

TCP/IP glossary

IP-internet protocol

- lowest layer

UDP-user datagram protocol

- connectionless
- built on top of "IP"
- no guarantees of messages being received in the order that they were sent

TCP-transmission control protocol

- connection oriented
- guarantees that msg's are delivered in the order that they were sent
- if it cannot connect it informs the sender
- layered on top of "IP"

ICMP-internet control message protocol

- used to test a computer's activity on a network
- can be queries (a ping)

RFC-request for comment

- defines protocol used in ip

SLIP-serial line ip

- implementation of ip over modem (internet connection :P)
- CSLIP is an updated SLIP

bandwidth

- amount of data that can be pushed thru a link at a time

latency

- amount of time a msg spends on network going from point A to B

Jitter

- when latency is inconsistent (happens during a successful ping flood)

RCP-remote procedure call

- makes network access to a resource transparent
- it performs a call of a different comp on the network

marshalling

- taking data and packing them for network transfer

I know i left out a lot but leave me alone