



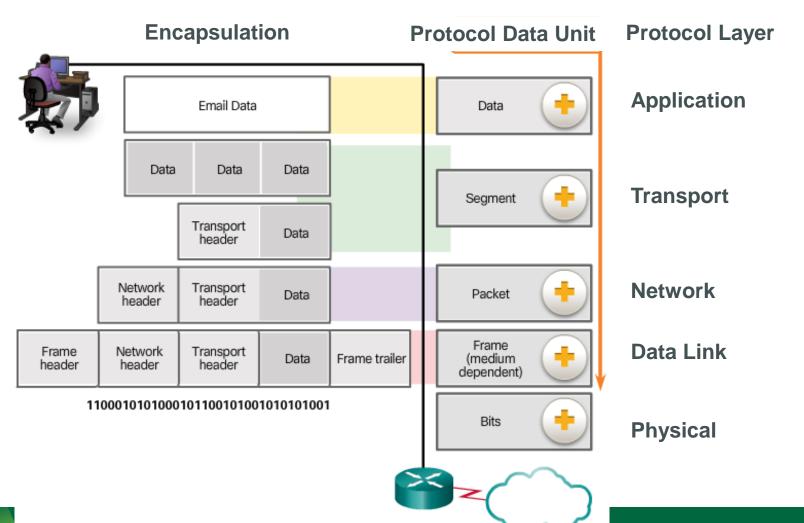
# FINAL EXAM REVIEW

What is the name of the Protocol Data Unit at the Data Link Layer?

- A) Frame
- B) Segment
- C) Packet
- D) Block

# **Protocol Data Units**

- Segmentation partition of application data into blocks of data
- A data block with its headers is called a Protocol Data Unit (PDU)

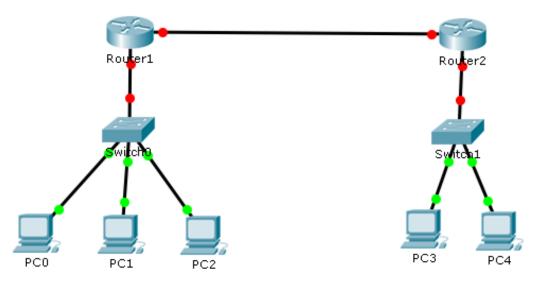




## The Data Link layer encapsulates what type of PDU?

- A) Frame
- B) Segment
- C) Packet
- D) Block

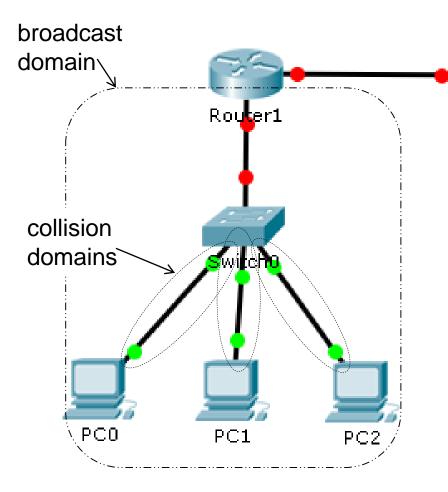
How many collision domains and broadcast domains are in this network?



- A) 7 collision domains and 3 broadcast domains
- B) 8 collision domains and 3 broadcast domains
- C) 8 collision domains and 2 broadcast domains
- D) 5 collision domains and 3 broadcast domains



# Collision Domain & Broadcast Domain: Ethernet Switched Network



#### Router2

#### Collision Domain:

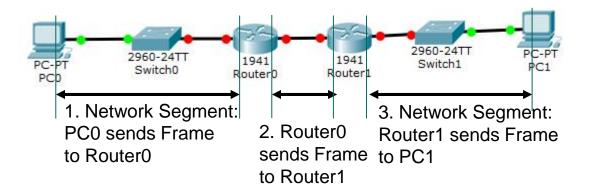
- Ethernet Switches break up collision domains into point-to-point links.
- Each Switch port forms a separate collision domain
- This is due to the switching function

#### **Broadcast Domain:**

- Routers break up broadcast domains and collision domains.
- Each Router port forms a separate broadcast domain
- Routers do not forward broadcasts
- The switch prevents collisions in the broadcast domain.

This is important for capacity planning

# How Many Destination MAC Addresses 3 How Many ARP Requests 3



IP Addresses are added during encapsulation at which layer?

MAC Addresses are added during encapsulation at which layer?



