

## Computer Networks

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## DHCP

## Dynamic Host Configuration Protocol (DHCP)

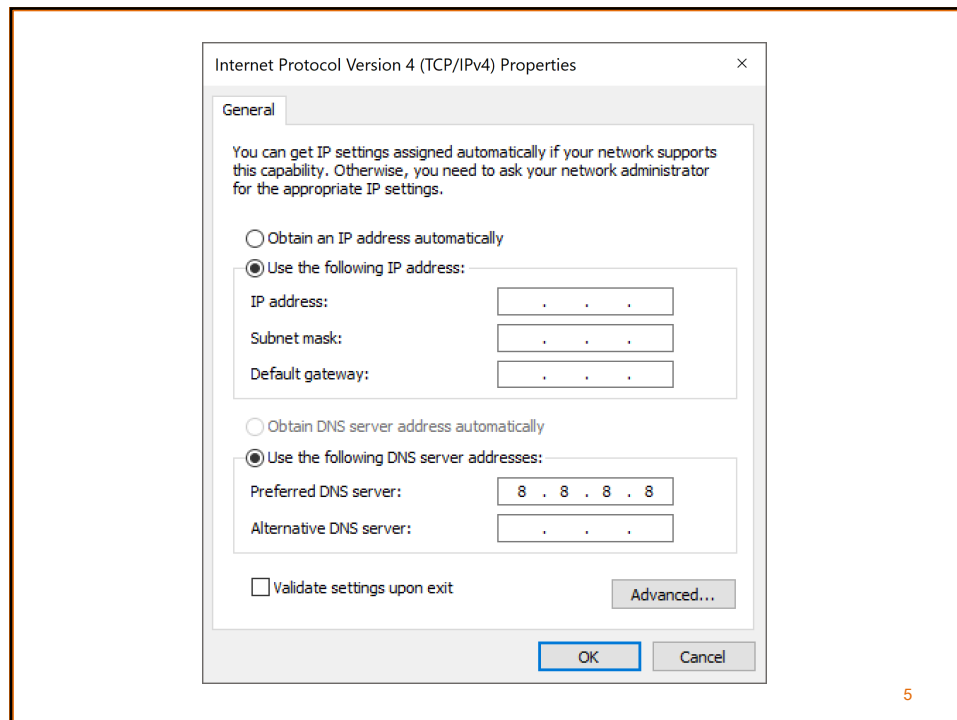
- Address **assignment** in an organization can be done **automatically** using the **DHCP**.
- **DHCP** is an application-layer **program**, using the **client-server** paradigm, that actually helps TCP/IP at the network layer.
- **DHCP** often called a *plug-and-play protocol*.

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## DHCP Usage

- **Four pieces of information** are normally needed by any **host** and can be **provided** by **DHCP**:
  1. Computer address (**IP**).
  2. Prefix (**Mask**).
  3. Address of a router (**Gateway**).
  4. IP address of a name server (**DNS**).

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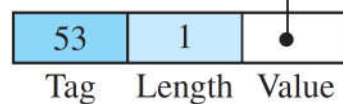


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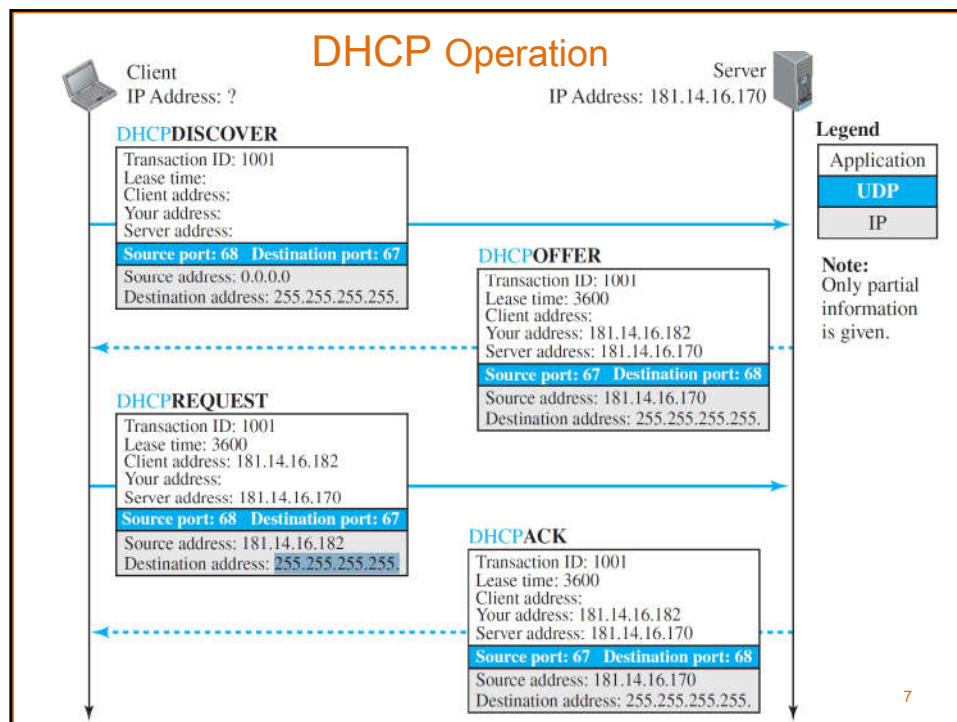
## DHCP Message Options Field

### *Option format*

- |                        |                       |
|------------------------|-----------------------|
| 1 <b>DHCP</b> DISCOVER | 5 <b>DHCP</b> ACK     |
| 2 <b>DHCP</b> OFFER    | 6 <b>DHCP</b> NACK    |
| 3 <b>DHCP</b> REQUEST  | 7 <b>DHCP</b> RELEASE |
| 4 <b>DHCP</b> DECLINE  | 8 <b>DHCP</b> INFORM  |



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## Automatic Private IP Addressing (APIPA)

- To get an IPv4 address, the **client** will **select** an address at **random** in the range **169.254.1.0** to **169.254.254.255**, with a netmask of **255.255.0.0**.
- The client will then **send** an Address Resolution Protocol (**ARP**) packet **asking** for the **MAC** address that corresponds to the randomly-generated **IPv4** address.
- If any other **machine** is **using** that **address**, the client will generate **another random** address and **try again**.
- **APIPA** is **implemented** in Windows **98** and **later**.