

Day:06 23/10/2024

## MAC ADDRESS

A **MAC address** (Media Access Control address) is a unique identifier assigned to network interfaces for communications on a physical network segment. It is used at the data link layer of the OSI model. A MAC address is typically represented as a 48-bit hexadecimal number, often displayed in six pairs of two hexadecimal digits (e.g., 00: 1A:2B:3C:4D:5E). Each network device, such as a computer or router, has its own MAC address, which helps in identifying devices within the same local network.

We can get the mac address by using command

```
Switch#  
Switch#  
Switch#  
Switch#sh mac address-table dy  
Mac Address Table  
-----  
Vlan    Mac Address      Type      Ports  
----    -  
1       0000.0c58.7973   DYNAMIC   Fa0/2  
1       0000.0c9a.1d93   DYNAMIC   Fa0/3  
1       000a.f380.e93c   DYNAMIC   Fa0/4  
1       00e0.b0dc.e9db   DYNAMIC   Fa0/1  
Switch#
```

## APR (Address Resolution Protocol)

ARP (Address Resolution Protocol) is a network protocol used to map an IP address to a MAC address on a local area network. When a device wants to communicate with another device on the same network, it needs to know the MAC address associated with the IP address. Here's how ARP works:

1. **ARP Request:** The sending device broadcasts an ARP request to the local network, asking, "Who has this IP address? Please send me your MAC address."
2. **ARP Reply:** The device with the matching IP address responds with its MAC address.

This process allows devices to communicate effectively over a network, as data packets are routed using MAC addresses at the data link layer while IP addresses are used at the network layer.

In summary, a MAC address identifies devices on a local network, while ARP is the protocol used to find a device's MAC address based on its IP address.

PDU Information at Device: PC0

OSI Model   Inbound PDU Details

At Device: PC0  
Source: PC0  
Destination: 192.162.1.2

In Layers

- Layer7
- Layer6
- Layer5
- Layer4
- Layer 3: IP Header Src. IP: 192.162.1.2, Dest. IP: 192.162.1.1 ICMP Message Type: 0
- Layer 2: Ethernet II Header 0002.4A88.4CE8 >> 00D0.D35E.AC95
- Layer 1: Port FastEthernet0

Out Layers

- Layer7
- Layer6
- Layer5
- Layer4
- Layer3
- Layer2
- Layer1

1. FastEthernet0 receives the frame.

Challenge Me   << Previous Layer   Next Layer >>

Event List   Realtime   Simulation

File Edit Options View Tools Extensions Window Help

Logical   Physical x: 345, y: 104

PC-PT PC0   192.162.1.1   PC-PT PC1   192.162.1.2

PDU Information at Device: PC0

OSI Model   Inbound PDU Details

PDU Formats

Ethernet II

0		4		8		16		24		32		40		48		56		64		72		80		88		96		104		112		120		128		136		144		152		160		168		176		184		192		200		208		216		224		232		240		248		256	
PREAMBLE: 10101010																DEST ADDR: 00D0.D35E.AC95																																																			
SRC ADDR: 0002.4A88.4CE8																TYP: 0x00																DATA (VARIABLE LENGTH)																FCS: 0x00000000																			

IP

0		4		8		16		24		32		40		48		56		64		72		80		88		96		104		112		120		128		136		144		152		160		168		176		184		192		200		208		216		224		232		240		248		256	
VER: 4		HL: 5		DS: 0x00		TL: 128																																																													
ID: 0x0004																FL: 0x00																FRAG OFFSET: 0x000																																			
TTL: 128																PRO: 0x01																CHKSUM																																			
SRC IP: 192.162.1.2																																																																			
DST IP: 192.162.1.1																																																																			
DATA (VARIABLE LENGTH)																																																																			

ICMP

0		4		8		16		24		32		40		48		56		64		72		80		88		96		104		112		120		128		136		144		152		160		168		176		184		192		200		208		216		224		232		240		248		256	
TYPE: 0x00																CODE: 0x00																CHECKSUM																																			

Edit Filters   Show All/None

File Edit Options View Tools Extensions Window Help

Logical   Physical x: 147, y: 23

PC-PT PC0   192.162.1.1   PC-PT PC1   192.162.1.2

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	568.829	PC0
	568.830	PC1
	570.833	
	570.834	PC0
	570.835	PC1
	571.837	
	571.838	PC0
Visible	571.839	PC1

Simulation   Constant Delay   Capturing...

