(Camada Inter-rede)

Prof. Dr. Luiz Arthur Feitosa dos Santos

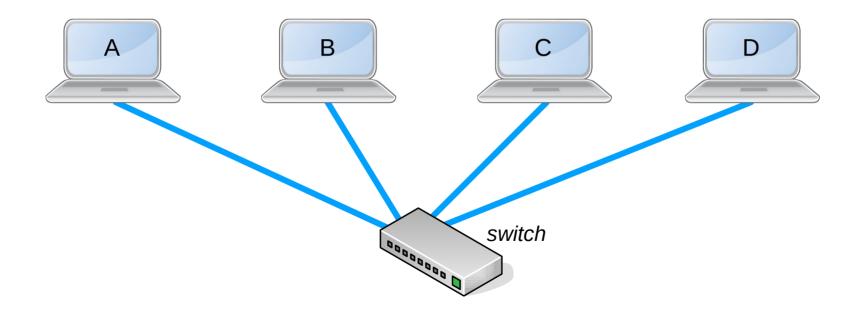


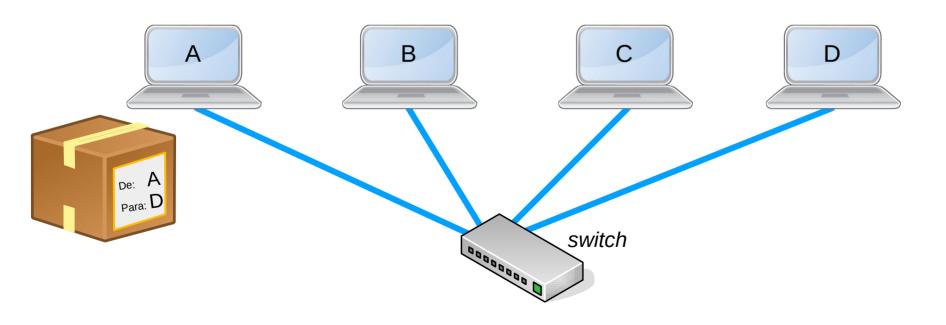
luiz.arthur.feitosa.santos@gmail.com

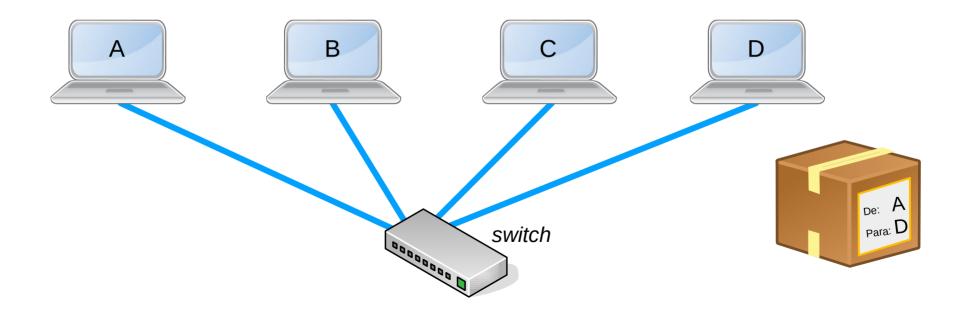
https://luizsantos.github.io/

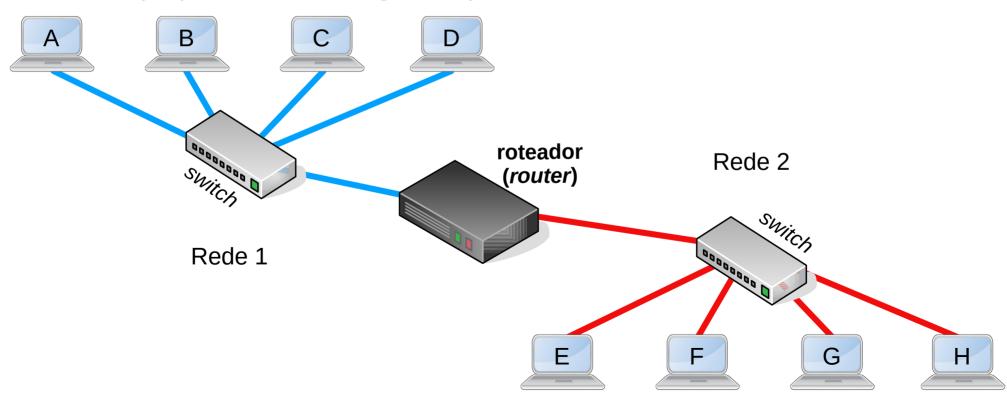


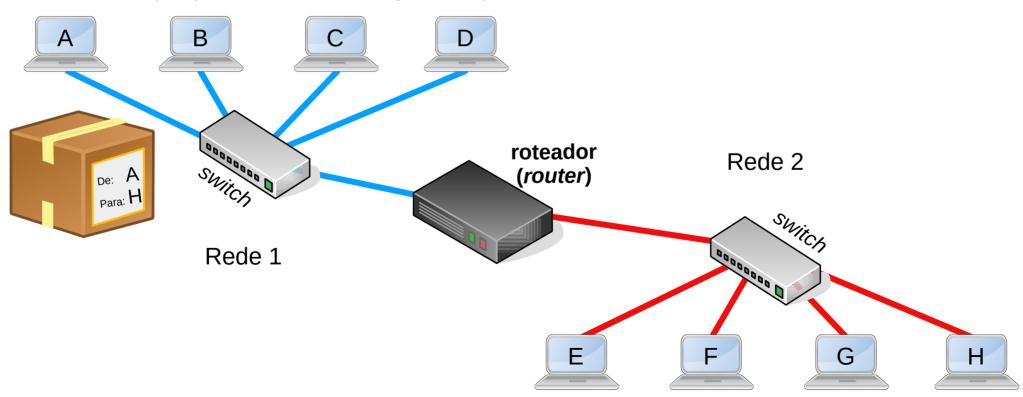


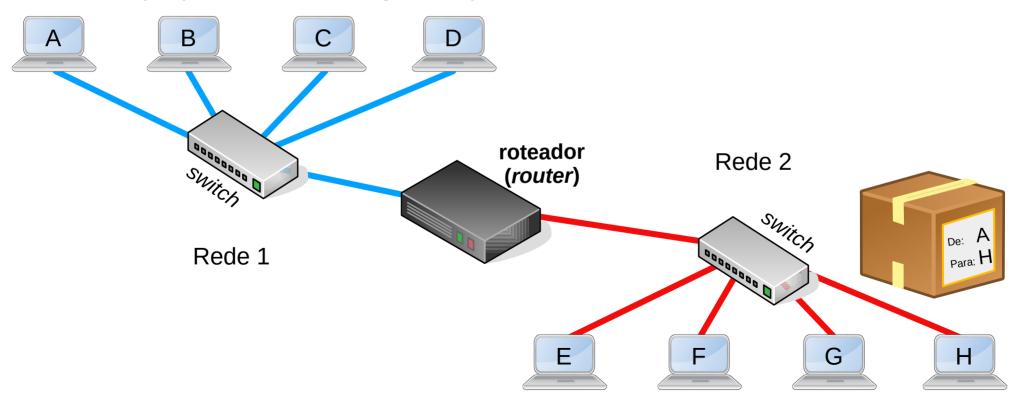


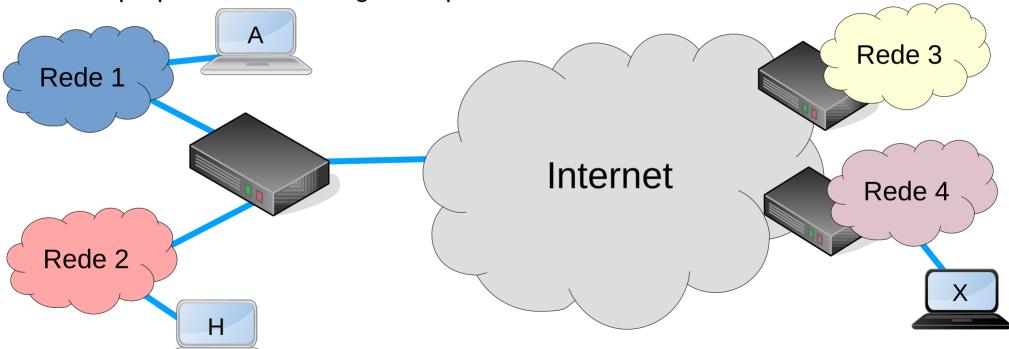


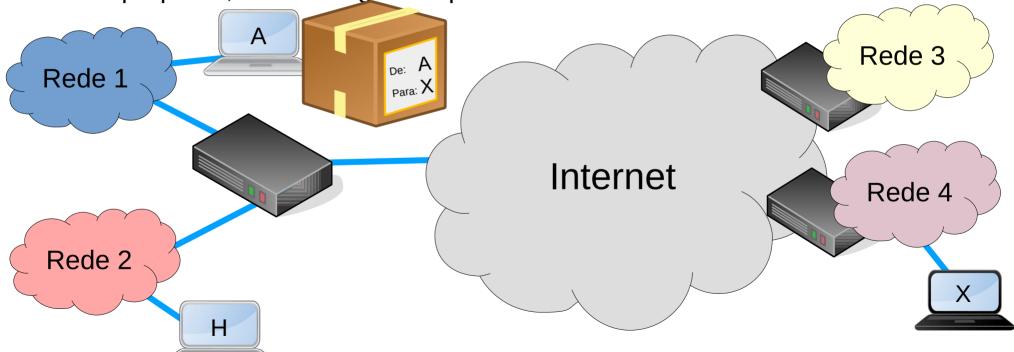


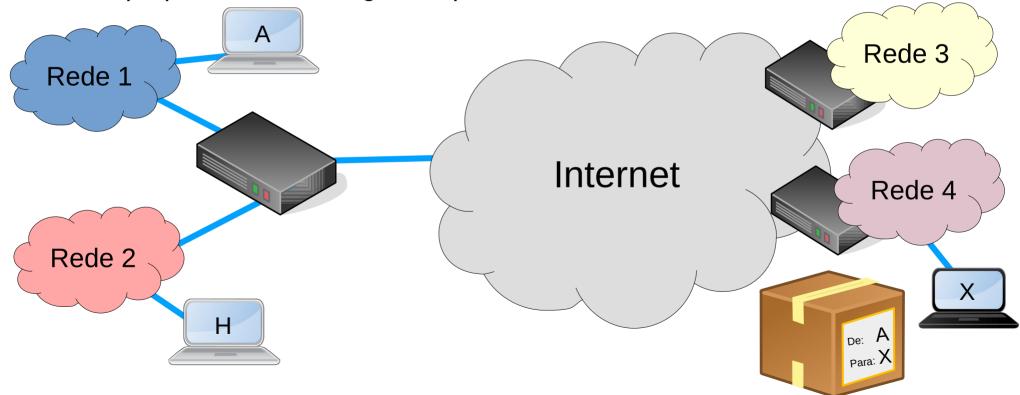












A tecnologia TCP/IP é foi criada para ser roteável e interligar vários hosts em uma rede tal como a Internet:

- IP (Internet Protocol);
 - Endereçamento IP (IPv4 e IPv6);
 - Datagrama IP.
- ARP (Address Resolution Protocol);
 - RARP (Reverse Address Resolution Protocol).
- ICMP (Internet Control Message Protocol).

Hum... então é o *datagrama* IP que serve de **envelope** para transmitir os dados em redes, tais como a Internet!?

Mas como ele faz isso?

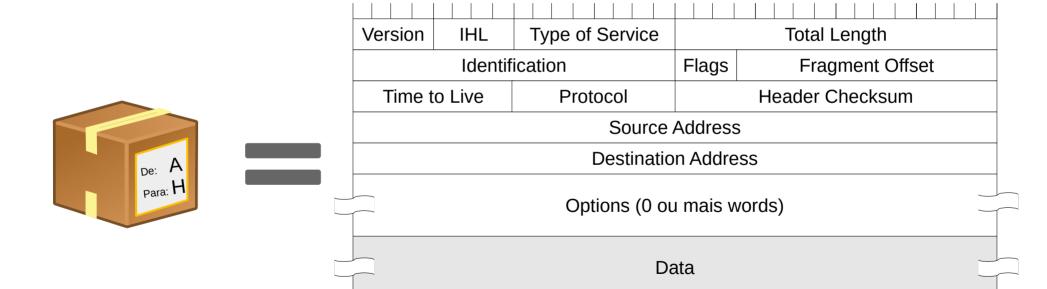


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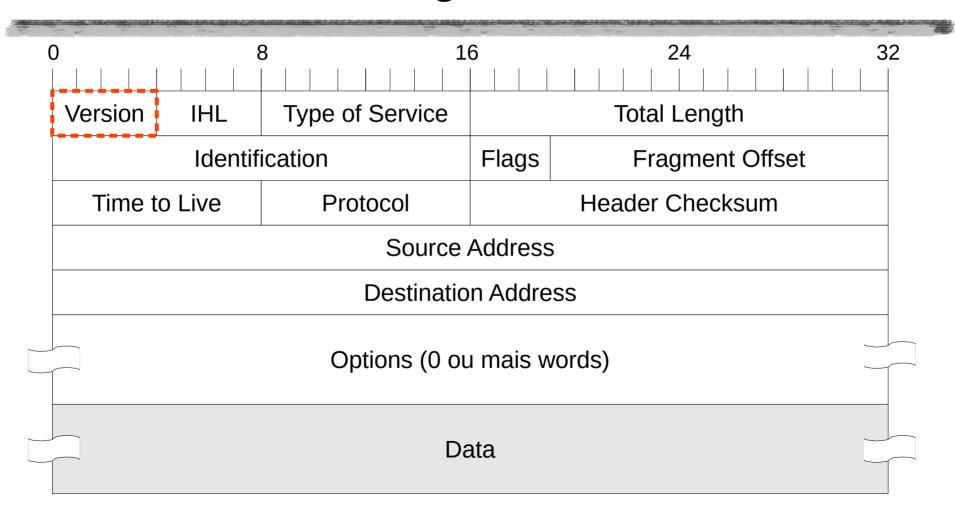
Uma boa forma de entender como o IP funciona é analisando os campos do datagrama IP

