
CONNECT	CONNECTION REQ.	Actively attempt to establish a connection
SEND	DATA	Send information
RECEIVE	(none)	Block until a DATA packet arrives
DISCONNECT	DISCONNECTION REQ.	This side wants to release the connection

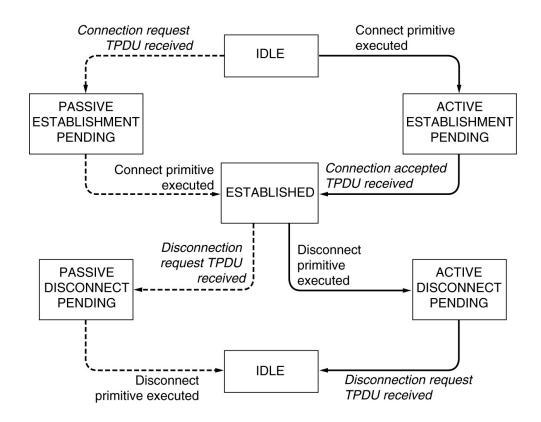
#### The primitives for a simple transport service.

# Transport Service Primitives (2)



#### The nesting of TPDUs, packets, and frames.

# Transport Service Primitives (3)



A state diagram for a simple connection management scheme. Transitions labeled in italics are caused by packet arrivals. The solid lines show the client's state sequence. The dashed lines show the server's state sequence.

# Thank you