# ARKITEKTURE KOMPJUTERI LEKSIONI VIII

SUBNETTING, NDARJA E IP-ve SIPAS KLASAVE

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PING – aplications apo Tool qe sherben per te testuar konektivitetin.

Ping perdor protokollin ICMP, per te testuar nese X ip eshte online

ICMP – Internet Control Message Protocol

TTL – Time To Live.

Gabimet ne konfigurime te router-ave, ben qe rrjete te ndryshme te krijojne LOOPs – C'jane LOOPs ??

Per kete arsye eshte krijuar nje COUNTER TTL, I cili nuk mund te jete me I madh se 255. Shumica e aplikacioneve perdorin TTL = 128.

• TTL = 128, do te thote qe:

A. Rrjeti krijon LOOP

B. LOOP do shkaktonte qe paketa te sorollatej ne internet pafundesisht.

 Problem i tille, krijon trafik parazitar, duke zene gjithe bandwidth-in e mundshem

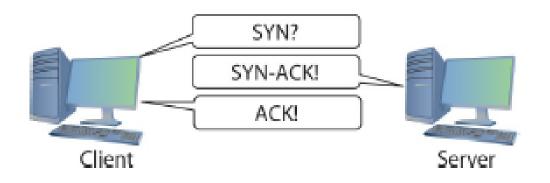
 TTL – ben pikerisht kete kufizim sorollatjeje, duke bere te mundur qe paketa te "asgjesohet" pas 128 router-ave

TCP vs UDP

#### **Connection Oriented**

TCP – Transmission Control Protocol

TCP – perdor rregulla komunikimi, qe kerkon qe te dy makinat (dhenesi dhe marresi), te njohin prezencen e njeri tjetrit. Kete proces e quajme THREE-WAY-HANDSHAKE, qe perbehet nga SYN, SYN-ACK, dhe ACK



Protokolli TCP ndan informacionin ne SEGMENTE. U jep ketyre te fundit nga nje SEQUENCE NUMBER. Dhe sigurohet qe ne destinacion, keto segmente te rigrupohen nga marresi.

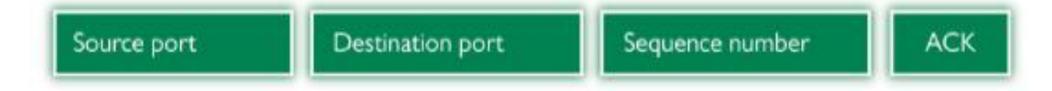
Nese marresi nuk i ka marre te gjitha segmentet, athere ky I fundit I rikerkon derguesit qe te ridergoje segmentin e humbur rruges.

#### **Connectionless Oriented**

- UDP User Datagram Protocol
- Kemi thene qe TCP/IP eshte bashkesi protokollesh. Nuk e kemi degjuar ndonje here UDP/IP. Per rrjedhoje, ne momentin qe hapim nje faqe interneti, apo kryejme ndonje funksion specifik, ne nuk kemi pse te specifikojme se cfare protokolli (TCP apo UDP) do perdorim.
- Per kete gje kujdesen vete aplikacionet, apo protokollet me te cilat ne punojme. Psh protokolli HTTP, apo HTTPS perdor protokollin TCP

PORTAT

Figura me poshte na paraqet nje pamje te thjeshtuar te PACKET HEADER.



- Ketu dallohen SOURCE dhe DESTINATION PORT
- Portat sherbejne per te krijuar nje lidhje ndermjet derguesit dhe marresit, qe paketa te shkoje ne destinacionin e duhur. Psh dergimi I nje email perdor porten 25, ose ndryshe protokollin SMTP

# ROUTER vs SWITCH

PC-te qe jane pas nje Switchi – jane LOCAL apo REMOTE IP-s ?

Po PC-te pas nje Routeri ?

 Si mund t'i dallojme nese PC marrese e informacionit eshte LOCAL apo REMOTE ?

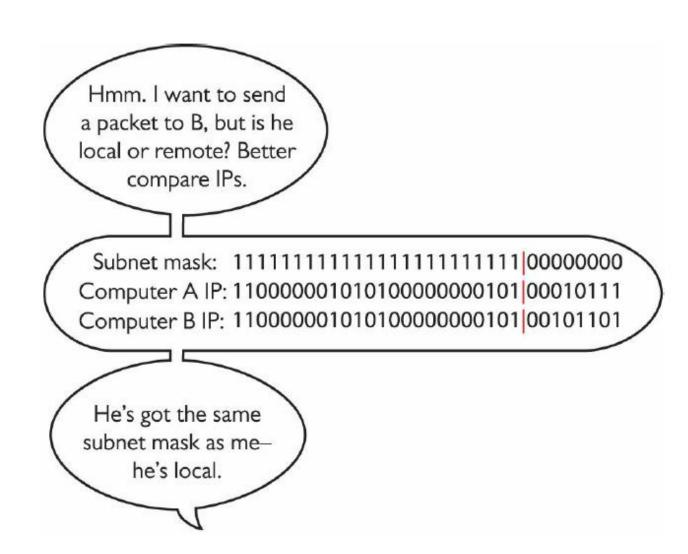
### IP-te DERGIMI I INFORMACIONIT

LOCAL vs REMOTE

Krahasohen BITS
 ne te djathte te ndarjes
 qe ben <u>Subnet Mask</u>

Majtas – NETWORK ID

Djathtas – HOST ID



# LOCAL vs REMOTE IPs

Hmm. I want to send a packet to B, but is he local or remote? Better compare IPs.