# **Ethernet Encapsulation**

#### IEEE 802.3 Standard / Ethernet II

|                                 | Header                                  |                        |                    | Trailer           |                         |  |
|---------------------------------|---|------------------------|--------------------|-------------------|-------------------------|--|
| Preamble                        | Destination MAC Address                 | Source<br>MAC Address  | Ether<br>Type      | Payload<br>(Data) | Frame Check<br>Sequence |  |
| Preamble 1 2 3 4 5 6 7 8  Bytes | Destination MAC   1   2   3   4   5   6 | Source MAC 1 2 3 4 5 6 | EtherType/<br>Size | PayLoad           | CRC 1 2 3 4             |  |

64-1518 Bytes

**Preamble**: sequence of 10101 for bit synchronization

**Destination and Source MAC Address:** 

**EtherType**: Identifies upper layer Protocol, see table below for examples

Frame Check Sequence: Redundant information for error detection

#### EtherType for some notable protocols

|   | EtherType |                                     | Protocol |
|---|-----------|-------------------------------------|----------|
|   | 0x0800    | Internet Protocol version 4 (IPv4)  |          |
|   | 0x0806    | Address Resolution Protocol (ARP)   |          |
| • | 0x0842    | wake-on-LAN <sup>[0]</sup>          |          |
|   | 0x22F3    | IETF TRILL Protocol                 |          |
|   | 0x6003    | DECnet Phase IV                     |          |
|   | 0.0025    | Paverse Address Resolution Protocol |          |



What packet sequence does TCP use to set up a connection? SYN, SYN-ACK, ACK

What packet sequence does TCP use to take down a connection? FIN, ACK



What does tracert provide that ping does not?

List of Routers between source and destination.

What field in the incoming packet does a router use to forward it to the outgoing interface.

**IP Destination Address** 



From the Command prompt of your PC, what command can you use to discover the MAC address of your gateway interface?

- A) arp -d \*
- B) arp -a
- C) arp -c
- D) ipconfig /arp

# What is the basic operation of an Ethernet Switch?

See next slides.



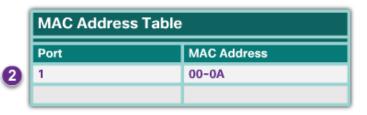


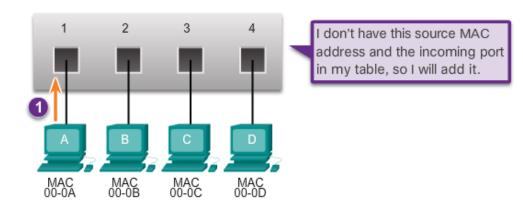
# Layer 2 Switching - 1

## Step 1: Learn MAC Address

#### Learn: Examine Source MAC Address

Port and Source MAC address added





Destination MAC Source MAC Type Data FCS



# Layer 2 Switching - 2

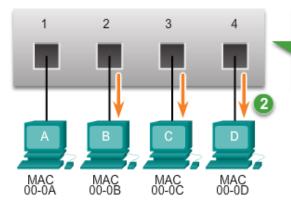
### Step 2: Forward the Frame

#### Forward: Examine Destination MAC Address

Port MAC Address

1 00-0A

Destination MAC address not in table



I don't have this destination MAC address in my table, so I will send this unknown unicast out all ports.

Destination MAC Source MAC Type Data FCS



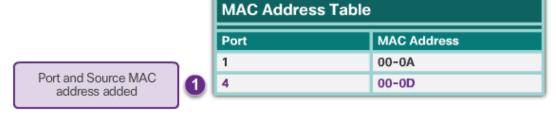


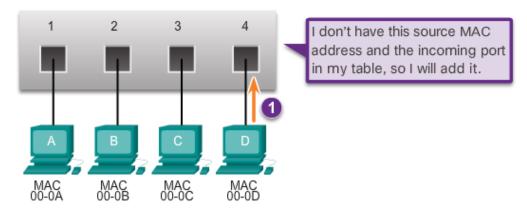


# Layer 2 Switching – 3

### Step 1: Learn MAC Address

PC-D sends a frame back to PC-A and the switch learns PC-D's MAC address.





Destination MAC Source MAC Type Data FCS

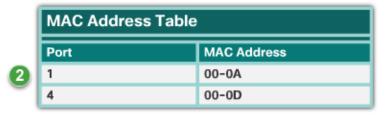


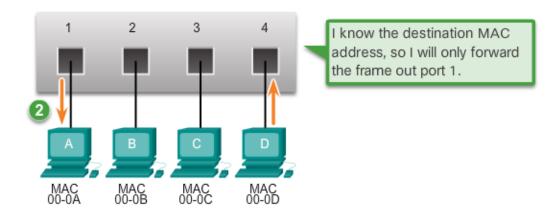


# Layer 2 Switching - 4

### Step 1: Forward the Frame

Since the Switch MAC Address table contains PC-A's MAC Address, it sends the frame out only port 1.









