Service Primitives

Services are generally specified by four **primitives**:

Request	An entity wants the service to do some work
Indication	An entity is to be informed about an event
Response	An entity wants to respond to an event
Confirm	The response to an earlier request has come back

1. CONNECT.request: request for establishing a connection (*dial a phone number*).
2. CONNECT.indication: signal the callee (*phone rings*).
3. CONNECT.response: reaction by callee to indication (*pick up the phone*).
4. CONNECT.confirm: tell caller whether call was accepted (*caller hears ringing stop*).
5. DATA.request: request data to be sent (*say something*).
6. DATA.indication: signal arrival of data (*callee hears you*).
7. DISCONNECT.request: request release of connection (*caller hangs up*).
8. DISCONNECT.indication: signal release of connection (*callee hears busy tone*).