

# Sockets

Apr. 3rd

# Sockets

Linux / Unix — everything is a "file"

**Files / Directories**  
store/organize data

**Pipes**  
process to process  
communication

**Devices**  
keyboard, console,  
printers, etc...

**Sockets**  
host to host  
communication

# Network Layers

Layer	Data Type	Protocol
Application	Data	RFCs
Transport	Segments	TCP/UDP
Internet	Packets	IP
Data Link	Frames	Ethernet
Physical	Bits/Bytes	4B5B

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# Host to Host

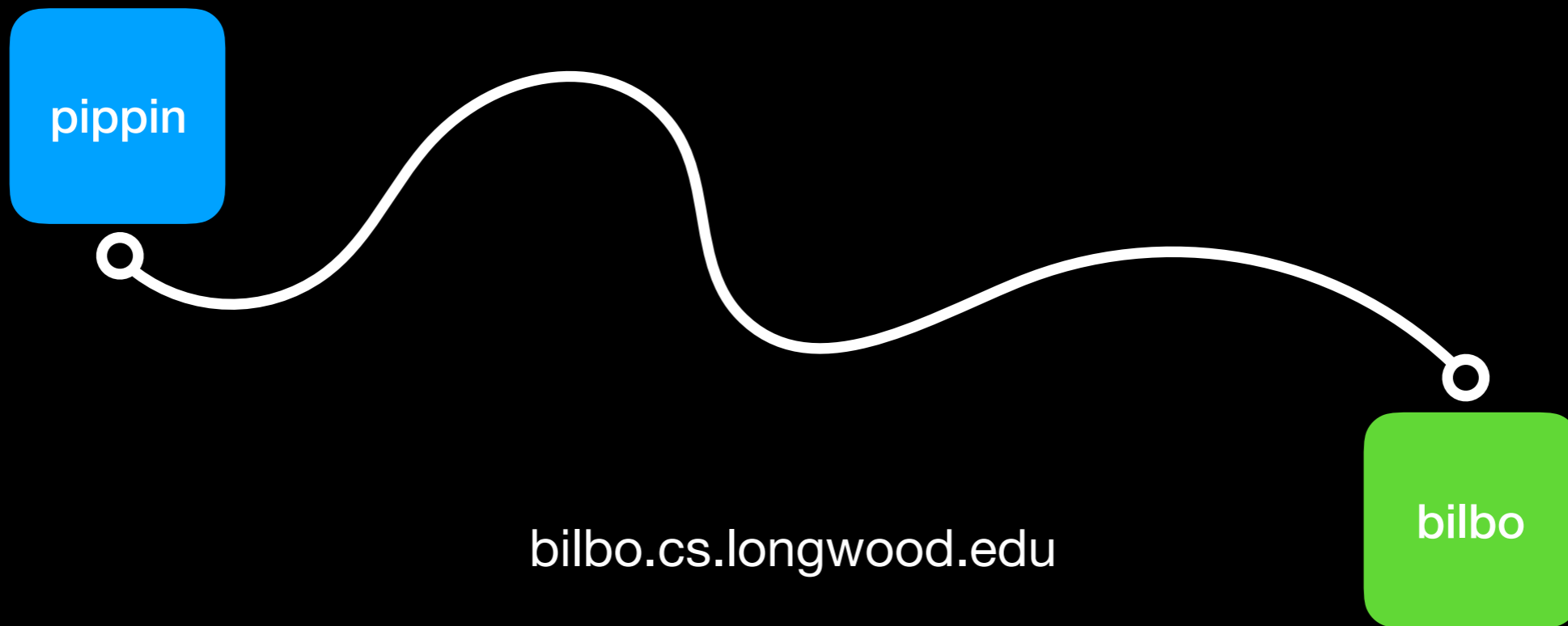


For pippin to talk to bilbo:  
create a channel to talk over.

Endpoints are sockets

# Host to Host

How does pippin know where bilbo is located?  
Needs the address



# Host to Host

Multiple hosts can talk to each other

