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1. **File transfer protocols**; this is a standard network protocol used for the transfer of computer files between a client and a 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. For secure transmission that protects the username and password, and encrypts the content, FTP is often secured with SSL/TLS (FTPS) or replaced with SSH File Transfer Protocol (SFTP).

2. **Simple mail transfer protocol (SMTP)**; SMTP is a push protocol and is used to send the mail. It is also an application layer protocol. The client who wants to send the mail opens a TCP connection to the SMTP server and then sends the mail across the connection. The SMTP server is always on listening mode. As soon as it listens for a TCP connection from any client, the SMTP process initiates a connection on that port. After successfully establishing the TCP connection the client process sends the mail instantly.

3. **Internet protocol**; this is a connectionless and unrealiable protocol. It ensures no guarantee of successfully transmission of data. The Internet Protocol is also the principal communications protocol in the Internet protocol suite for relaying datagrams across network boundaries. Its routing function enables internetworking, and essentially establishes the Internet.

4. **User datagram protocol (UDP)**; is a Transport Layer protocol. UDP is a part of Internet Protocol suite, referred as UDP/IP suite. Unlike TCP, it is unreliable and connectionless protocol. So, there is no need to establish connection prior to data transfer.