OSI Model

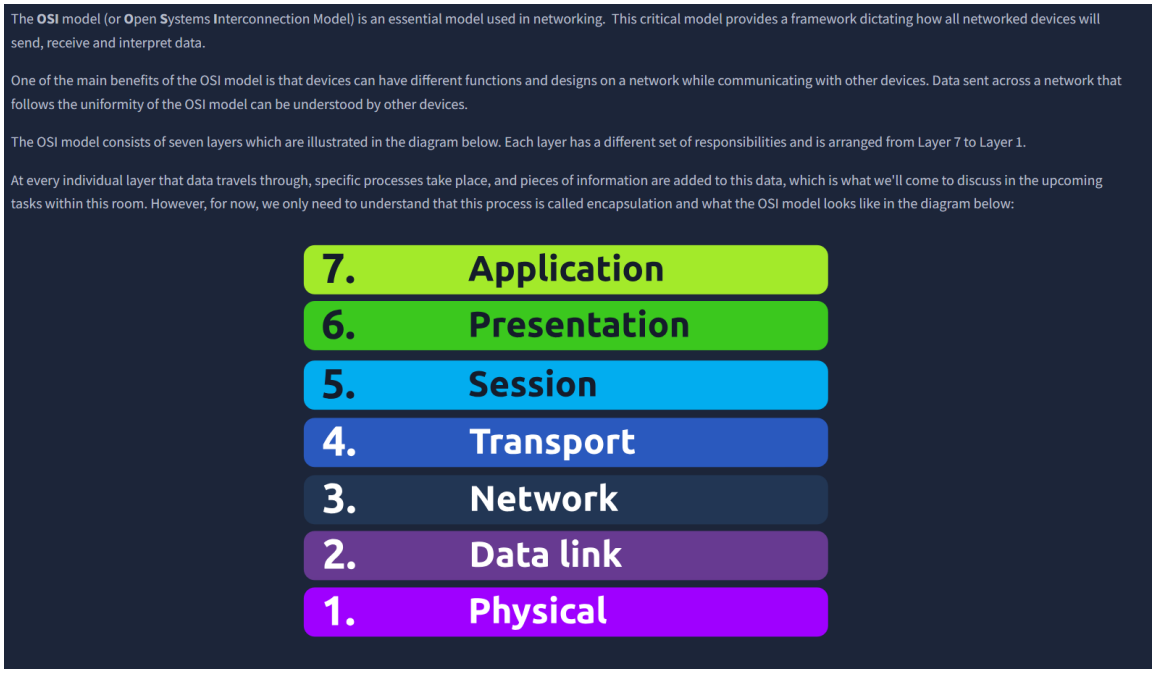
TryHackMe: OSI

Opgaveinformation

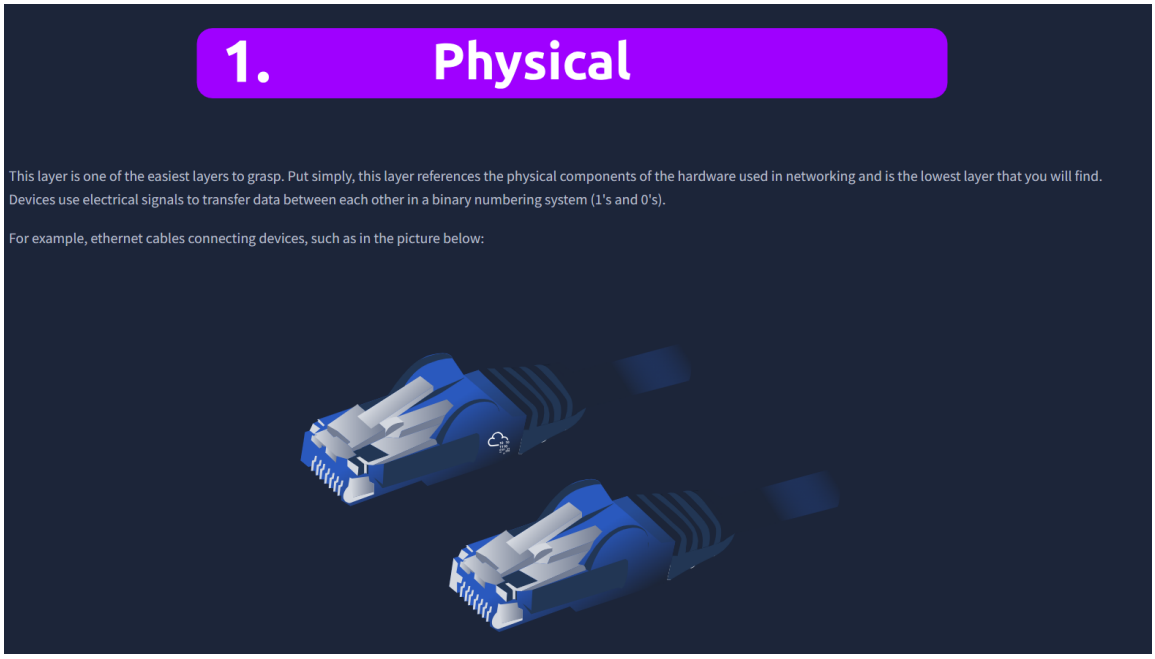
Opgavens formål at lære omkring OSI modellen