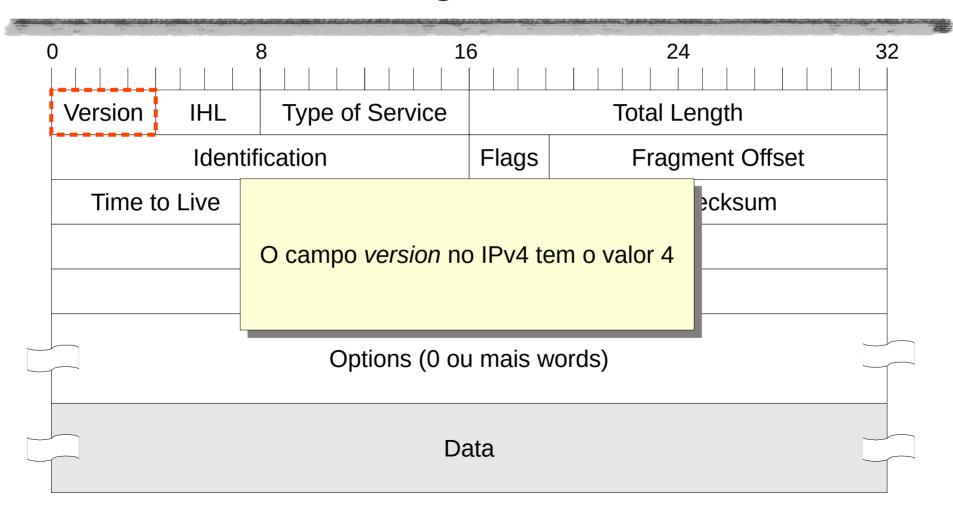


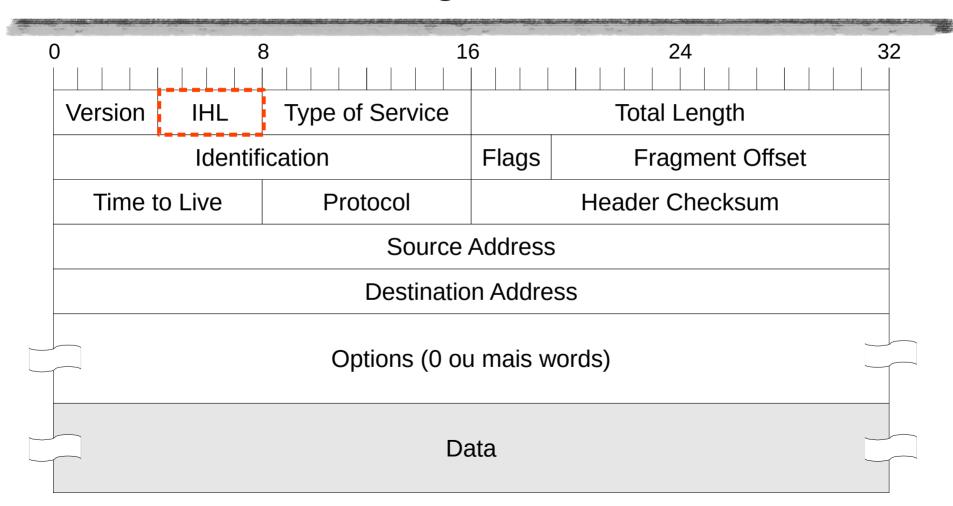
Nossa são necessários todos esses campos?

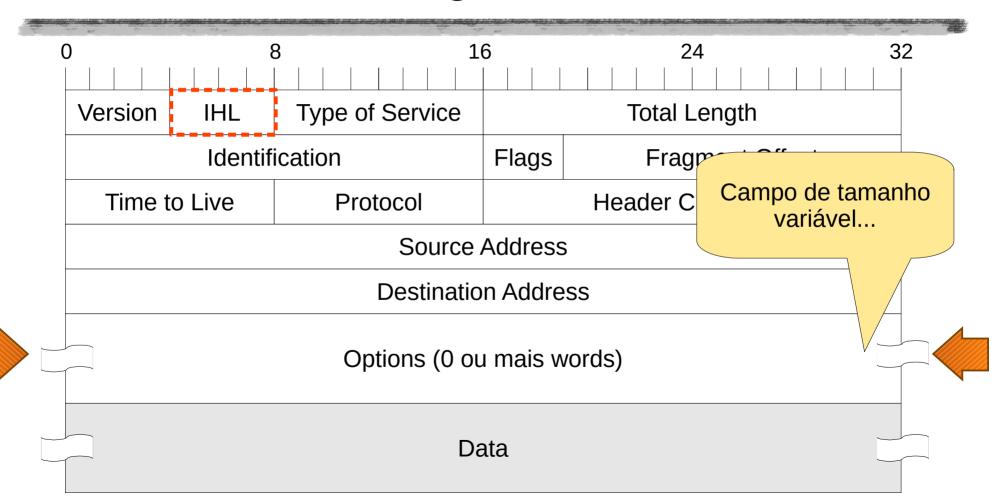


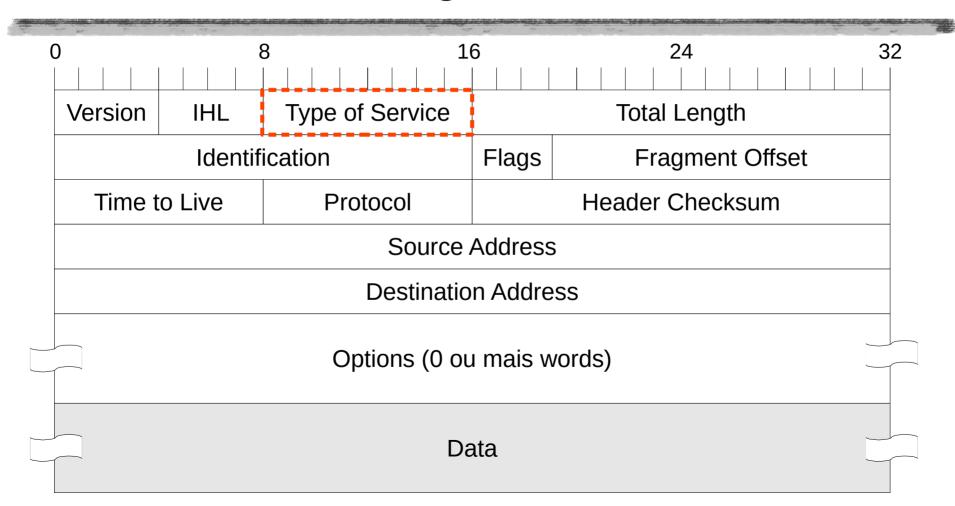
Sim, pois entregar dados em redes como a Internet é relativamente complexo!