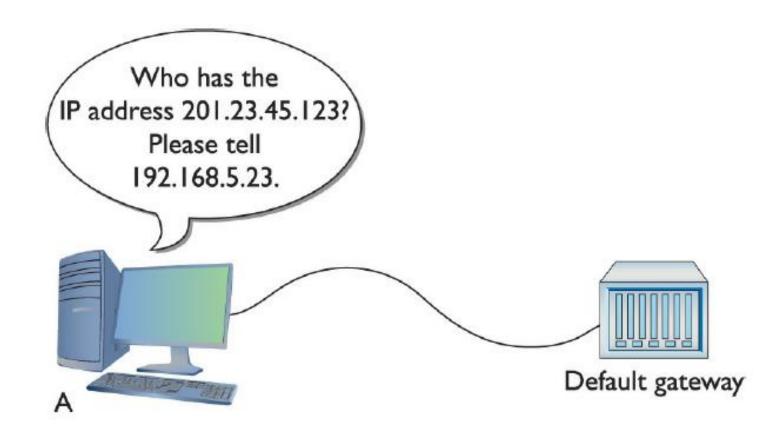
Computer A IP: 11000000101010000000101 00010111

Computer B IP: 10110110110110100000011 00101101

No match! It's a long-distance call!

# ARP REQUEST

PC – A ne kete rast dergon ARP Request drejt GATEWAY



# KLASAT PRIVATE IP

• IP-te I kemi PRIVATE dhe PUBLIKE

• Cilat jane klasat PRIVATE?

# KLASAT IP PRIVATE dhe PUBLIKE

	First Decimal Value	Addresses	Hosts per Network ID
Class A	1–126	1.0.0.0-126.255.255.255	16,277,214
Class B	128-191	128.0.0.0-191.255.255.255	65,534
Class C	192–223	192.0.0.0-223.255.255.255	254
Class D	224–239	224.0.0.0-239.255.255.255	Multicast
Class E	240-254	240.0.0.0-254.255.255.255	Experimental

# IANA & SHPERNDARJA e IP-ve

- IANA Internet Assigned Numbers Authority
- Eshte autoriteti qe ben shperndarjen e IP-ve.
- Ne fillimet e veta, IANA filloi duke dhene IP pa hesap kundrejt ISP-ve te ndryshme.
- Te njejten gje bene edhe nenndarjet e IANA-s neper bote RIRs Regional Internet Registries.
- Kjo situate solli nje problem jo te vogel, pasi shume IP filluan te digjeshin kot, pasi ishin marre nga ISP qe nuk i shfrytezonin!!

# SHPERNDARJA IP - CIDR

Psh, dikur nese nje ISP donte te merrte 2000 IP, athere duhej te merrte 1 klase B, duke marre mbi 16000 IP, ose te merrte 8 klasa C.

Per te shmangur kete problem, u zhvillua koncepti CIDR

CIDR – Classless Interdomain Routing.

CIDR eshte produkt i SUBNETTING

### SUBNETTING

• Perktheni ne kod decimal, keto IP te shprehura ne kod binar

```
11000000101010000000010000100000
110000001010100000000010000100001
11000000101010000000010000100010
11000000101010000000010000111101
1100000010101000000000100001111
110000001010100000000100001111
11000000101010000000010001100000
11000000101010000000010001100001
11000000101010000000010001100010
```

#### CIDR

• Cili network i perfshin keto 3 IP, ne nje klase te vetme

```
11000000101010000000010000100000
110000001010100000000010000100001
11000000101010000000010000100010
11000000101010000000010000111101
11000000101010000000010000111110
110000001010100000000010000111
110000001010100000000010001100000
11000000101010000000010001100001
110000001010100000000010001100010
```

### CIDR

• Percaktoni GW, SM te perbashket te ketyre IP-ve

• 192.168.20.50/29

• 192.168.20.10/28

• 192.168.20.2/25

• 192.168.20.100/27

# CIDR

• Percaktoni GW, SM te perbashket te ketyre IP-ve

• 192.168.20.50/29

• 192.168.30.10/23

• 192.168.20.2/25

• 192.168.40.100/23

# STATIC vs DHCP

General	
	signed automatically if your network supports you need to ask your network administrator tings.
Obtain an IP address	automatically
Use the following IP	address:
IP address:	192 . 168 . 4 . 200
Subnet mask:	255 . 255 . 255 . 0
Default gateway:	192 . 168 . 4 . 1
Obtain DNS server a	ddress automatically
Use the following DN	
Preferred DNS server:	192 . 168 . 4 . 12