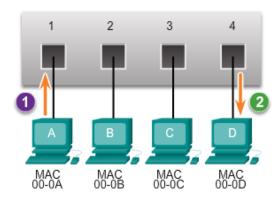


# Layer 2 Switching – Forward Only

## Step 1: Forward the Frame

PC-A sends another frame to PC-D. The switch's table now contains PC-D's MAC address, so it sends the frame out only port 4.

| MAC Address Table |             |  |  |
|-------------------|-------------|--|--|
| Port              | MAC Address |  |  |
| 1                 | 00-0A       |  |  |
| 4                 | 00-0D       |  |  |



| Destination MAC Source MAC 00-0D 00-0A | Туре | Data | FCS |  |
|--|------|------|-----|--|
|--|------|------|-----|--|



# What are the four message involved in a DHCP configuration? Discover, Offer, Request, Ack

Which commands are based on the ICMP protocol?

Ping and Trace Route (tracert)



## **TCP Features**

- Segmentation
- Connection-Oriented
  - Syn-Syn/Ack-Ack; Fin-Ack-Fin-Ack
- Ordered Delivery
  - Sequence Numbers
- Reliable Service
  - Acknowledgement
- Flow and Congestion Control
  - Window and Rate Control
- Multiplexing
  - Ports



## **UDP** Header

- UDP is a stateless protocol. Neither the sender or the receiver is obligated to keep track of the state of the communication session.
- Reliability must be handled by the application.
- Live video and voice applications must quickly deliver data and can tolerate some data loss; they are perfectly suited to UDP.
- The pieces of communication in UDP are called datagrams.
- These datagrams are sent as best-effort by the transport layer protocol.
- UDP has a low overhead of 8 bytes.

| Bit (0) | Bit (15)                             | Bit (16) Bit (31      |  |  |  |
|---------|--------------------------------------|-----------------------|--|--|--|
|         | Source Port (16)                     | Destination Port (16) |  |  |  |
|         | Length (16)                          | Checksum (16)         |  |  |  |
|         | Application Layer Data (Size varies) |                       |  |  |  |





# Wireshark Capture Questions:

- Application Protocols
- Layer 2, Layer 3 Addressing
- Port Numbers
- TCP session



# What are the layers of the OSI protocol stack?

- 7 Application
- 6 Presentation
- 5 Session
- 4 Transport
- 3 Network
- 2 Data Link
- 1 Physical

# What are components of a MAC address?

1st 3 bytes are the OUI, last 3 bytes are a unique number



# Explain the operation of arp and options.

ARP Protocol is used to find a MAC address corresponding to a given IP Address.

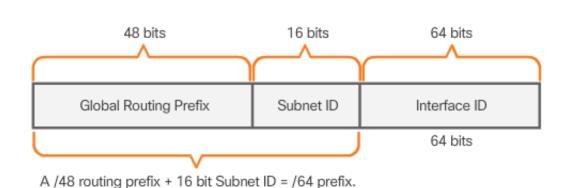
#### **ARP Command**

```
arp –a ← shows content of arp table arp –d * ← deletes all entries in the arp table
```

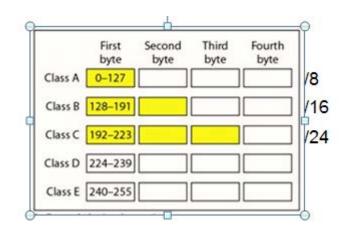
# Routing is done at which layer? 3



## **Information Sheet**



IPv6 Global Unicast Format



**Address Classes** 

| 10         |         |              | Class       | Starting IP Address | Ending IP Address | # of Hosts |
|------------|---------|--------------|-------------|---------------------|-------------------|------------|
| bits       | 54 bits | 64 bits      | <b>A</b>    | 10.0.0.0            | 10.255.255.255    | 16,777,216 |
| 1111111010 | 0       | interface ID |             | 172.16.0.0          | 172.31.255.255    | 1,048,576  |
| fe80::/10  |         | <b>+</b> c   | 192.168.0.0 | 192.168.255.255     | 65,536            |            |

IPv6 Link Local Format

**Private Addresses** 



What is the purpose of the Sequence Number and Acknowledgement Numbers in the TCP and UDP protocols?