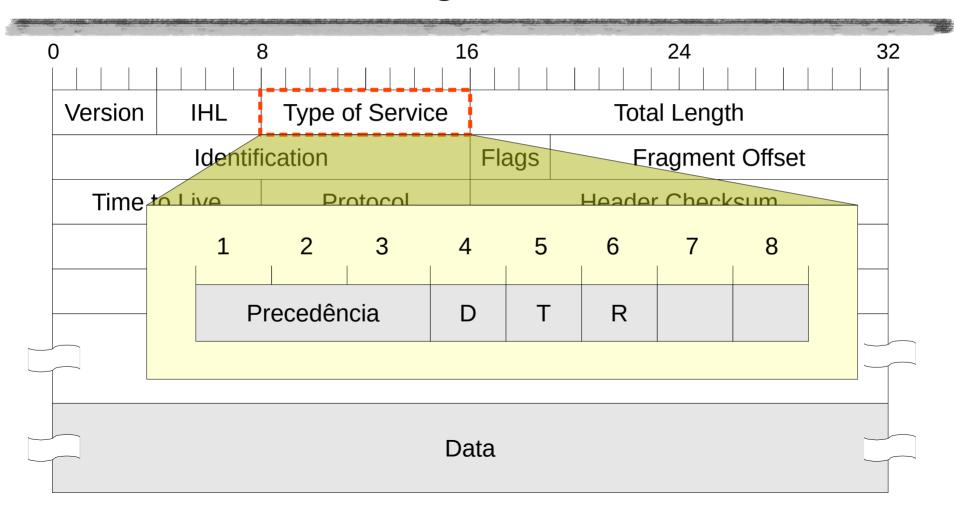


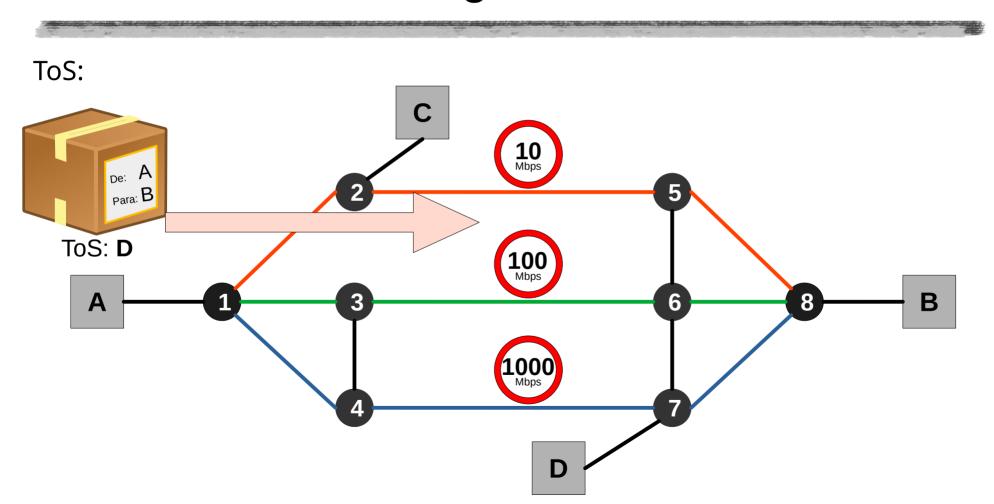


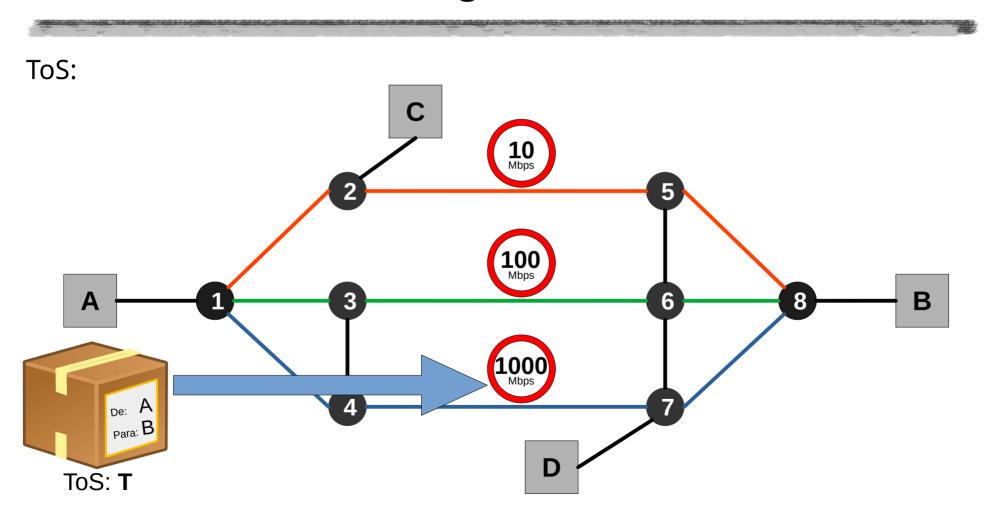


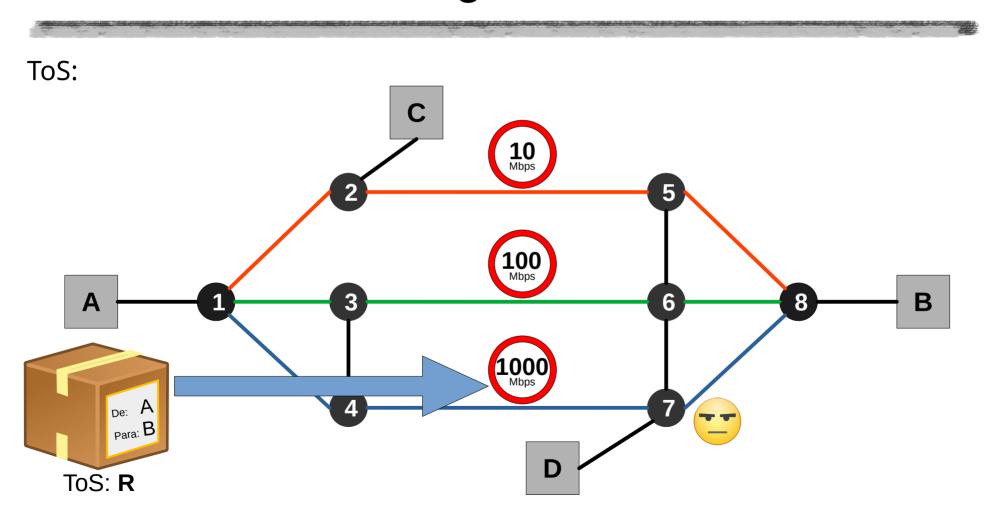


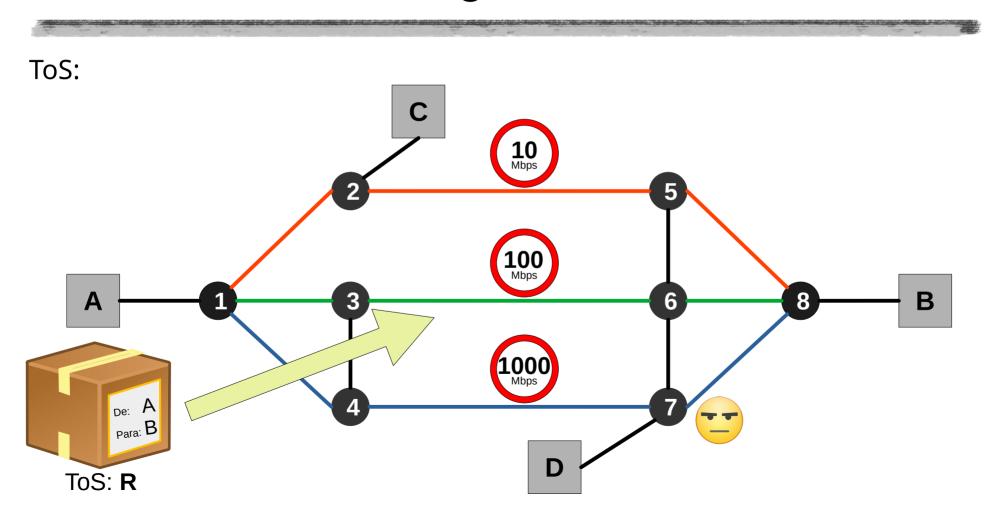


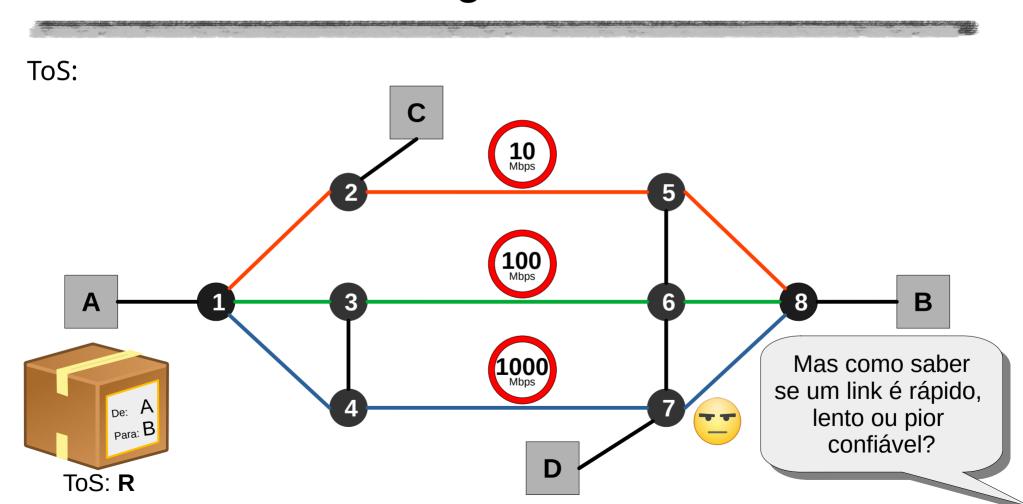




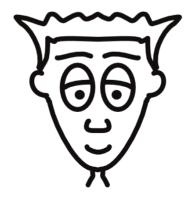




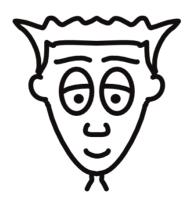




Ué é só olhar a velocidade da placa de rede...

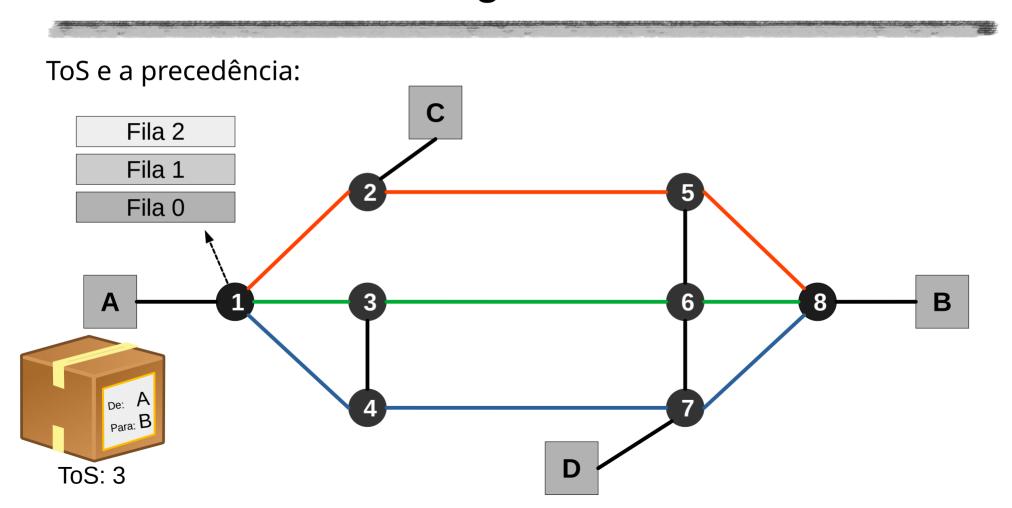


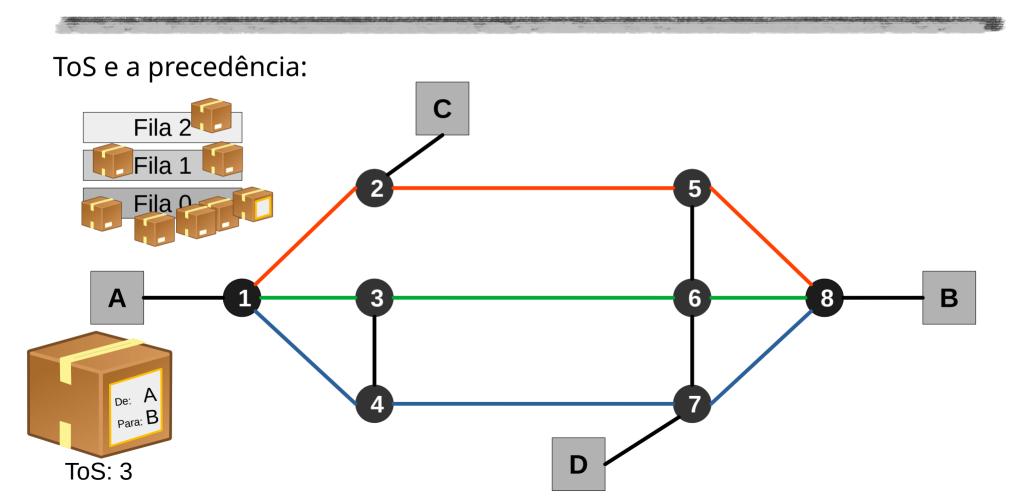
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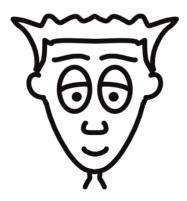
Infelizmente não é tão trivial assim...

Para funcionar deveria ser considerado todo o caminho!





Então para eu navegar mais rápido na Internet basta colocar o campo precedência do ToS com valor máximo?

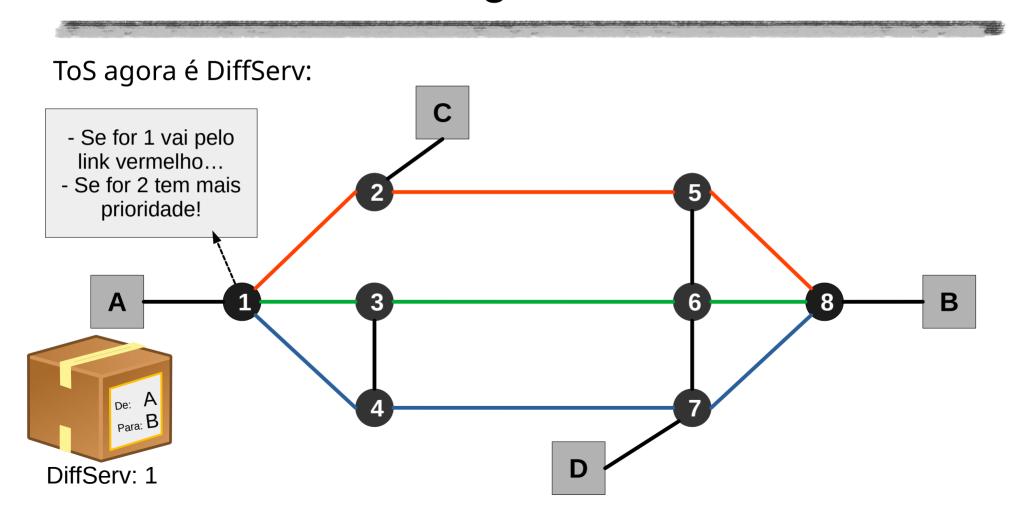


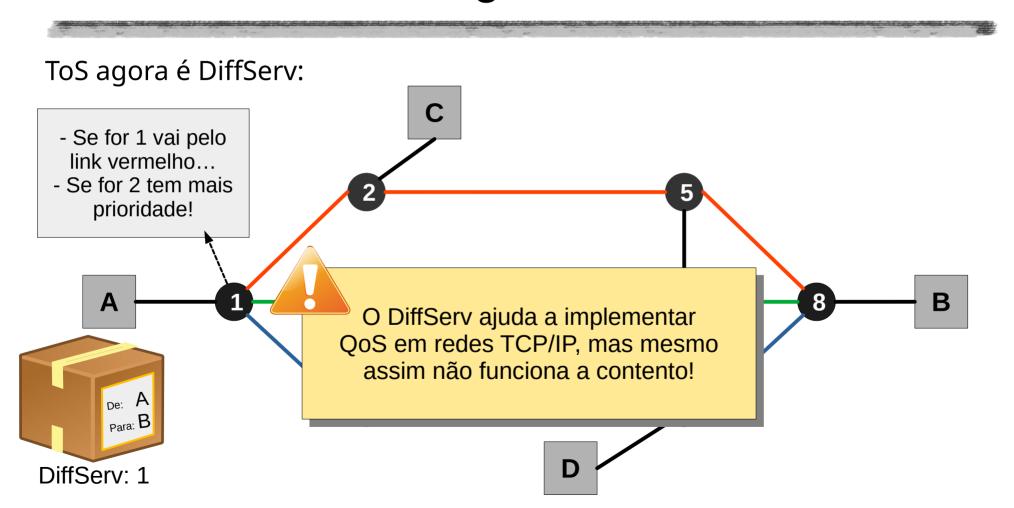
Então para eu navegar mais rápido na Internet basta colocar o campo precedência do ToS com valor máximo?

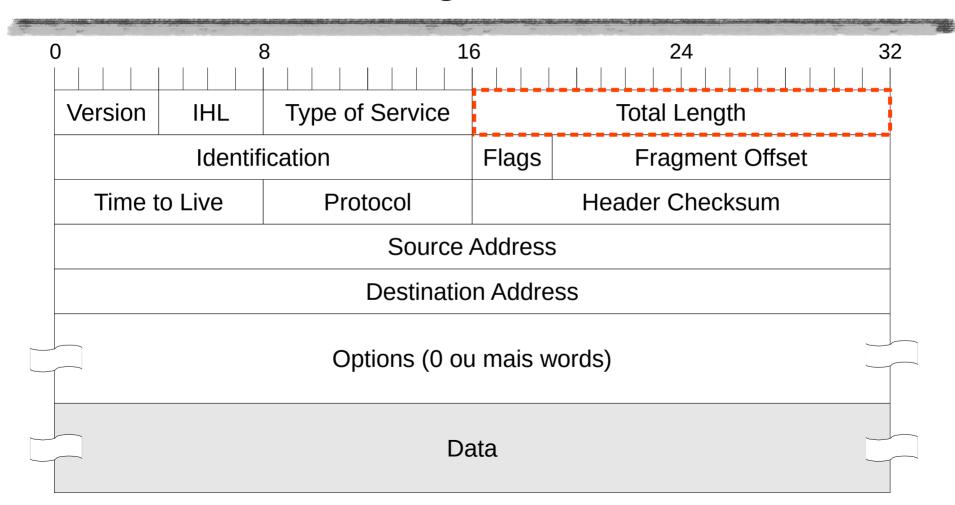


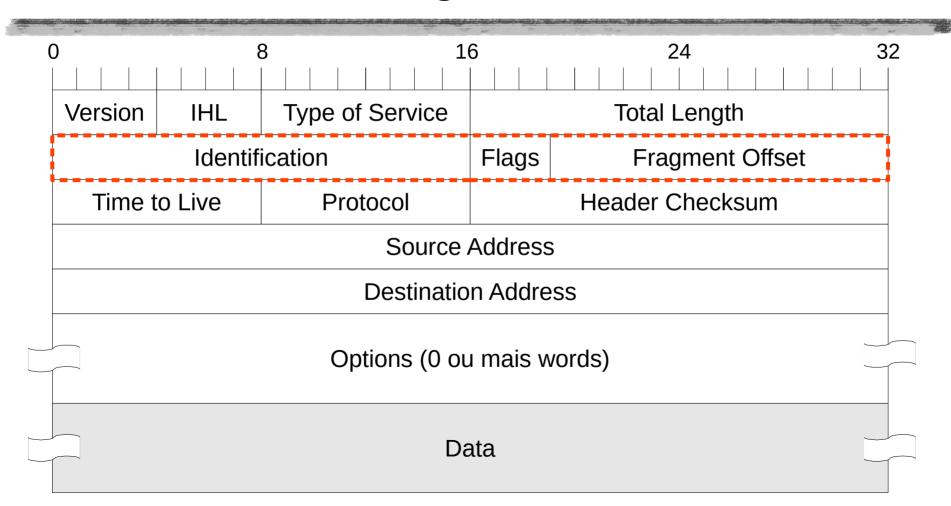
Sim, por isso os roteadores da Internet desconsideram o campo de ToS.