Time: 03:13:45.485   PLAY CONTROLS

PDU Information at Device: PC1

OSI Model   Inbound PDU Details   Outbound PDU Details

PDU Formats

Ethernet II

0		4		8		16		24		32		40		48		56		64		72		80		88		96		104		112		120		128		136		144		152		160		168		176		184		192		200		208		216		224		232		240		248		256	
PREAMBLE: 10101010																DEST ADDR: 00D0.D35E.AC95																																																			
SRC ADDR: 0002.4A88.4CE8																TYP: 0x00																DATA (VARIABLE LENGTH)																FCS: 0x00000000																			

IP

0		4		8		16		24		32		40		48		56		64		72		80		88		96		104		112		120		128		136		144		152		160		168		176		184		192		200		208		216		224		232		240		248		256	
VER: 4		HL: 5		DS: 0x00		TL: 128																																																													
ID: 0x0005																FL: 0x00																FRAG OFFSET: 0x000																																			
TTL: 128																PRO: 0x01																CHKSUM																																			
SRC IP: 192.162.1.1																																																																			
DST IP: 192.162.1.2																																																																			
DATA (VARIABLE LENGTH)																																																																			

Edit Filters   Show All/None

Event List   Realtime   Simulation

Destination   Type   Color   Time(sec)   Periodic   Num   Edit

## Let's understand the difference between HUB and SWITCH

Feature	Hub	Switch
Functionality	Broadcasts data to all connected devices	Forwards data only to the intended device
Data Transmission	Operates in half-duplex mode (data can flow in only one direction at a time)	Operates in full-duplex mode (data can flow in both directions simultaneously)
Layer of Operation	Layer 1 (Physical Layer)	Layer 2 (Data Link Layer) and sometimes Layer 3 (Network Layer)
Traffic Management	No management; leads to congestion and collisions	Manages traffic efficiently, reducing collisions
Performance	Lower performance due to broadcasting	Higher performance due to targeted data transmission
Addressing	Does not recognize MAC addresses; sends data to all ports	Uses MAC addresses to send data to the correct port
Network Size	Suitable for small, simple networks	Suitable for larger, more complex networks

A switch and a hub are both networking devices used to connect multiple devices within a network, but they operate differently:

### 1. Functionality:

- Hub: A hub is a basic device that connects multiple Ethernet devices, making them act as a single network segment. It broadcasts incoming data packets to all ports, regardless of the destination.
- Switch: A switch is more intelligent. It learns the MAC addresses of connected devices and forwards data only to the specific device for which the data is intended, reducing unnecessary traffic.

### 2. Efficiency:

- Hub: Because it sends data to all connected devices, hubs can lead to network congestion and collisions, reducing overall network efficiency.
- Switch: By directing data specifically, switches minimize collisions and enhance network performance.

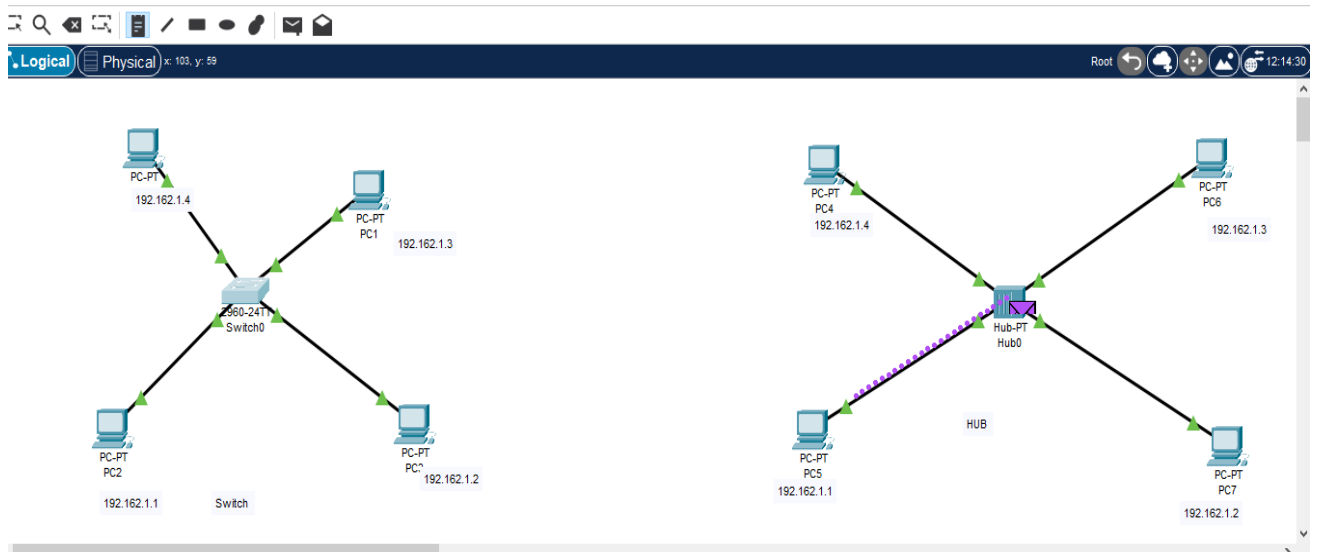
### 3. Layer of Operation:

