Service Primitives

- **Service** generally includes set of various primitives. A primitive simply means Operations.
- A Service is specified by set of primitives that are available and given to user or other various entities to access the service. All these primitives simply tell the service to perform some action or to report on action that is taken by peer entity. Each of the protocol that communicates in layered architecture also communicates in peer-to-peer manner with some of its remote protocol entity.

Primitives of Connection-Oriented Service :

Primitive	Meaning
Listen	When server is ready to accept request of incoming connection, it simply put this primitive into action. Listen primitive simply waiting for incoming connection request.
Connect	This primitive is used to connect the server simply by creating or establishing connection with waiting peer.
Accept	This primitive simply accepts incoming connection form peer.

Receive	These primitive afterwards block the server. Receive primitive simply waits for incoming message.
Send	This primitive is put into action by the client to transmit its request that is followed by putting receive primitive into action to get the reply. Send primitive simply sends or transfer the message to the peer.
Disconnect	This primitive is simply used to terminate or end the connection after which no one will be able to send any of the message.