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1. **FILE TRANSFER PROTOCOL**: The File Transfer Protocol is a standard network protocol used for the transfer of computer files between a client and server on a computer network. File Transfer Protocol is built on a client-server model architecture using separate control and data connections between the client and the server. The three transmission modes in FTP are stream, block, and compressed.

HTTP is more responsive for request-response of small files, but FTP may be better for large files if tuned properly. FTP used to be generally considered faster. FTP requires a control channel and state be maintained besides the TCP state but HTTP does not.

1. **SIMPLE MAIL TRANSFER PROTOCOL:**  A protocol for sending e-mail messages between servers. Most e-mail systems that send mail over the Internet use **SMTP** to send messages from one server to another; the messages can then be retrieved with an e-mail client using either POP or IMAP. SMTP provides a set of codes that simplify the communication of email messages between email servers (the network computer that handles email coming to you and going out). It's a kind of shorthand that allows a server to break up different parts of a message into categories the other server can understand. When you send a message out, it's turned into strings of text that are separated by the code words (or numbers) that identify the purpose of each section.

SMTP is able to transfer only texts it isn't able to handle fonts, graphics, attachments, etc.

1. **INTERNET PROTOCOLS:** Is the principal [communications protocol](https://en.wikipedia.org/wiki/Communications_protocol) in the [Internet protocol suite](https://en.wikipedia.org/wiki/Internet_protocol_suite) for relaying [datagrams](https://en.wikipedia.org/wiki/Datagram) across network boundaries. Its [routing](https://en.wikipedia.org/wiki/Routing) function enables [internetworking](https://en.wikipedia.org/wiki/Internetworking), and essentially establishes the [Internet](https://en.wikipedia.org/wiki/Internet). IP has the task of delivering [packets](https://en.wikipedia.org/wiki/Packet_%28information_technology%29) from the source [host](https://en.wikipedia.org/wiki/Host_%28network%29) to the destination host solely based on the [IP addresses](https://en.wikipedia.org/wiki/IP_address) in the packet [headers](https://en.wikipedia.org/wiki/Header_%28computing%29).

**Types of Protocols**

* Transmission Control Protocol (TCP)
* Internet Protocol (IP)
* User Datagram Protocol (UDP)
* Post office Protocol (POP)
* Simple mail transport Protocol (SMTP)
* File Transfer Protocol (FTP)
* Hyper Text Transfer Protocol (HTTP)
* Hyper Text Transfer Protocol Secure (HTTPS)
1. **USER DIAGRAM PROTOCOL:** is an alternative communications protocol to Transmission Control Protocol (TCP) used primarily for establishing low-latency and loss-tolerating connections between applications on the internet. UDP is an alternative communications protocol to Transmission Control Protocol ([TCP](https://searchnetworking.techtarget.com/definition/TCP)) used primarily for establishing low-latency and loss-tolerating connections between applications on the internet.

Both UDP and TCP run on top of the Internet Protocol (IP) and are sometimes referred to as UDP/IP or [TCP/IP](https://searchnetworking.techtarget.com/definition/TCP-IP). But there are important differences between the two. Where UDP enables process-to-process communication, TCP supports host-to-host communication. TCP sends individual packets and is considered a reliable transport medium; UDP sends messages, called [datagrams](https://searchnetworking.techtarget.com/definition/datagram), and is considered a best-effort mode of communications.