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File Transfer Protocol:

File Transfer Protocol (FTP) is a standard Internet protocol for transmitting files between computers on the Internet over TCP/IP connections. FTP is a client-server protocol where a client will ask for a file, and a local or remote server will provide it.

The end-users machine is typically called the local host machine, which is connected via the internet to the remote host—which is the second machine running the FTP software. FTP is a client-server protocol that relies on two communications channels between client and server: a command channel for controlling the conversation and a data channel for transmitting file content. Clients initiate conversations with servers by requesting to download a file. Using FTP, a client can upload, download, delete, rename, move and copy files on a server. A user typically needs to log on to the FTP server, although some servers make some or all of their content available without login, known as anonymous FTP.

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.

Internet Protocol:

Stands for "Internet Protocol." IP provides a standard set of rules for sending and receiving data over the Internet. It allows devices running on different platforms to communicate with each other as long as they are connected to the Internet.

In order for a Internet-connected host to be recognized by other devices, it must have an IP address. This may be either an IPv4 or IPv6 address, but either way it uniquely defines a device on the Internet.

The Internet Protocol also provides basic instructions for transferring packets between devices. However, it does not actually establish the connection or define the ordering of the packets transmitted. These aspects are handled by the Transmission Control Protocol, which works in conjunction with the Internet Protocol to transfer data between systems on the Internet. For this reason, connections between Internet-connected systems are often called "TCP/IP" connections.

User Datagram Protocol (UDP):

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.

Though Transmission Control Protocol (TCP) is the dominant transport layer protocol used with most of Internet services; provides assured delivery, reliability and much more but all these services cost us with additional overhead and latency. Here, UDP comes into picture. For the real time services like computer gaming, voice or video communication, live conferences; we need UDP. Since high performance is needed, UDP permits packets to be dropped instead of processing delayed packets. There is no error checking in UDP, so it also save bandwidth.
User Datagram Protocol (UDP) is more efficient in terms of both latency and bandwidth.