# Reliability

Segments can be placed in the proper order. Confirmation that each segment has been received. Retransmission as required.



```
Identify application layer protocols that use TCP and UDP.
```

**TCP** 

FTP, HTTP, HTTPS, POP3,...

**UDP** 

TFTP, DNS, DHCP, VoIP,...

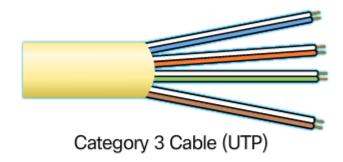


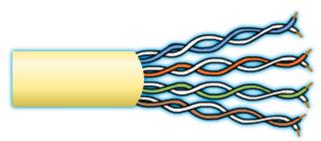
# TTL is found in which network layer? 3



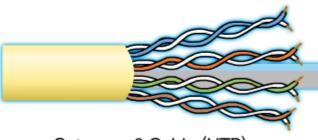


# **UTP Cabling Standards**





Category 5 and 5e Cable (UTP)



Category 6 Cable (UTP)

# Category 3 Cable (UTP)

- Used for voice communication
- Most often used for phone lines

#### Category 5 and 5e Cable (UTP)

- · Used for data transmission
- Cat5 supports 100 Mb/s and can support 1000 Mb/s, but it is not recommended
- Cat5e supports 1000 Mb/s

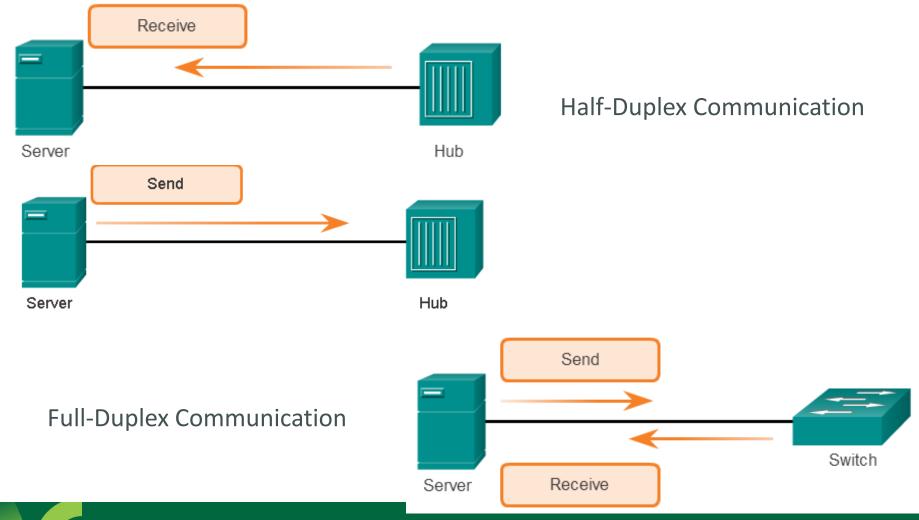
# Category 6 Cable (UTP)

- Used for data transmission
- An added separator is between each pair of wires allowing it to function at higher speeds
- Supports 1000 Mb/s 10 Gb/s, though 10 Gb/s is not recommended





