

described in 32-bit words. If this field contains data less than 32-bit, padding is used to cover the remaining bits to reach 32-bit boundary.

Addressing

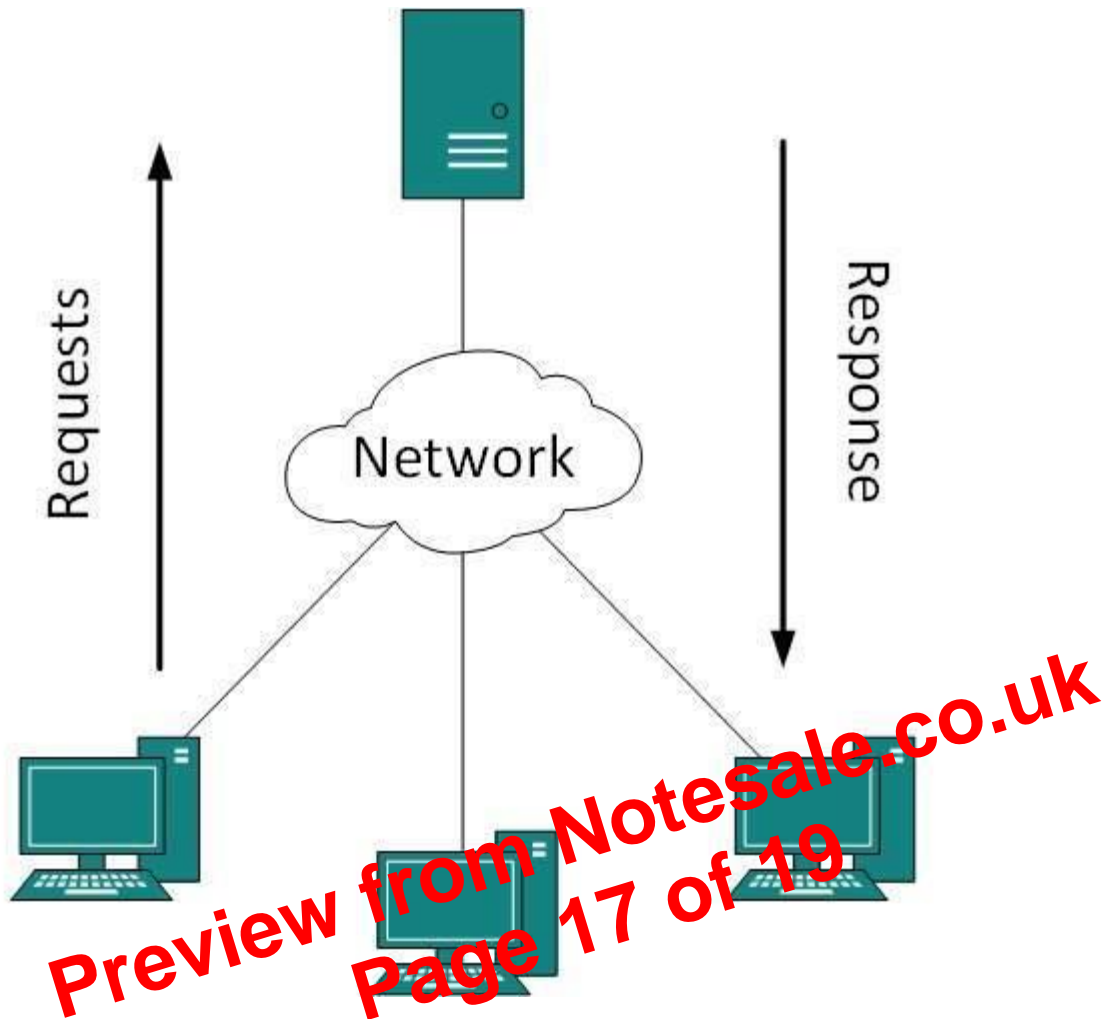
TCP communication between two remote hosts is done by means of port numbers (TSAPs). Ports numbers can range from 0 – 65535 which are divided as:

- System Ports (0 – 1023)
- User Ports (1024 – 49151)
- Private/Dynamic Ports (49152 – 65535)

Connection Management

TCP communication works in Server/Client model. The client initiates the connection and the server either accepts or rejects it. Three-way handshaking is used for connection management.

