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MATRIC NUMBER : 16/SCI01/007

  LEVEL: 400 LEVEL   COMPUTER SCIENCE

1) FILE TRANSFER PROTOCOL :

This is a standard network protocol used for the transfer of computer files between a client server  on a computer network. FTP is built on a client-server model architecture using separate control and data connections between the client and the server. FTP users may authenticate themselves with a clear text  sign-in protocol, normally in the form of a username and password, but can connect anonymously if the server is configured to allow it.

2) SIMPLE MAIL TRANSFER PROTOCOL(SMTP) :

SMTP is part of the application layer of the TCP/IP protocol. Using a process called "store and forward," SMTP moves your email on and across networks. It works closely with something called the Mail Transfer Agent (MTA) to send your communication to the right computer and email inbox.

SMTP spells out and directs how your email moves from your computer's MTA to an MTA on another computer, and even several computers. Using that "store and forward" feature mentioned before, the message can move in steps from your computer to its destination. At each step, Simple Mail Transfer Protocol is doing its job. Lucky for us, this all takes place behind the scenes, and we don't need to understand or operate SMTP.

3) INTERNET PROTOCOL:

The Internet Protocol (IP) is the method or protocol by which data is sent from one computer to another on the Internet. Each computer (known as a host) on the Internet has at least one IP address that uniquely identifies it from all other computers on the Internet.

4) USER DATAGRAM PROTOCOL (UDP):

**UDP** (**User Datagram 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.