IPv6 Addresses (1 of 2)

- An IPv6 address has 128 bits written as eight blocks of hexadecimal numbers separated by colons
  - Ex: 2001:0000:0B80:0000:0000:00D3:9C5A:00CC
  - Each block is 16 bits
  - Leading zeros in a four-character hex block can be eliminated
  - If blocks contain all zeroes, they can be written as double colons (::), only one set of double colons is used in an IP address
  - Therefore, above example can be written two ways:
    - 2001::B80:0000:0000:D3:9C5A:CC
    - 2001:0000:B80::D3:9C5A:CC (this is the preferred method because it contains the fewest zeroes)

IPv6 Addresses (2 of 2)

- IPv6 terminology:
  - A **link** (sometimes called local link) is any LAN bounded by routers
  - **Neighbors** are two or more nodes on the same link
  - **Dual stacked** is when a network is configured to use both IPv4 and IPv6
  - **Tunneling** is a method used by IPv6 to transport IPv6 packets through or over an IPv4 network
  - **Interface ID** is the last 64 bits or four blocks of an IPv6 address that identify the interface

Types of IPv6 Addresses (1 of 4)

- **Unicast address** - specifies a single node on a network
  - **Global address** can be routed on the Internet
  - **Link local address** can be used for communicating with nodes in the same link
  - **Loopback address** can be used to test that an interface and supporting protocol stack are functioning properly
- **Multicast address –** delivers packets to all nodes on a network
- **Anycast address** - can identify multiple destinations, with packets delivered to the closest destination

Types of IPv6 Addresses (2 of 4)

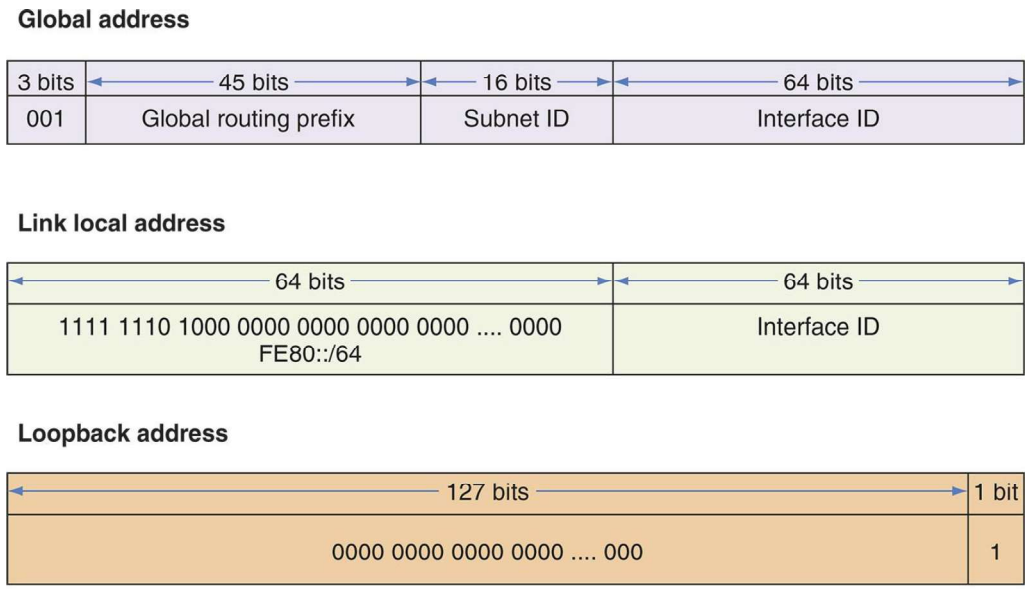


Figure 3-16 Three types of IPv6 addresses

Figure 3-16 Three types of IPv6 addresses

Types of IPv6 Addresses (3 of 4)

