

## Point-to-Point

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**Point-to-point** is the simplest [model of communication](#), as illustrated in Figure 1; it is a model of one-to-one communications. The telephone is an example of an everyday point-to-point communications device. To use a telephone, you must know the address (phone number) of the other party. Once a connection is established, you can have a reasonably high-[bandwidth](#) conversation. However, the telephone does not work as well if you have to talk to many people at the same time. The telephone is essentially one-to-one communication.



Figure 1: Point-to-Point Communication Model

[tcp](#) is a point-to-point network [protocol](#) designed in the 1970s. While it provides reliable, high bandwidth communication, TCP is cumbersome for systems with many communicating nodes.

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