Opgave + løsning

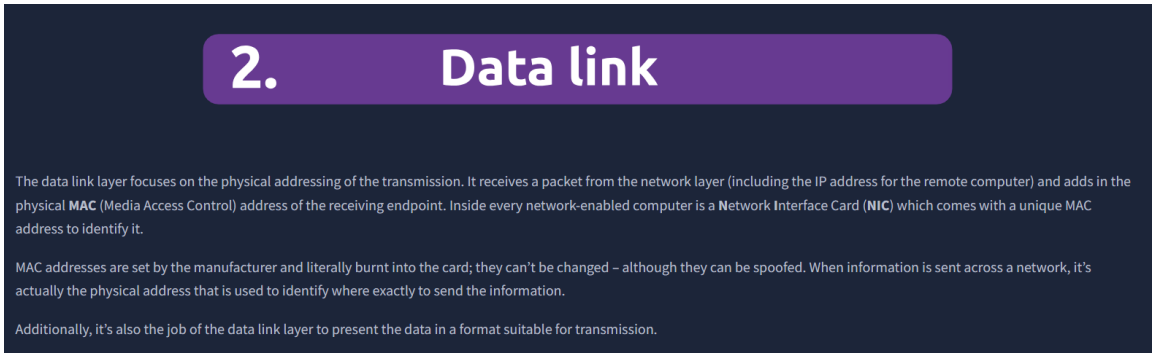
Opgave 1 - What is The OSI Model?



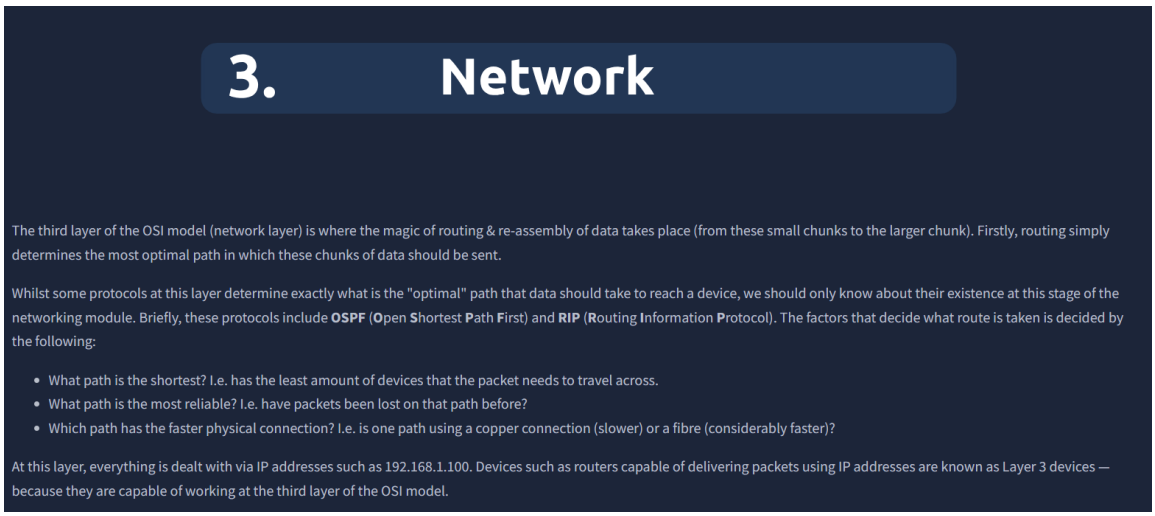
Opgave 2 - Layer 1 (Physical)



Opgave 3 - Layer 2 (Data Link)



Opgave 4 - Layer 3 (Network)



Opgave 4 - Layer 4 (Transport)

- **What is the name of this Layer?**
  - *Transport*
- **What does TCP stand for?**
  - *Transmission Control Protocol*

- **What does UDP stand for?**
  - *User Datagram Protocol*
- **What protocol guarantees the accuracy of data?**
  - *TCP*
- **What protocol doesn't care if data is received or not by the other device?**
  - *UDP*
- **What protocol would an application such as an email client use?**
  - *TCP*
- **What protocol would an application that downloads files use?**
  - *TCP*
- **What protocol would an application that streams video use?**
  - *UDP*

Opgave 5 - Layer 5 (Session)

- **What is the name of this layer?**
  - *Session*
- **What is the technical term for when a connection is succesfully established?**
  - *Session*

Opgave 6 - Layer 6 (Presentation)

- **What is the name of this Layer?**
  - *Presentation*
- **What is the main purpose that this Layer acts as?**
  - *Translator*

Opgave 7 - Layer 7 (Application)

- **What is the name of this Layer?**
  - *Application*

- **What is the technical term that is given to the name of the software that users interact with?**
  - *Graphical User Interface*

Pratical - OSI Game

- **Escape the dungeon to retrieve the flag. What is the flag?**
  - *THM{OSI_DUNGEON_ESCAPED}*

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