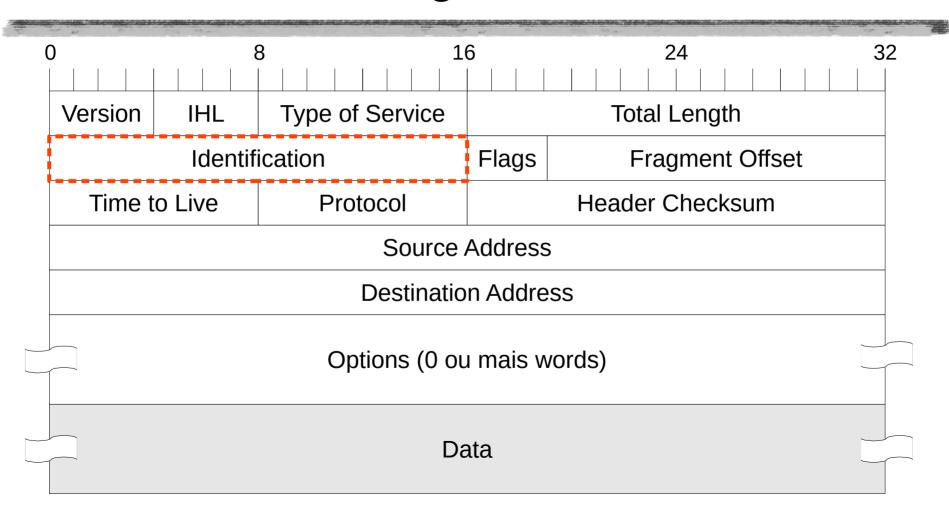
E por esses e outros o ToS foi alterado para DiffServ...