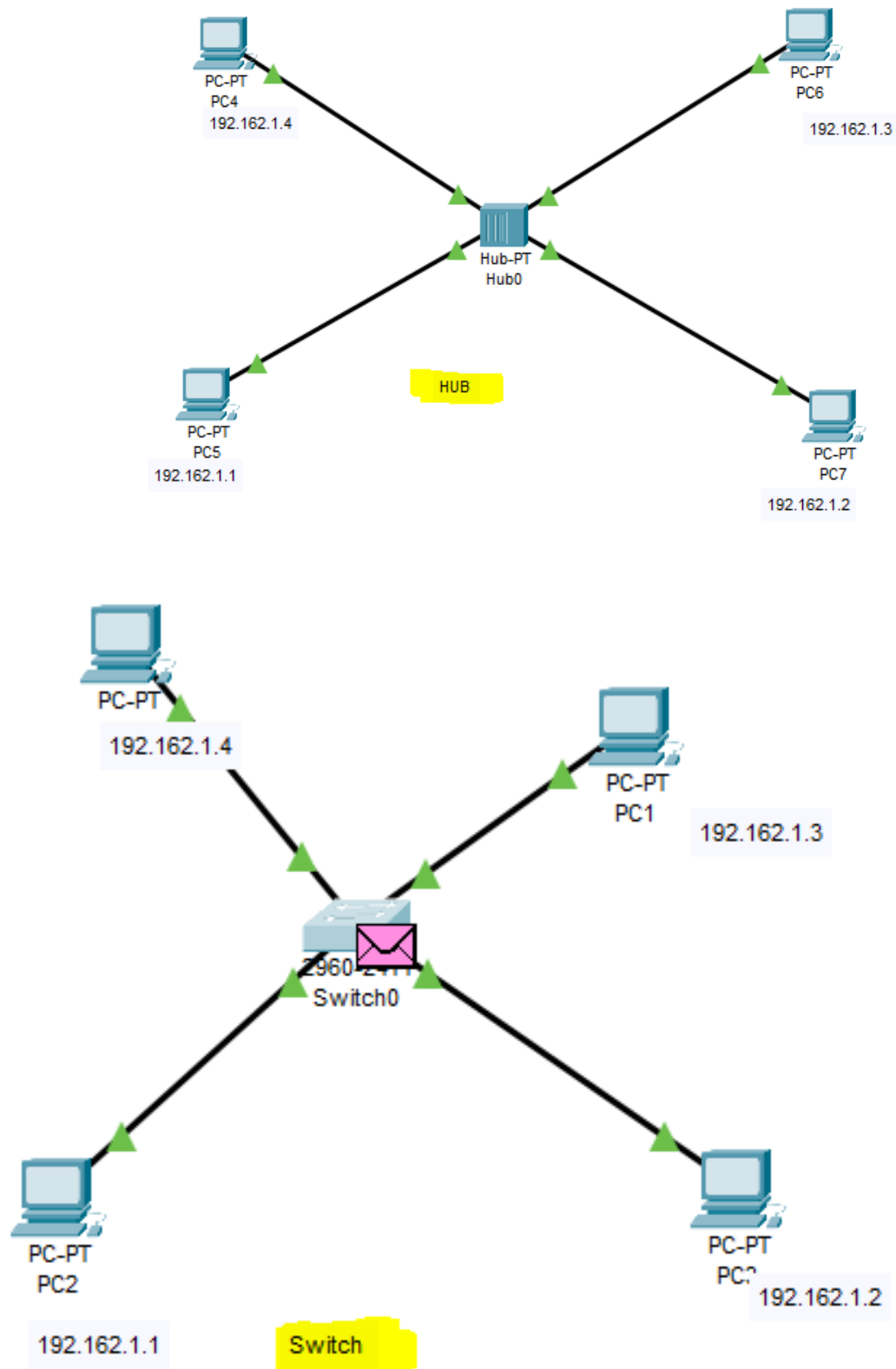
- Hub: Operates at the physical layer (Layer 1) of the OSI model.
- Switch: Operates at the data link layer (Layer 2) and can also function at higher layers (Layer 3 and beyond) in more advanced models.

### 4. Traffic Management:

- Hub: No traffic management; all devices receive all data packets.
- Switch: Manages traffic more effectively, improving bandwidth and reducing data collisions.

In summary, while both devices serve to connect multiple network devices, switches offer enhanced performance, efficiency, and data management compared to hubs.





*Arya Aswath*

**Thanking you !!**

