

4	One mark per mark point (Max 4) MP1 Each layer can only accept input from the next higher layer or the next lower layer MP2 There is an interface between the adjacent layers which is the only interaction between layers MP3 Data is added to the headers as the frames/packets pass through the layers MP4 The interactions are carried out by installed software MP5 User interaction takes place at the highest/Application layer of the stack through protocols associated with that layer of the stack MP6 Direct access to hardware takes place at the lowest/Link layer of the stack.
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