Short note made for quick study for RIP

- The Routing Information Protocol (RIP) is a distance-vector routing protocol
- RIP takes the hop count as a metric.
- RIP have two versions RIP v1 and RIP v2
- In IPv6 RIP is called as RIPng
- RIPng must be enabled in interfaces in IPv6
- RIP sends out the full routing table every periodic update
- RIP prevents routing loops by implementing a limit on the number of hops allowed in a path from the source to a destination.
- A maximum number of hops allowed for RIP is 15. This hop limit, however, also limits the size of networks that RIP can support.
- A hop count of 16 is considered an infinite distance
- RIP implements the split horizon, route poisoning and also hold down mechanisms to prevent incorrect routing information from being propagated
- RIP router transmitted full updates every 30 seconds
- RIP uses the User Datagram Protocol (UDP) as one of its transport protocol, and is assigned the reserved port number 520

Interview Questions

- What is Route Poisoning?
- What is Split Horizon ?
- Utilizing RIP, what is the limit when it comes to number of hops?
- What is the difference between RIP V1 and V2 ?
- Multicast address of RIP v2 ?
- Administrative distance of RIP ?
- Can we use RIP in a scenario having more than 15 routers ?
- What is the difference between RIP and RIPng?