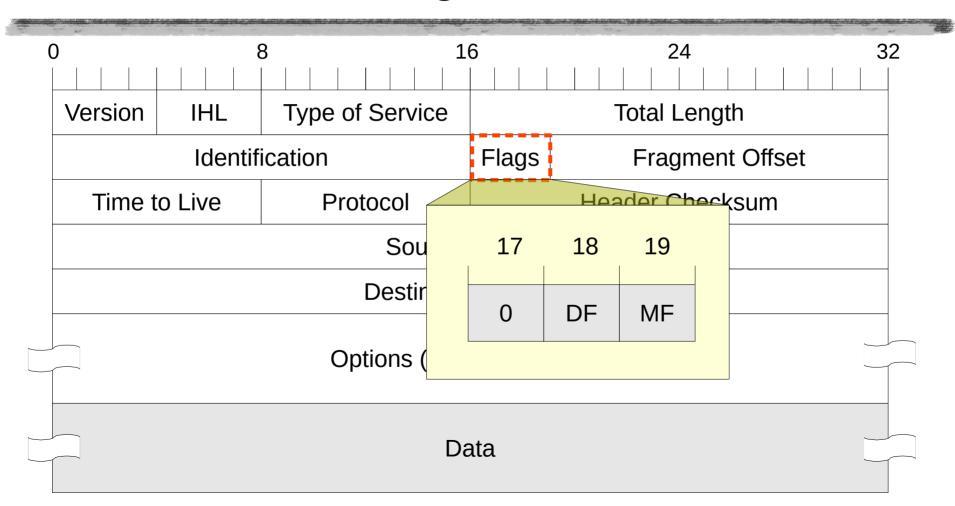


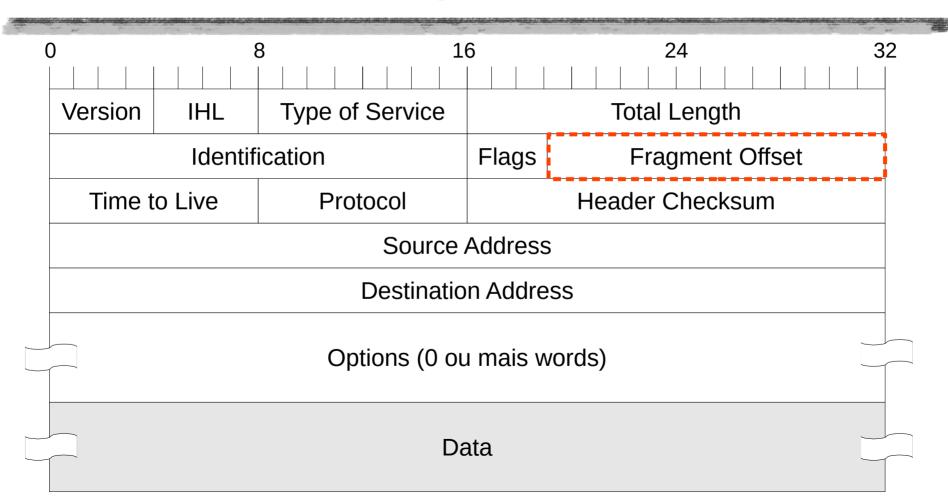


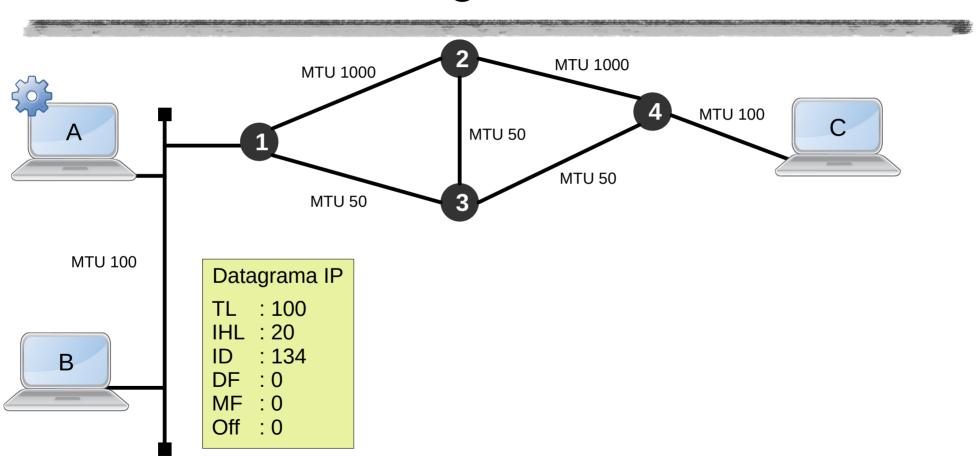


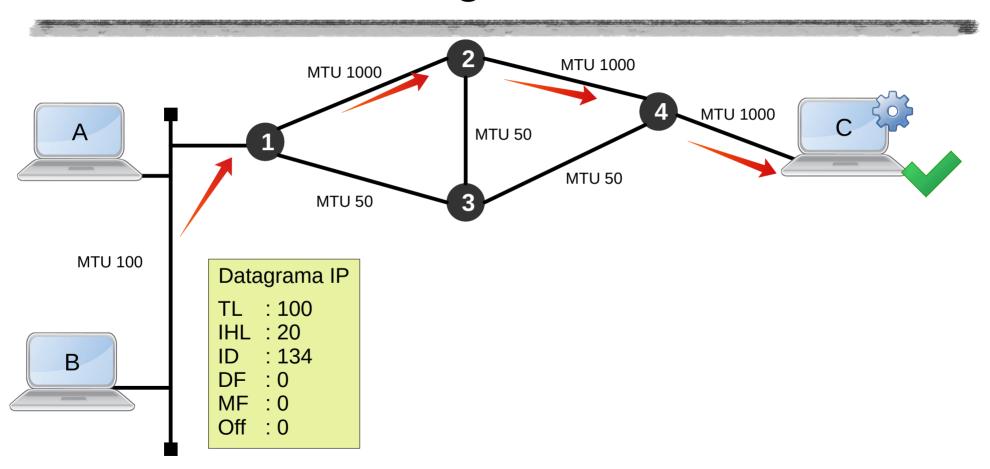


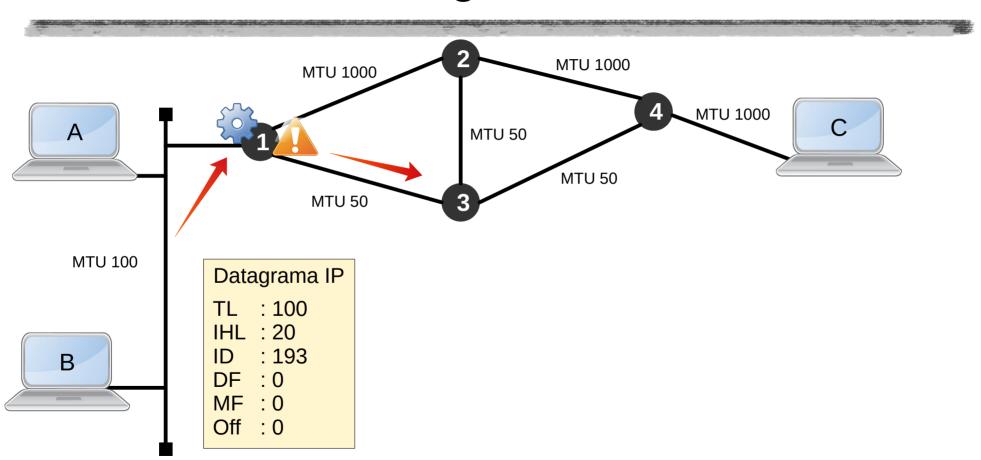


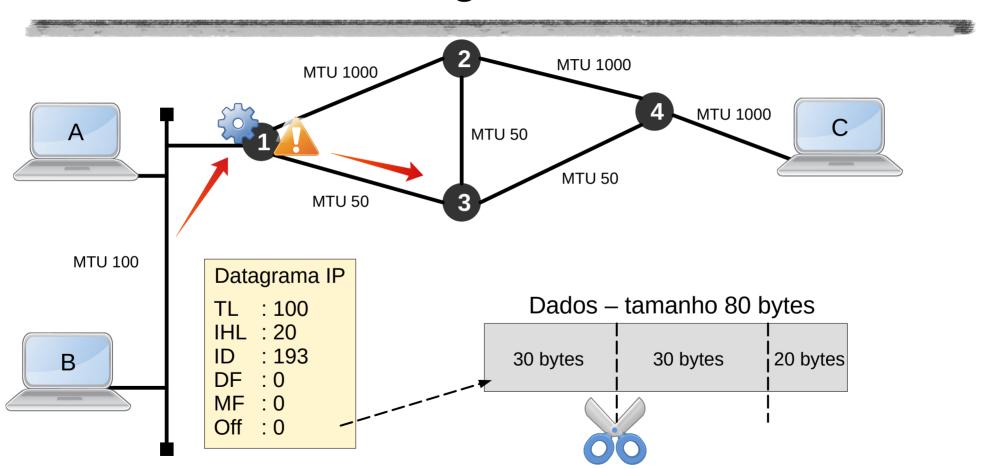


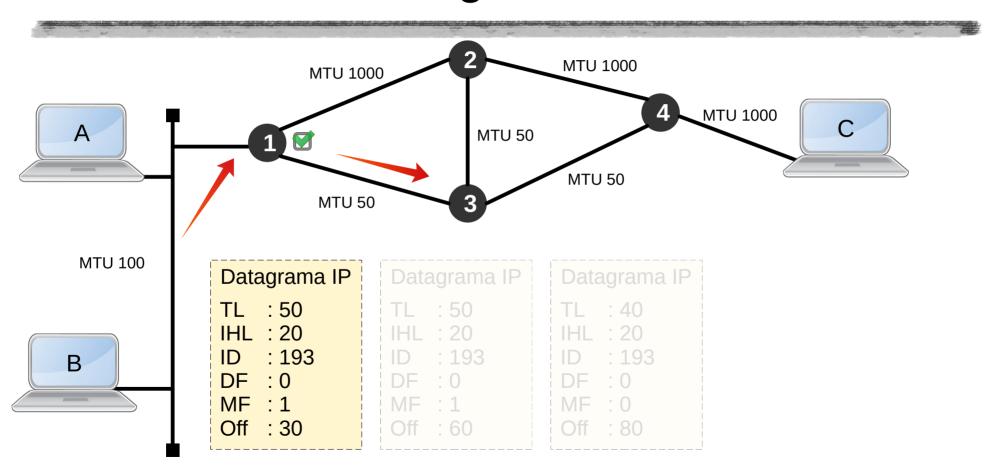


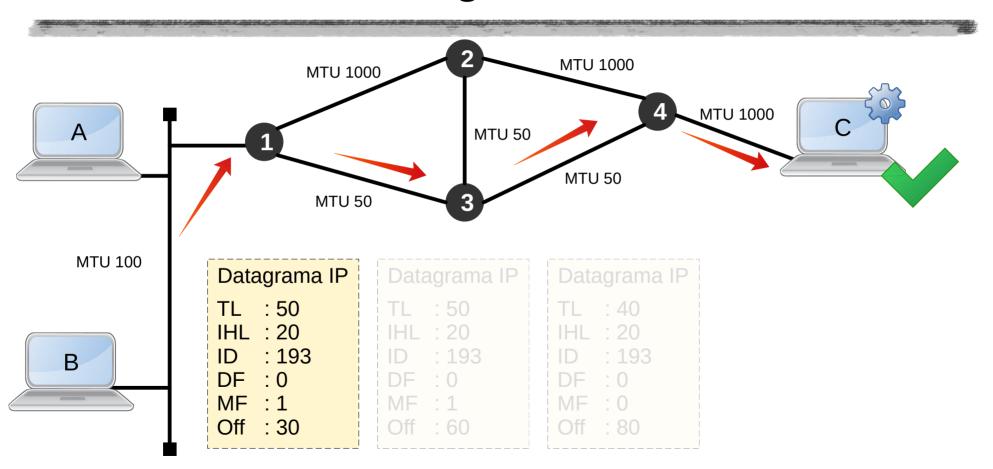


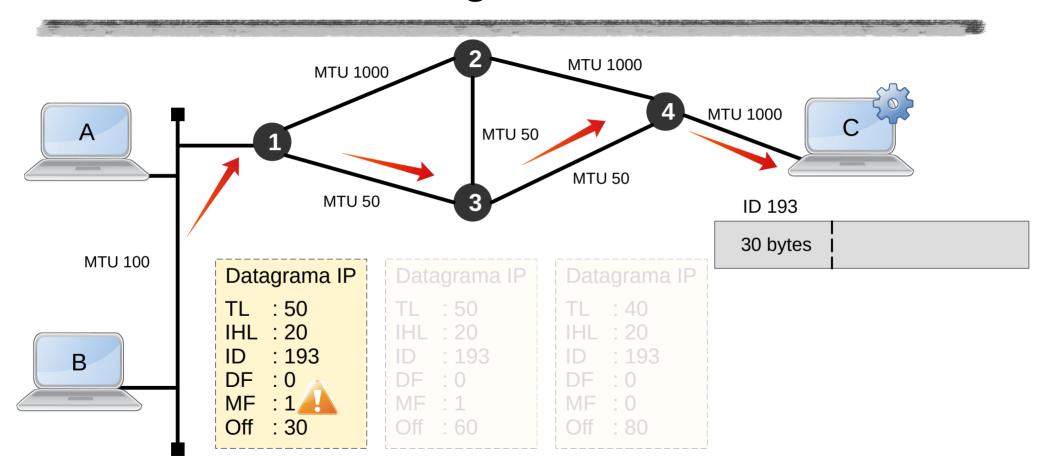


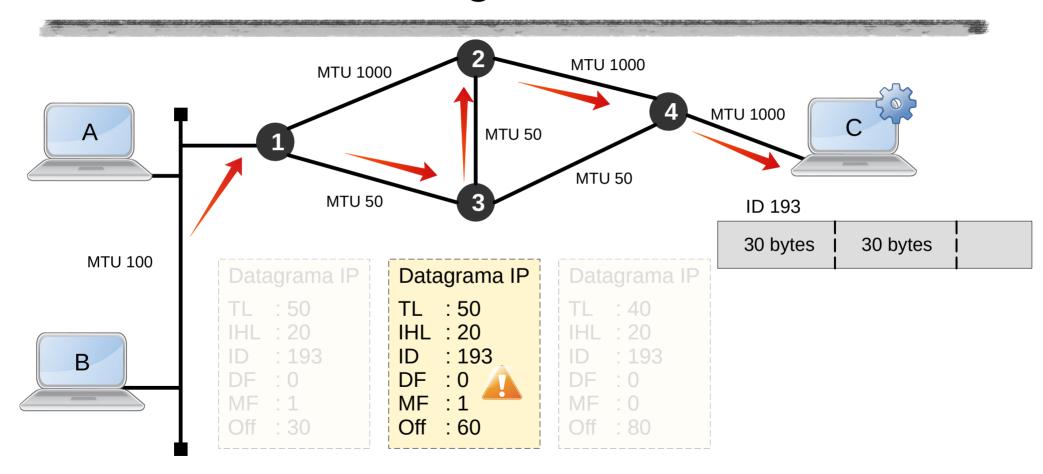


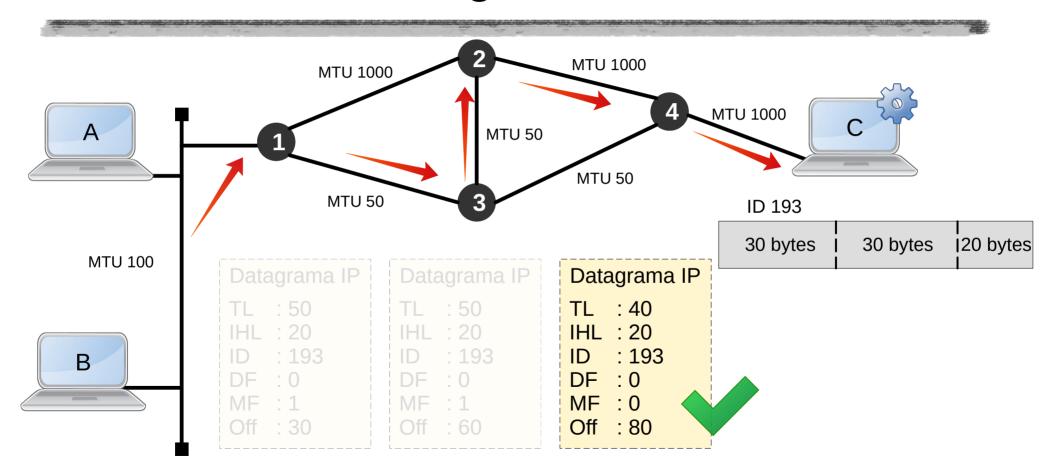


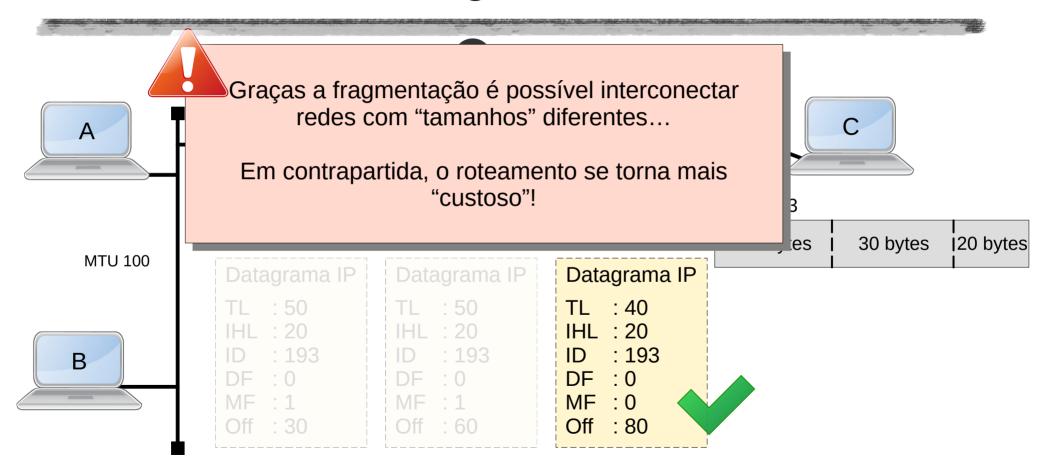


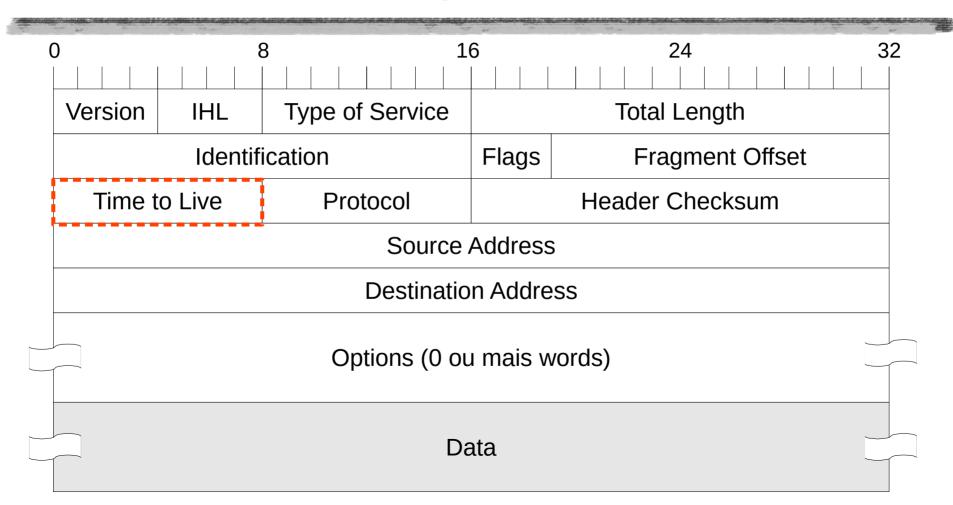


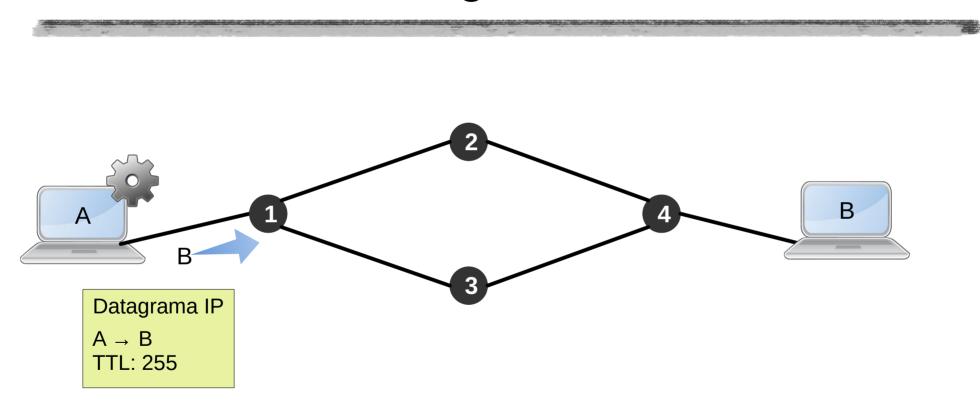


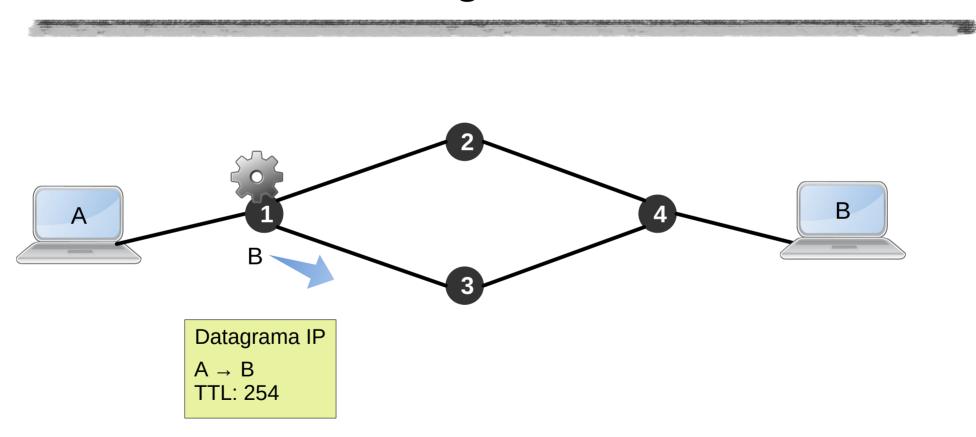


