

Netwhat

Summary: This project is an introduction to network problematics

Version: 3

## Contents

Ι	Introduction	2
II	General instructions	3
III	Mandatory part	4
IV	Turn-in and peer-evaluation	5

# Chapter I Introduction

Netwhat will allow you to discover the network and to learn about its inner workings. This will allow you to understand how some things work that you already use in your everyday life.

## Chapter II

#### General instructions

Netwhat is a multiple choice project. This project will evaluate your network knowledge. You can start by reading network lessons on the internet. After that you can use online quizes to test your knowledge. Once you've done that and you feel that you are ready to pass our quiz, you can go to: netwhat.42.fr.

#### Chapter III

#### Mandatory part

- first of all, you should know a few things:
  - What is an IP address
  - What is a Netmask
  - What is the subnet of an IP with Netmask
  - What is the broadcast address of a subnet
  - What are the different ways to represent an ip address with the Netmask
  - What are the differences between public and private IPs
  - What is a class of IP addresses
  - What is TCP
  - What is UDP
  - What are the network layers
  - What is the OSI model
  - What is a DHCP server and the DHCP protocol
  - What is a DNS server and the DNS protocol
  - What are the rules to make 2 devices communicate using IP addresses
  - How does routing work with IP
  - What is a default gateway for routing
  - What is a port from an IP point of view and what is it used for when connecting to another device
- Go to the website: netwhat.42.fr. This site will provide access to the network quiz.
- Once connected, you will have access to the quiz interface. You can only pass it once per try, and you will have to retry the project to be able to retry the quiz. At the end an encrypted key will be generated. This key will be used during your evaluation (see Turn-in and peer-evaluation).

## Chapter IV

### Turn-in and peer-evaluation

To submit your work, paste the key, without modifying it, in a file answer.txt in the root of your git repo. Your evaluator will use that key to verify your answers during defence.