# Half and Full Duplex

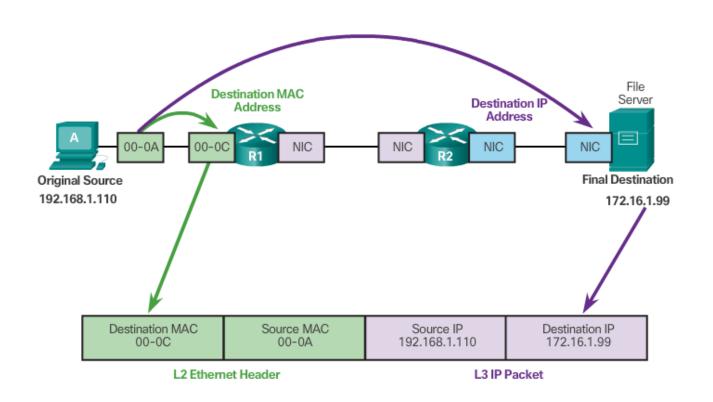






## **Destination on a Remote Network**

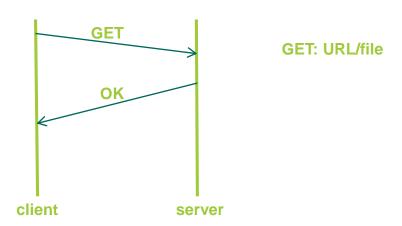
#### Communicating to a Remote Network





# HTTP(S) - Hypertext Transfer Protocol

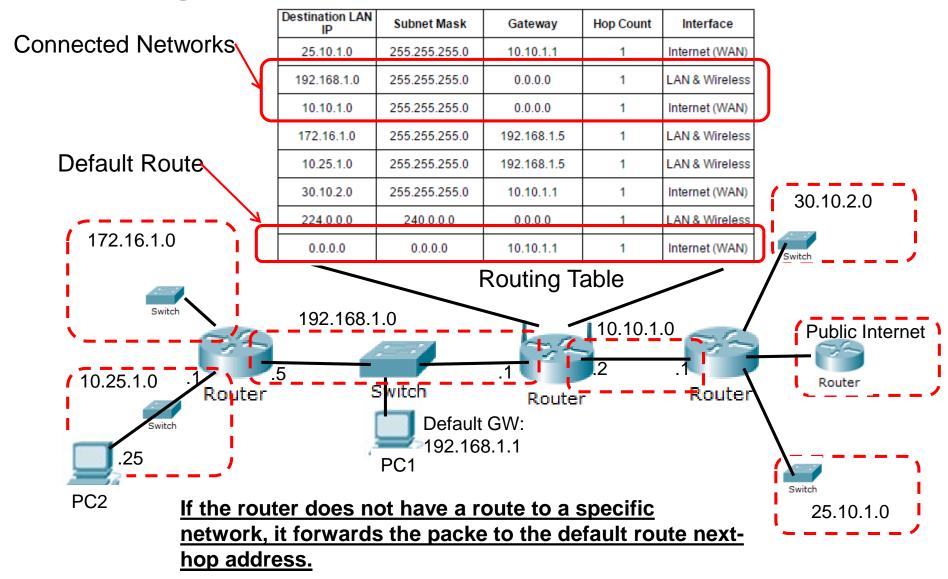
- Purpose: Transfer a file (resource). Resources include HTML files, audio, video, etc.
- Model: client / server
- Transport Layer: TCP
- Well Known Port Number: 80 (unencrypted); 443 (secured with TLS)
- Example Message Sequence:







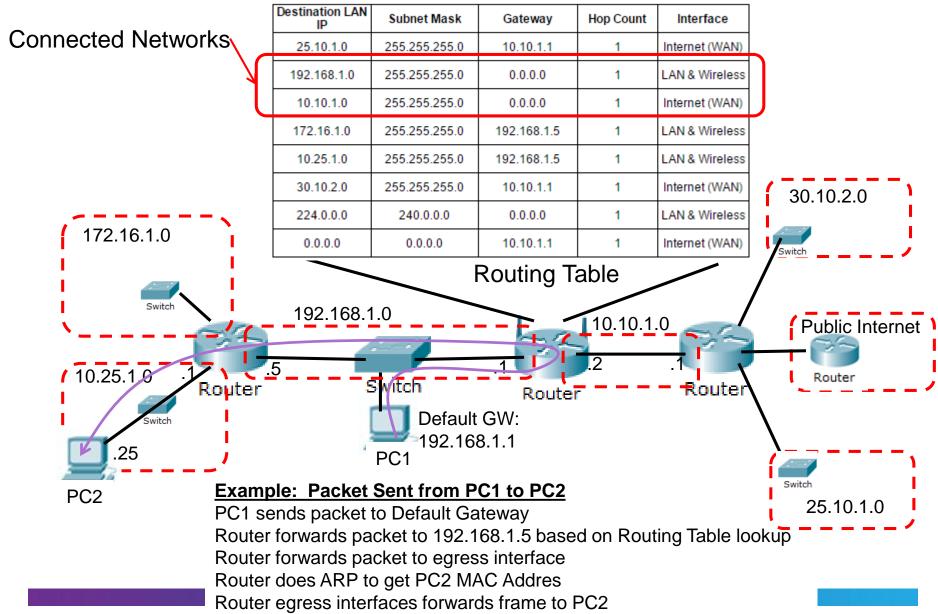
# Routing Table



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# Forwarding to a Remote Network



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# Compress and Decompress IPv6 Address?



# What does NAT change when a packet enters the external/public network? Source IP



A PC sends a TCP Window size of 0. What does this mean?

- a) The PC can receive unlimited data.
- b) The PC cannot receive any data.
- c) The PC will stop sending a data.
- d) The PC will send unlimited data.



A network service provider assigns you a global routing prefix of 2001:db8:acad::/48. What is the compressed network address for subnet 10 decimal?

Answer: 2001:db8:acad:a::/64