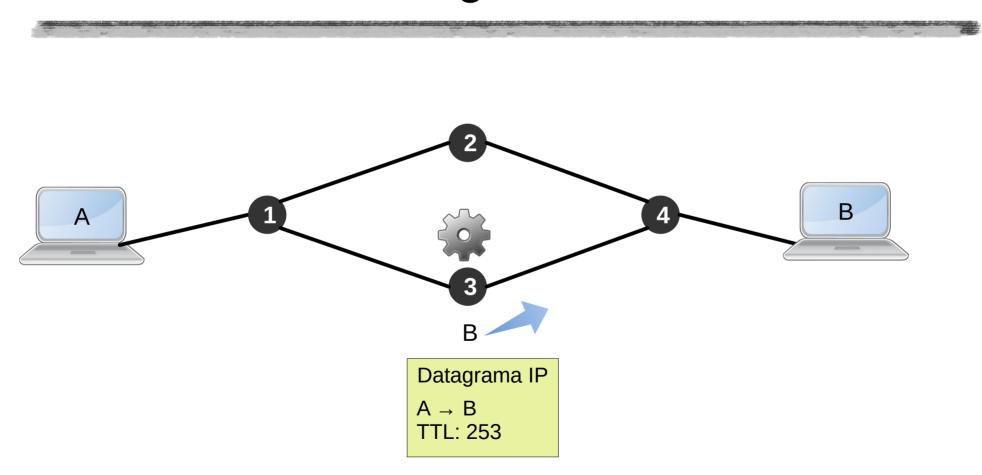


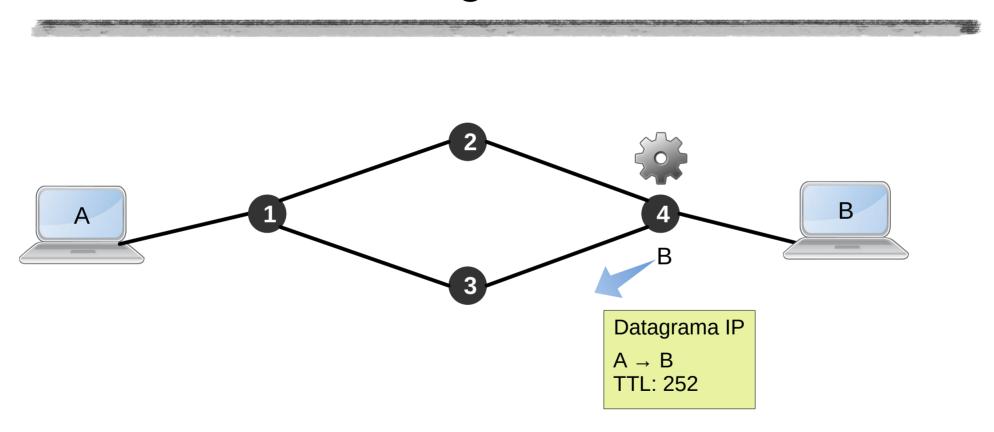


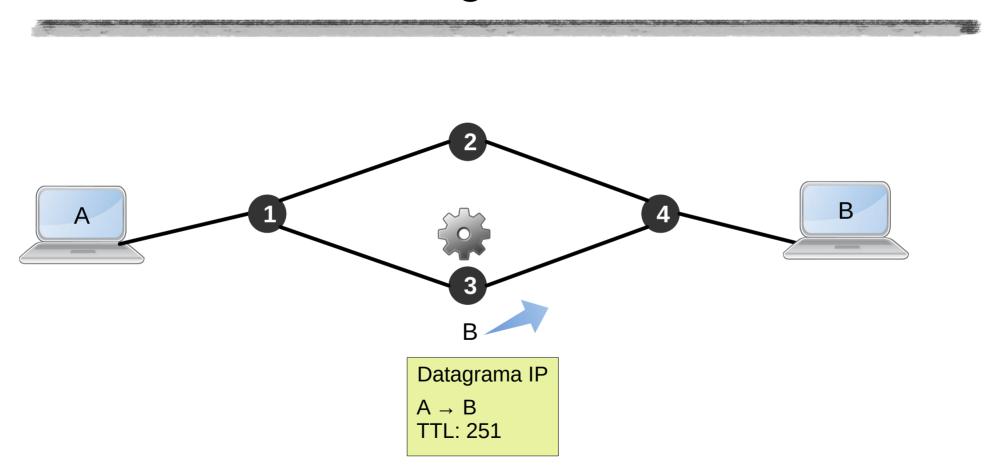


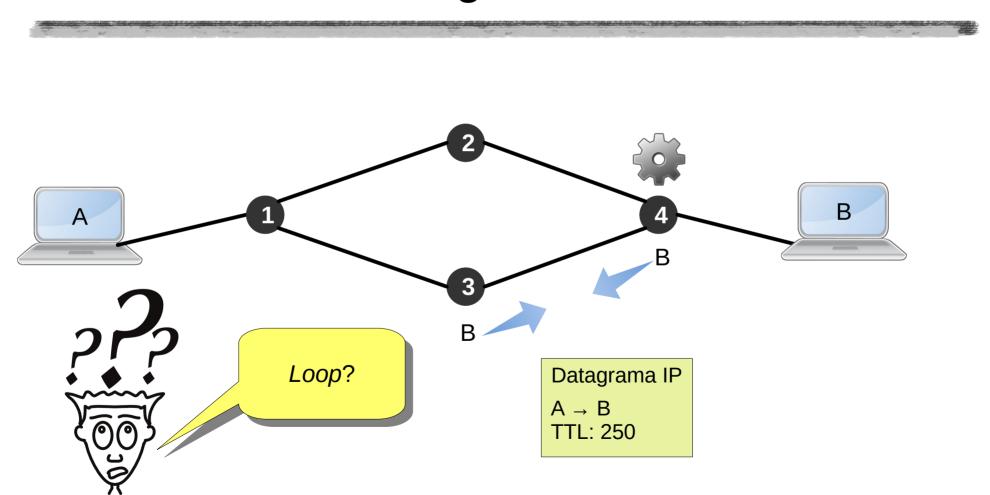


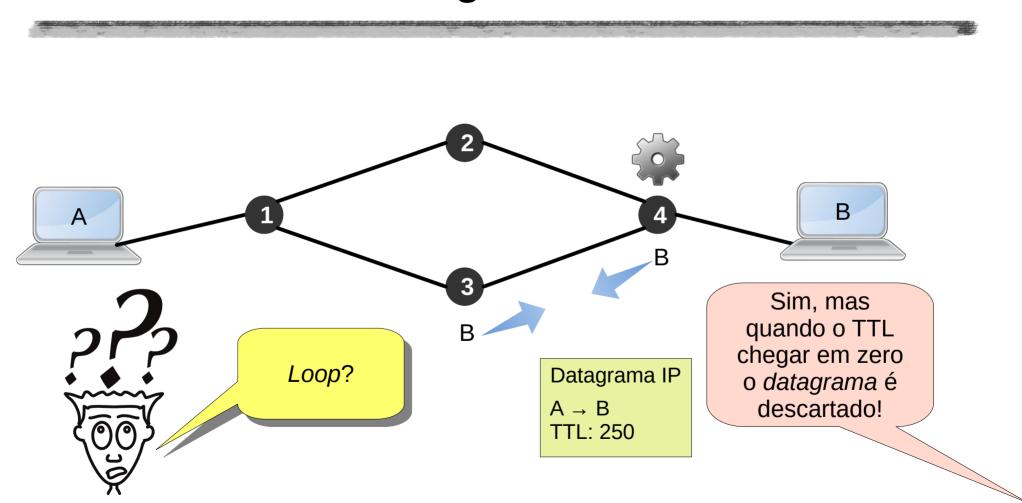


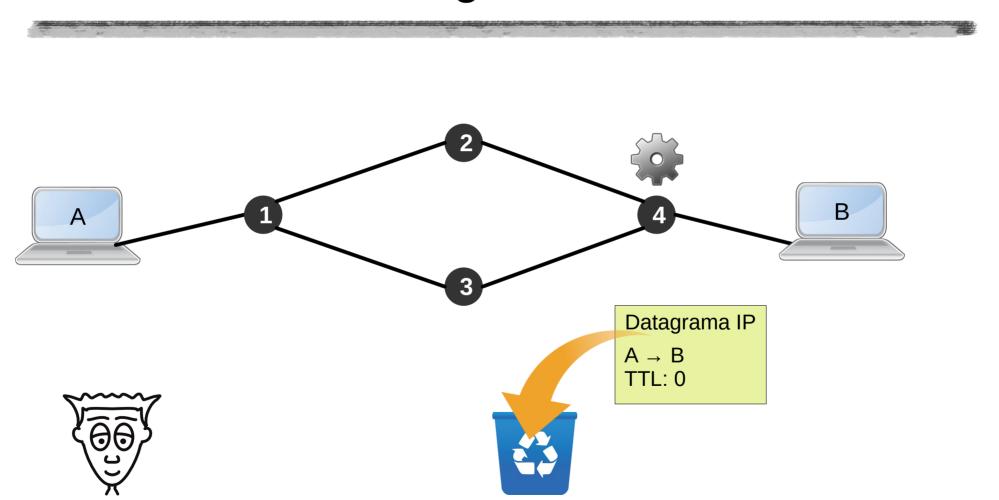


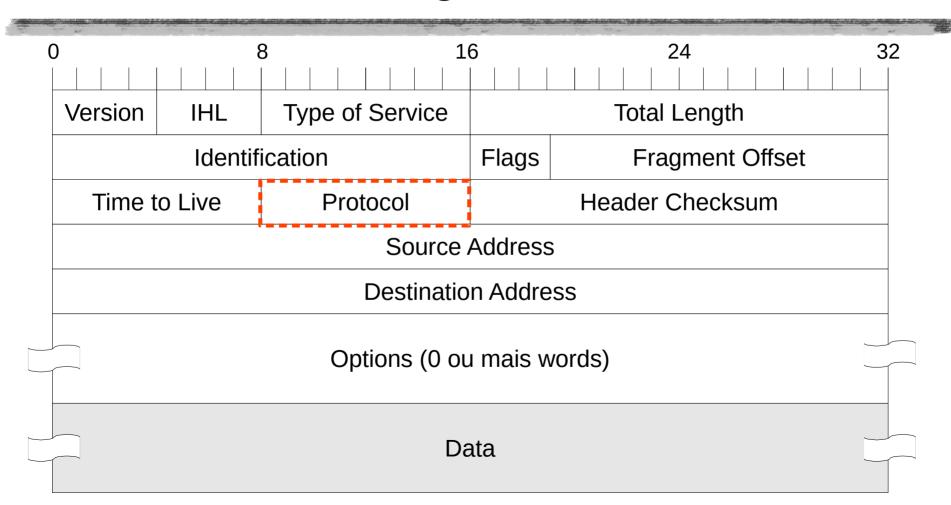


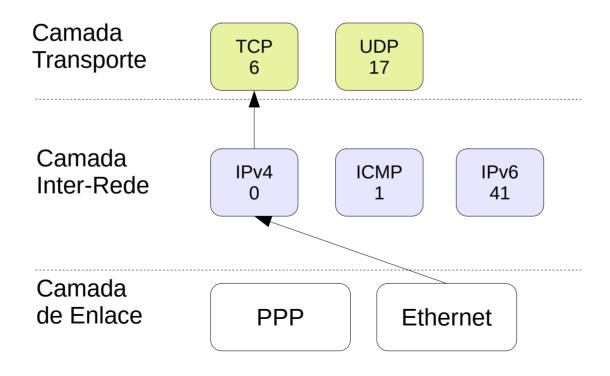


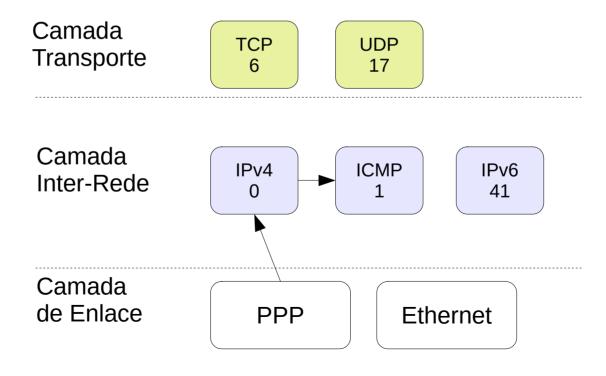


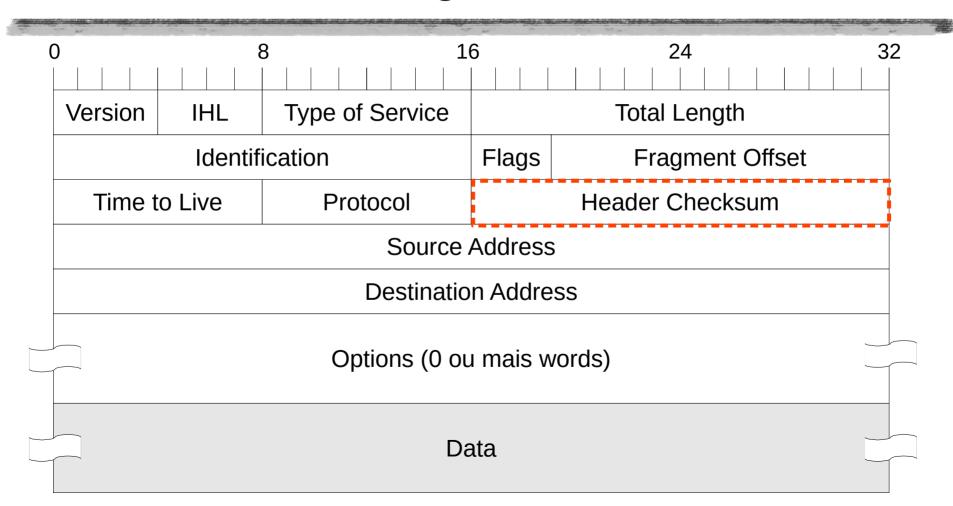


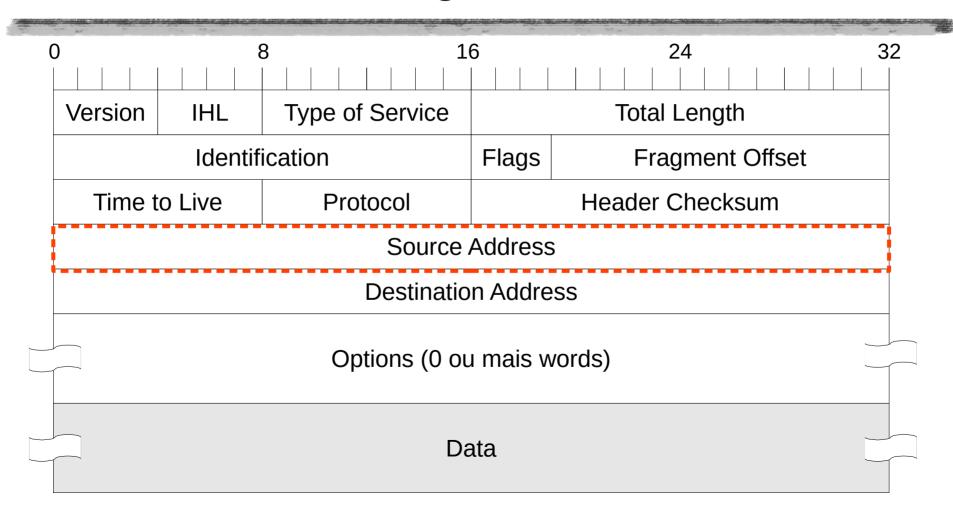


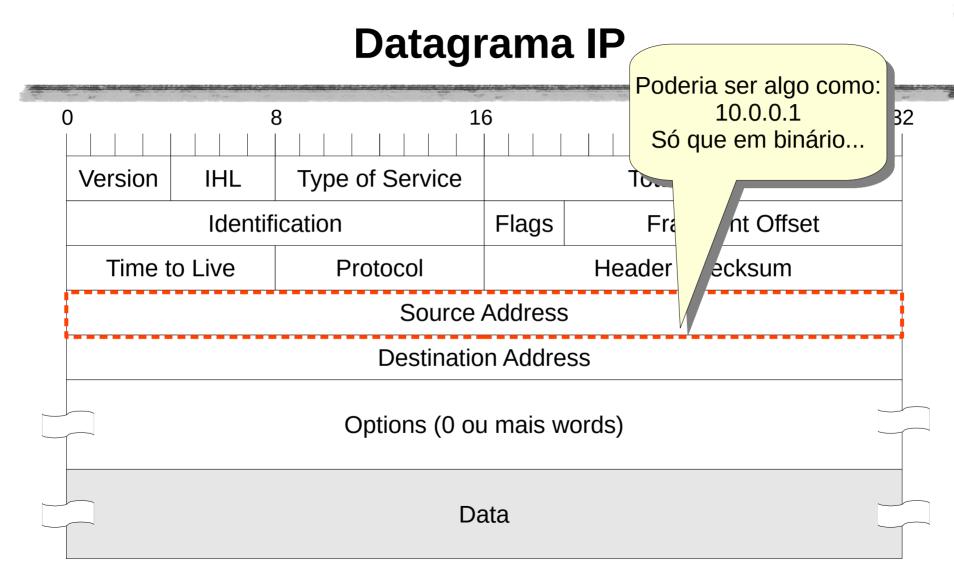


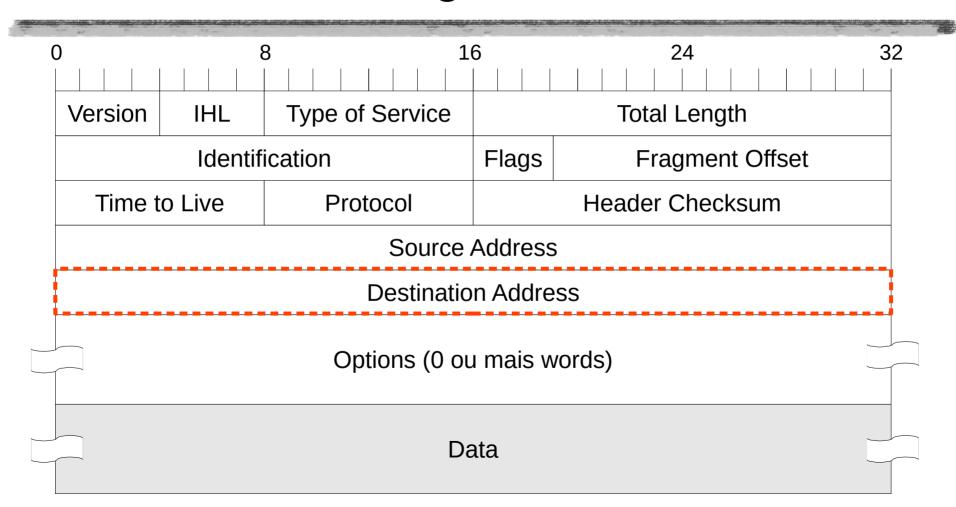


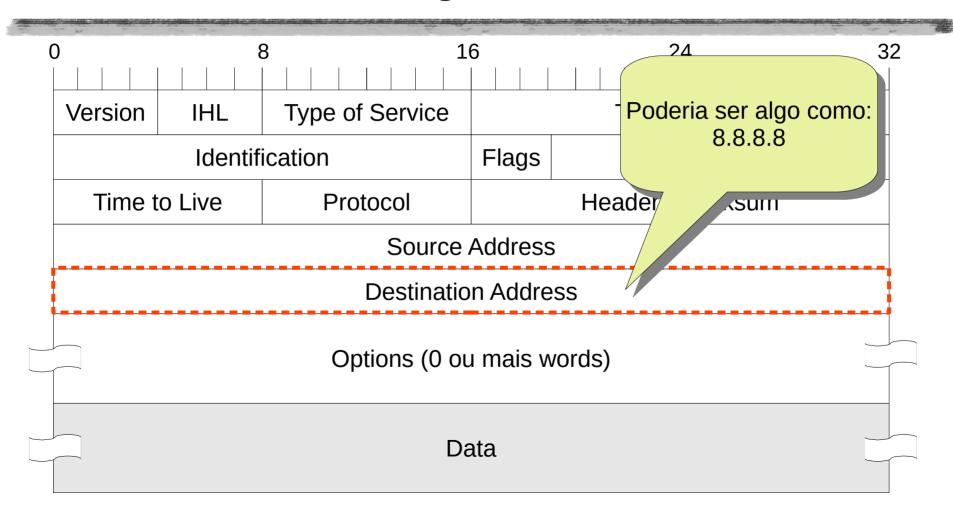


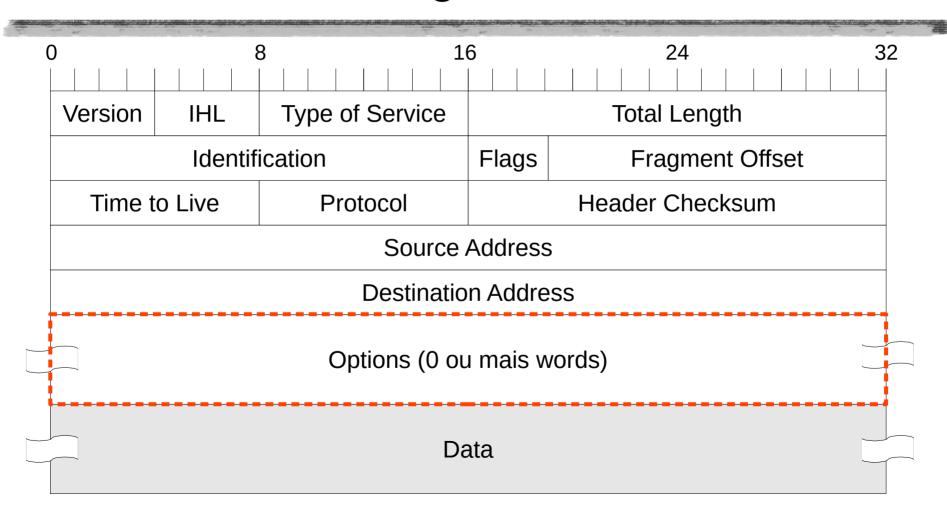