Preview from Notesale.co.uk
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A system can act as Server and Client simultaneously. That is, one process is acting as Server and another is acting as a client. This may also happen that both client and server processes reside on the same machine.

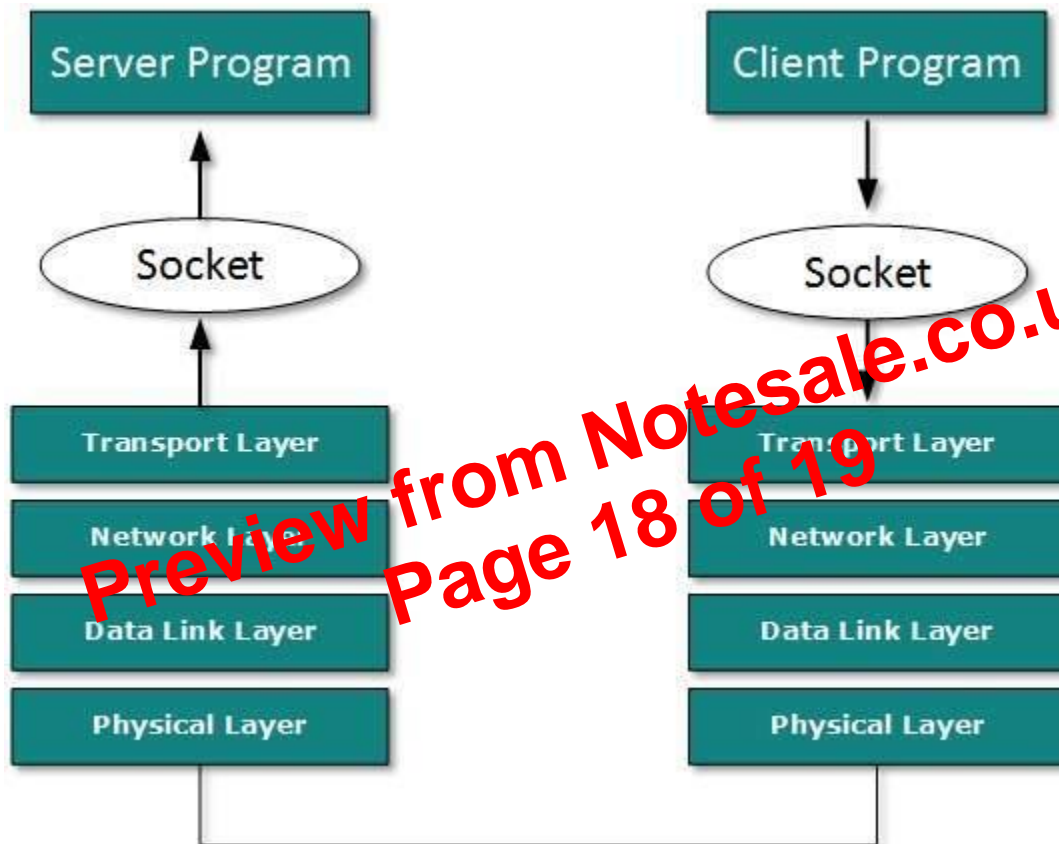
Communication

Two processes in client-server model can interact in various ways:

- Sockets
- Remote Procedure Calls (RPC)

Sockets

In this paradigm, the process acting as Server opens a socket using a well-known (or known by client) port and waits until some client request comes. The second process acting as a Client also opens a socket but instead of waiting for an incoming request, the client processes 'requests first'.



When the request is reached to server, it is served. It can either be an information sharing or resource request.

Remote Procedure Call

This is a mechanism where one process interacts with another by means of procedure calls. One process (client) calls the procedure lying on remote host. The process on remote host is