DAY 6 - IPv4

IPv4 Addresses

- 32 bits addresses.
- Separated into 4 octets of 8 bits each.
- Written in dotted decimal notation

192	168	1	254
11000000	10101000	0000001	11111110

Each octet have values from 0-255.

Network and Host portion:

eg. 192.168.1.2/24

- /24 bits netmask signifies How many bits are used to identified the network portion (Which network the IP belongs to).
 - 192.168.1.0 Network.
 - 192.168.1.2 Host
 - 24 bits are used to identify the Network.
 - 32-24 = 8 bits are used to identify the Host.

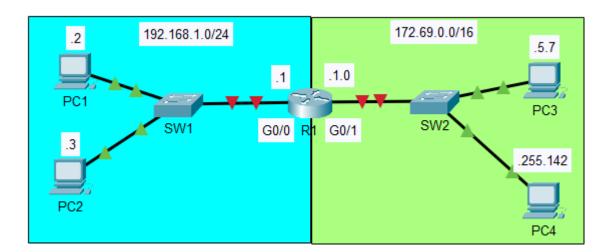
Netmask

- How many bits are used to identified the network portion.
 eg.
- /8
 - 8 bits network portion.
 - 1111111 .00000000.0000000.00000000
 - 255.0.0.0
- /16
 - 16 bits network portion.
 - 11111111 . 11111111 .00000000.00000000

- 255.255.0.0
- /24
 - 24 bits network portion.

 - 255.255.255.0
- /21
 - 21 bits network portion.

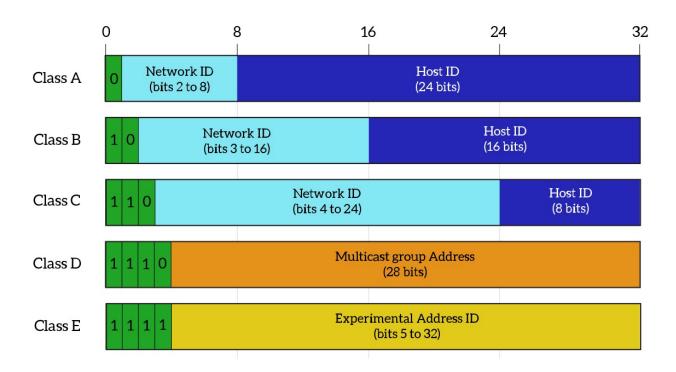
 - 255, 255, 248, 0



- 192.168.1.0/24 Network
 - PC1: 192.168.1.2
 - PC2: 192.168.1.3
 - R1's G0/0 Interface: 192.168.1.1
- 172.69.0.0/16 Network
 - PC3: 172.69.5.7
 - PC4: 172.69.255.142
 - R1's G0/1 Interface: 172.69.1.0

IPv4 Address Classes:

Class	1st octet of IP address	Default Subnet Mask	Network / Host	Number of networks	Maximum nodes in a network
Α	1 - 126	255.0.0.0	N.H.H.H	126	16,777,214
В	128 - 191	255.255.0.0	N.N.H.H	16,384	65,534
С	192 - 223	255.255.255.0	N.N.N.H	2,097,152	254
D	224 - 239				
E	240 - 254				



What is Loopback Address:

- Notice Class A nor B have 127.x.x.x.
- This is because 127.x.x.x ranges are used for Loopback Addressing
- Address used to test the network model on the local device.

```
C:\Users\User>ping 127.0.0.1

Pinging 127.0.0.1 with 32 bytes of data:
Reply from 127.0.0.1: bytes=32 time<1ms TTL=128

Ping statistics for 127.0.0.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms</pre>
```

Important IP Addresses in each network:

- 1. Network Address: When all host's bits == 0
- Broadcast Address: When all host's bits == 1
 (These cannot be used as host/device's IP Addresses)

eg. 192.168.6.4/24

- Network Address = 192.168.6. 00000000 (192.168.6.0)
- Broadcast Address = 192.168.6. 111111111 (192.168.6.255)
- 3. First Usable Host Address = The IP address after the network address.
- 4. Last Usable Host Address = The IP address before the broadcast address.

eg. 192.168.6.4/24

- Network Address = 192.168.6. 00000000 (192.168.6.0)
- Broadcast Address = 192.168.6. 111111111 (192.168.6.255)
- First Host = 192.168.6.1
- Last Host = 192.168.6.254
- 5. Number of usable hosts: pow(2, 32-netmask) 2

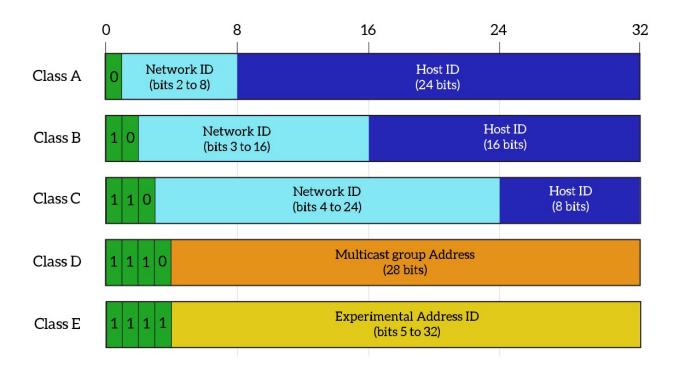
eg. 192.168.6.4/24

- Network Address = 192.168.6. 00000000 (192.168.6.0)
- Broadcast Address = 192.168.6. 111111111 (192.168.6.255)
- First Host = 192.168.6.1
- Last Host = 192.168.6.254
- Usable Hosts = pow(2 , 32-24) 2 = 256 2 = 254

Summary

IPv4 Address Classification:

Class	1st octet of IP address	Default Subnet Mask	Network / Host	Number of networks	Maximum nodes in a network
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D	224 - 239				
Е	240 - 254				



127.x.x.x: Loopback Address, for testing networking on the local device.

IP Address:

- Separated in 4 Octets of 8 bits each.
- Each octet can have value between 0 to 255.
- x.x.x.x/y with /y netmask denoting how many bits are part of the Network identifier, while the remaining bits identify the unique host within that Network.
- Important IP Address given an IP:
 - Network IP: The identifier of the Network itself.
 - All Host bits = 0

- Broadcast IP: The broadcast address of that network.
 - All Host bits = 1

eg: Given a Class B IP address of 172.16.59.4/16:

1. **Netmask**: /16

2. Network Portion: 172.16.59.4

3. **Host Portion**: 172.16. 59.4

4. Network Address: 172.16.0.0

5. **Broadcast Address**: 172.16.255.255

6. First Usable Address: 172.16.0.1

7. Last Usable Host: 172.16.255.254

Fast identifying important IPs will be in a separate note