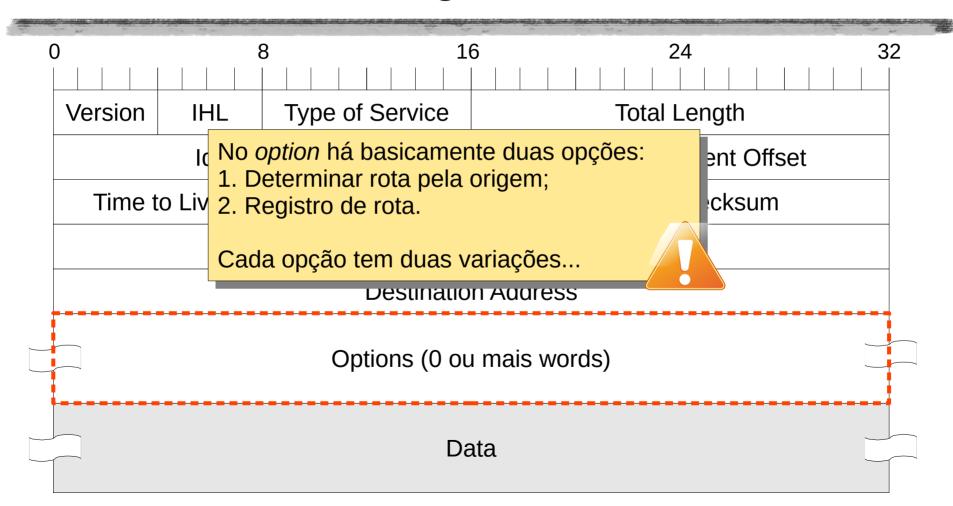


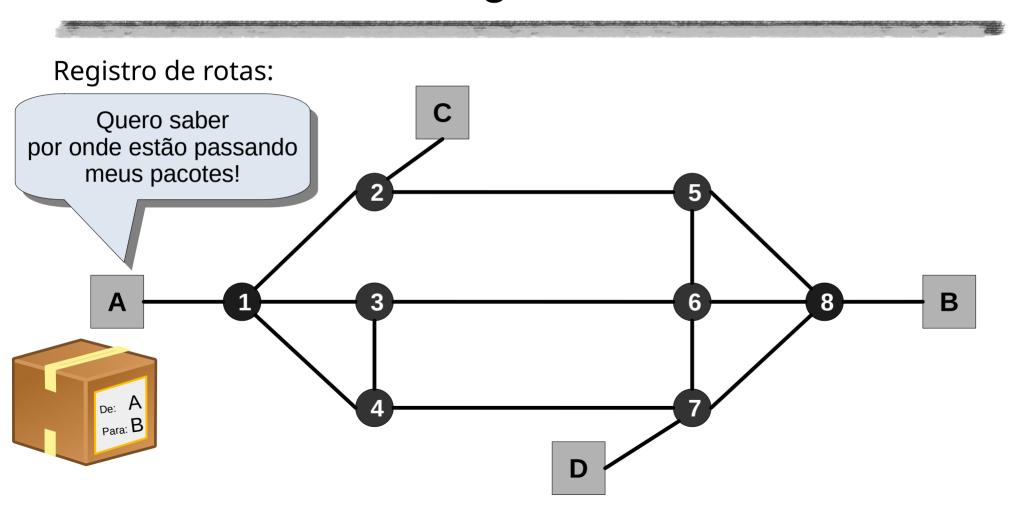


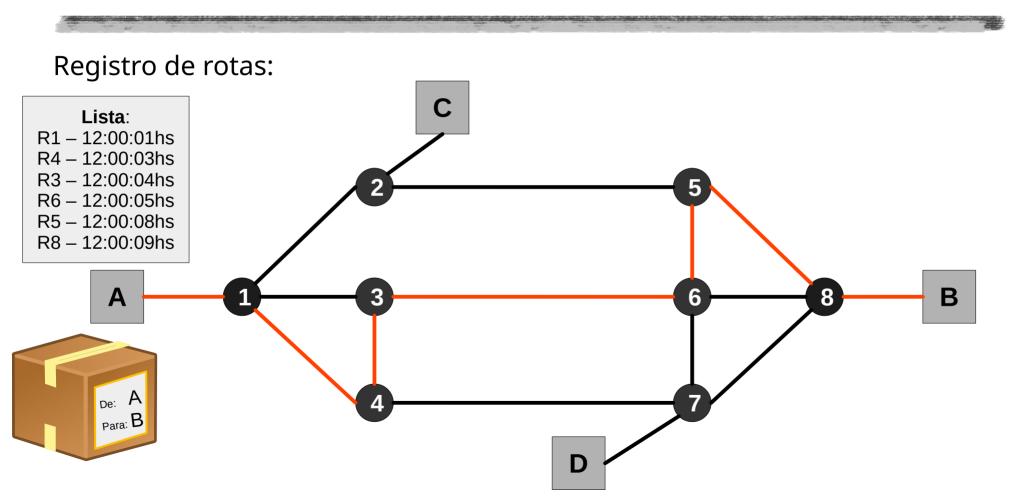


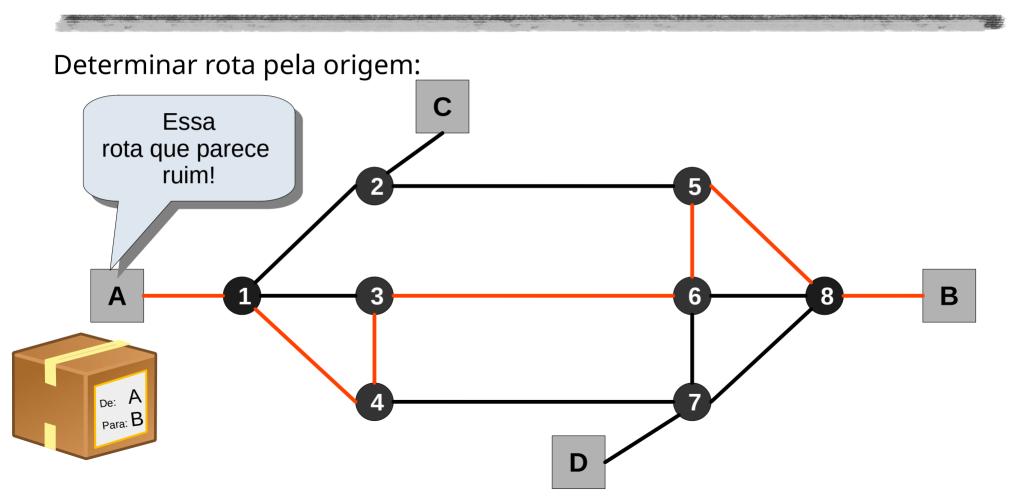


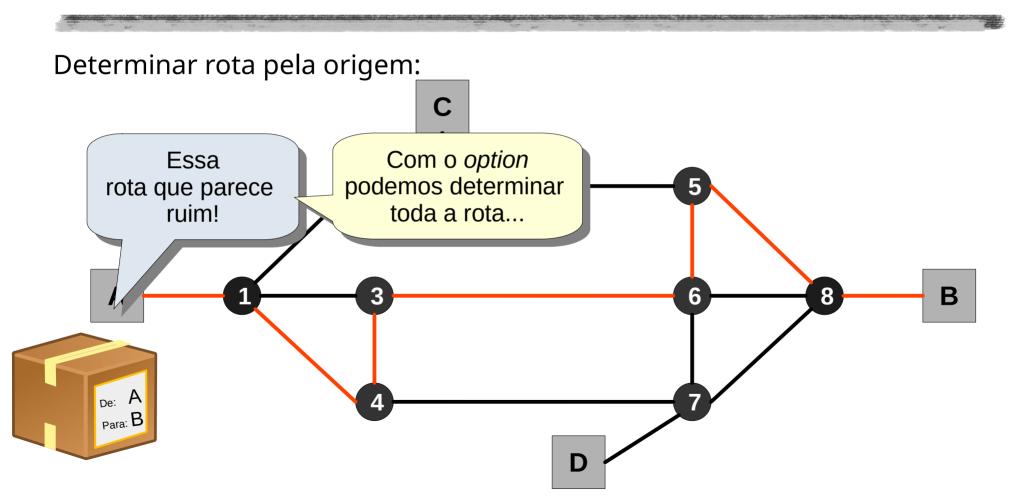


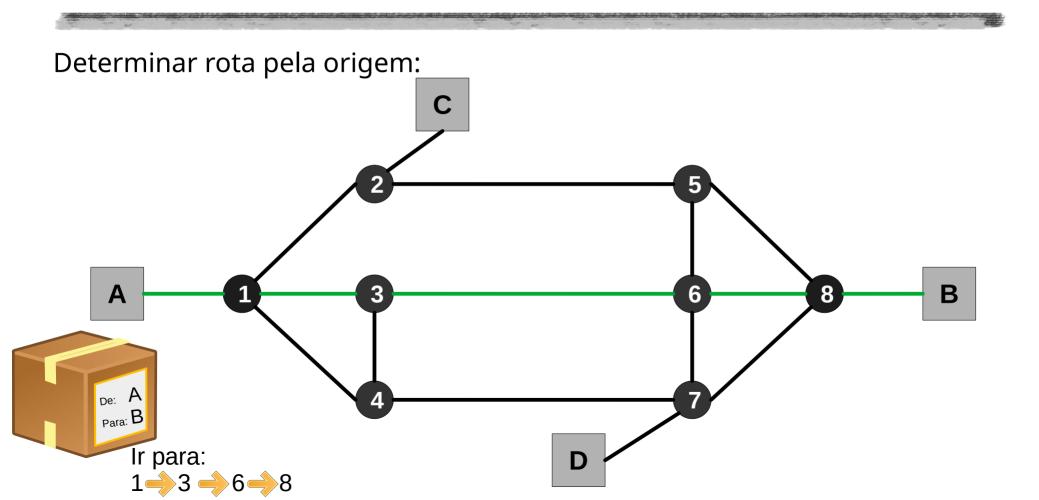


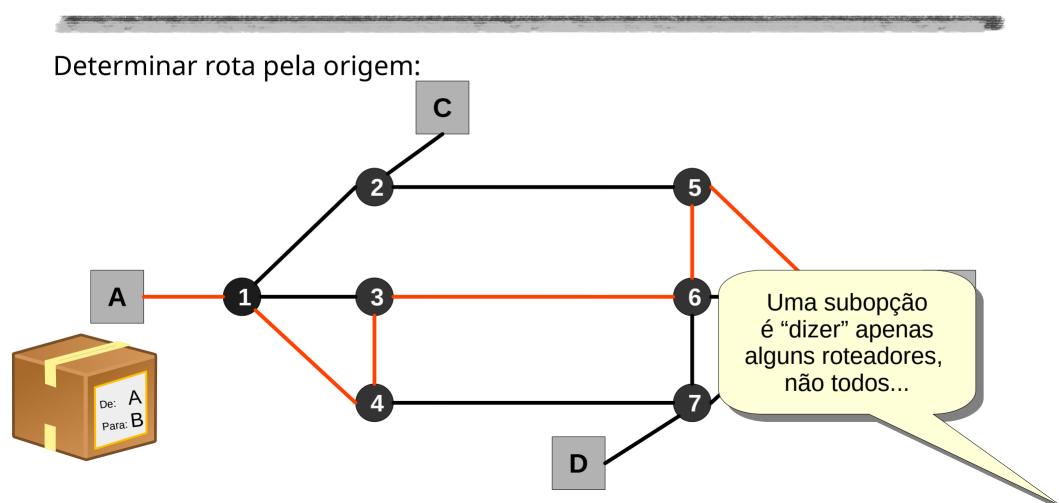


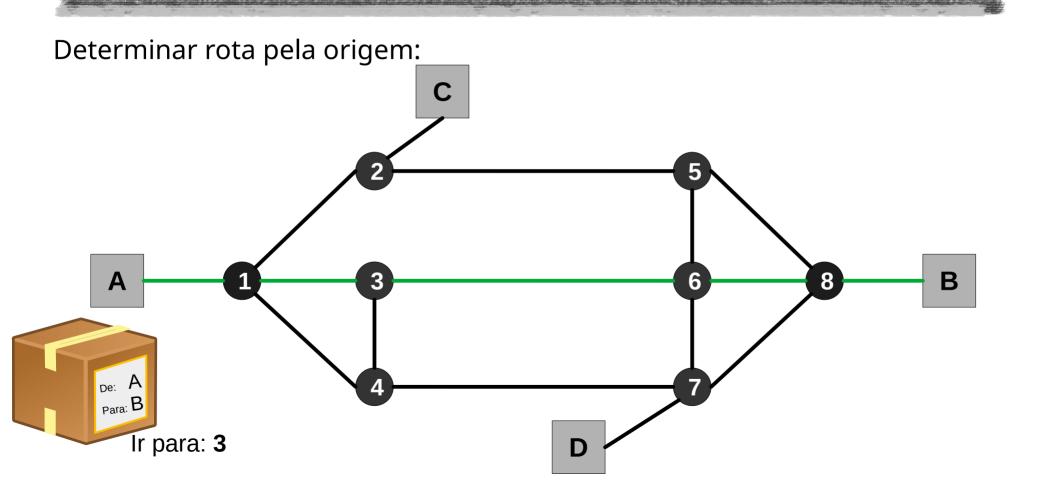


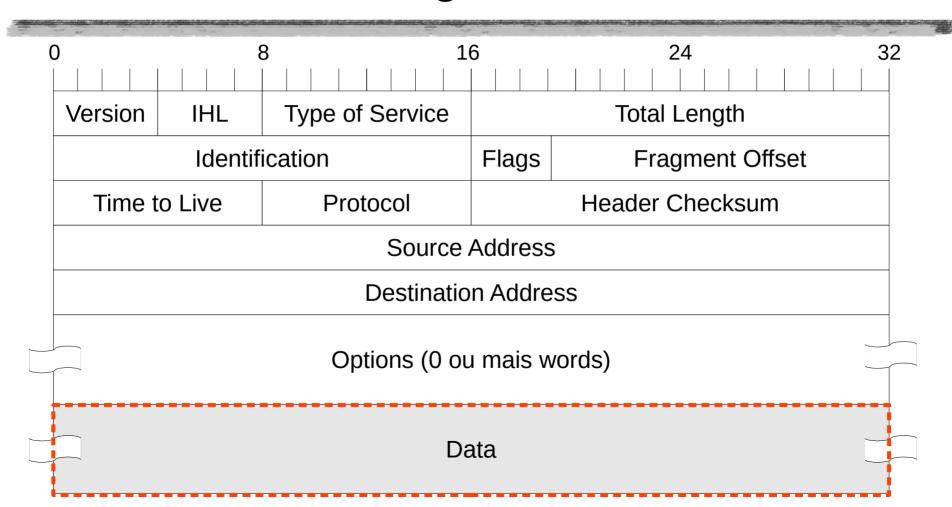


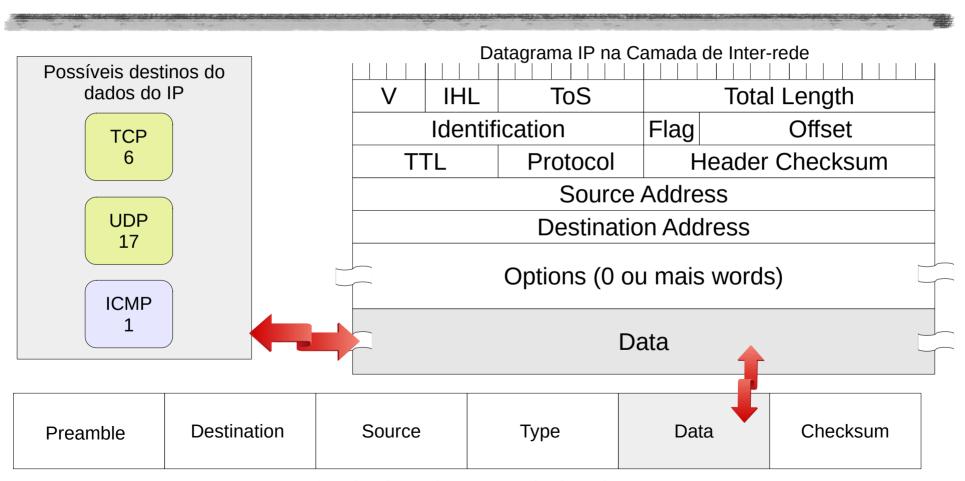






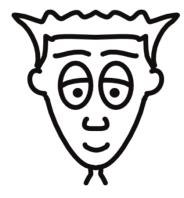


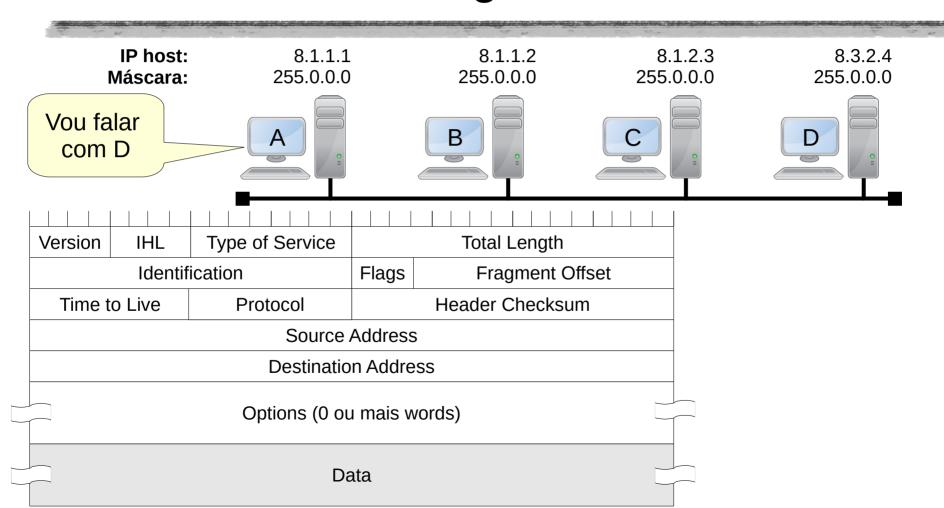


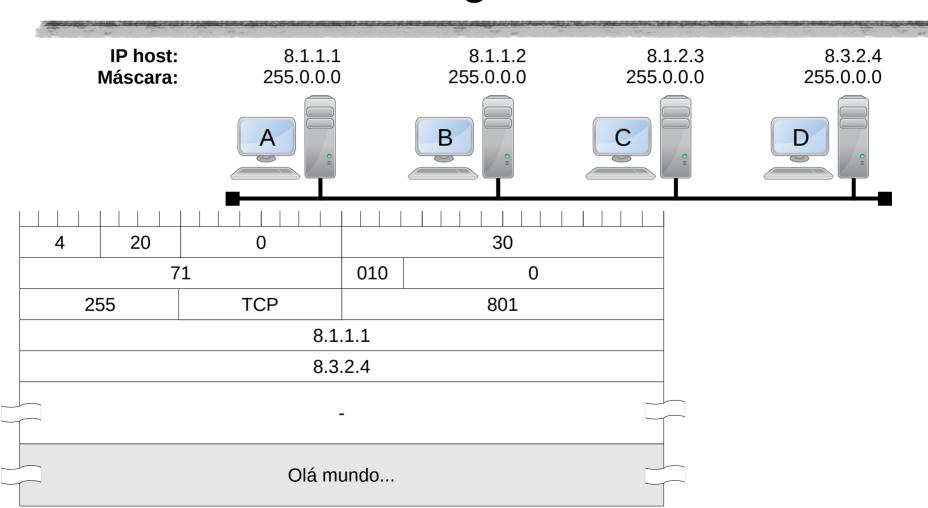


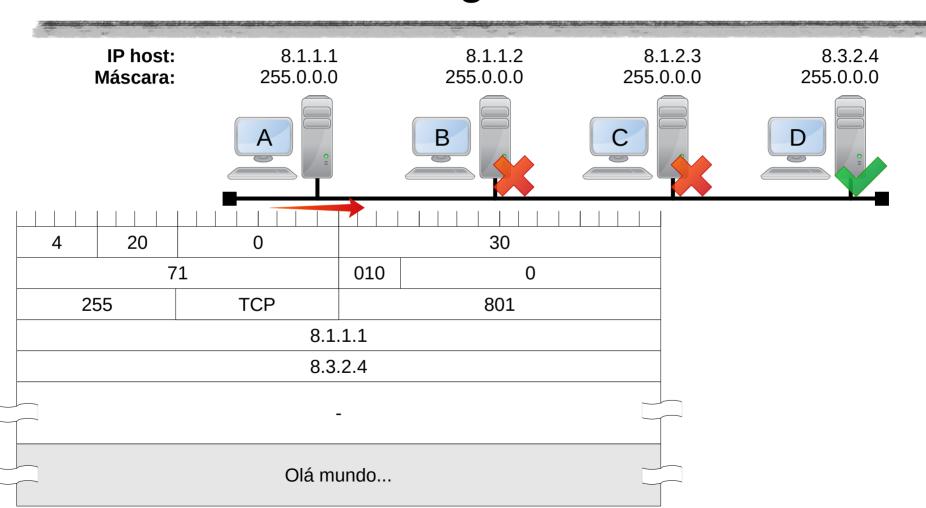
Quadro de Rede na camada de Enlace

Como esses campos funcionam na prática?



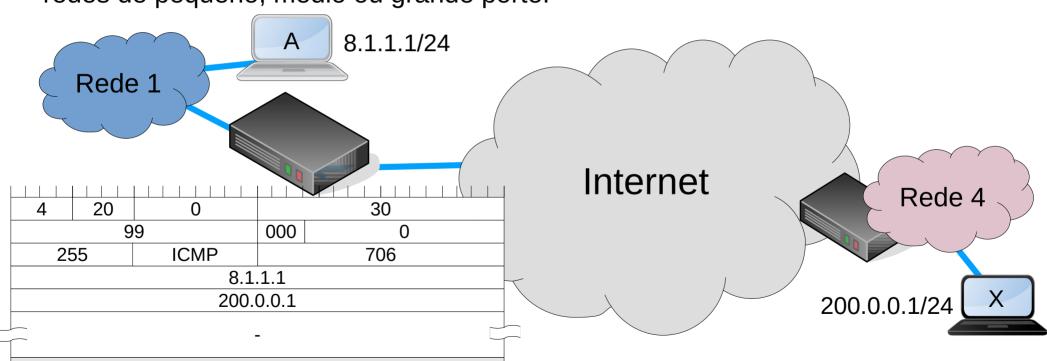






Camada de Inter-rede

A tecnologia TCP/IP é foi criada para ser roteável e interligar vários *host*s em redes de pequeno, médio ou grande porte:



Ping...

Conclusão:

Então, o *datagrama* IP é de extrema importância para as redes de computadores, pois é responsável por tirar a informação do *host* de origem e levar ao *host* de destino, podendo passar por outras redes no meio do caminho.



Obrigado!!!

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https://luizsantos.github.io/

Links e referencias na descrição do vídeo