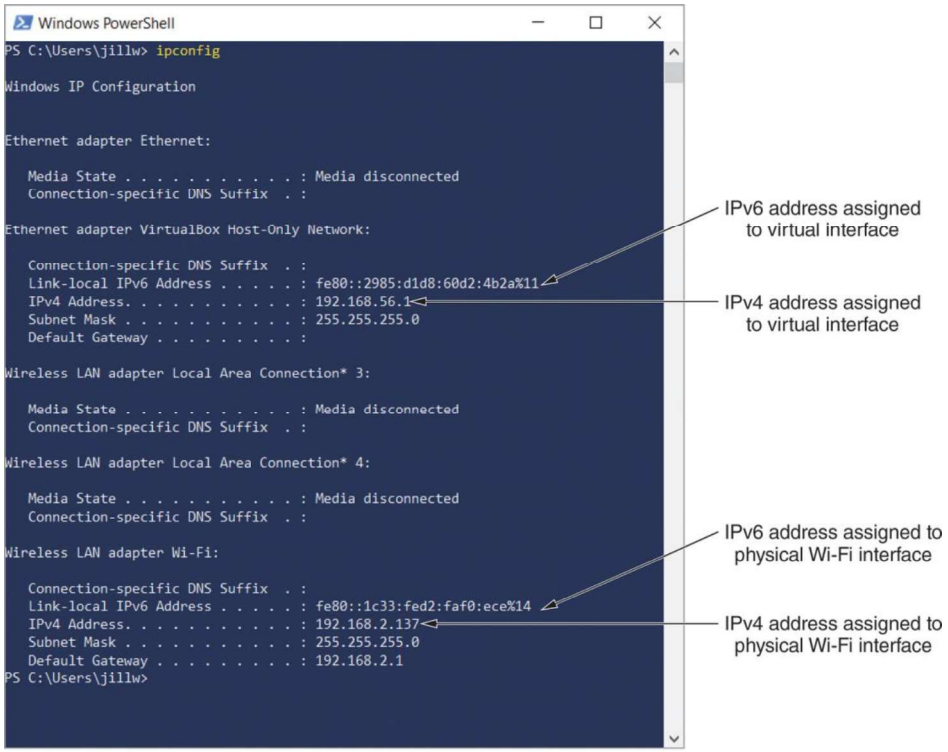


Figure 3-18 The `ipconfig` command shows IPv4 and IPv6 addresses assigned to this computer

Figure 3-18 The `ipconfig` command shows IPv4 and IPv6 addresses assigned to this computer

Types of IPv6 Addresses (4 of 4)

- IPv6 autoconfiguration
  - IPv6 addressing is designed so that a computer can autoconfigure its own link local IP address
  - This process is called **SLAAC (stateless address autoconfiguration)**
- Step 1 - The computer creates its IPv6 address
  - It uses FE80::/64 as the first 64 bits (called prefix)
  - The last 64 bits are generated from the network adapter's MAC address
- Step 2 - The computer checks to make sure its IP address is unique on the network
- Step 3 - The computer asks if a router on the network can provide configuration information
  - This message is called an **RS (router solicitation)** message

Knowledge Check Activity 3-1

Which of the following IPv4 addresses is a public IP address?

a. 10.0.2.14
b. 172.16.156.254
c. 192.168.72.73
d. 64.233.177.189

Knowledge Check Activity 3-1: Answer

Which of the following IPv4 addresses is a public IP address?

Answer: d. 64.233.177.189

IP addresses within the ranges of 10.0.0.0 through 10.255.255.255, 172.16.0.0 through 172.31.255.255, and 192.168.0.0 through 192.168.255.255 are RFC1918, or private, IP addresses. The address 64.233.177.189 is a public IP address.

Ports and Sockets (1 of 2)

- A port is a number assigned to a process that can receive data
  - Port numbers ensure data is transmitted to the correct process among multiple processes running on a single device
- A socket consists of host's IP address and the port number of an application running on the host
  - A colon separates the two values
  - Example - 10.43.3.87:23
- Port numbers are divided into three types:
  - Well-known ports - 0 to 1023
  - Registered ports - 1024 to 49151
  - Dynamic and private ports - 49152 to 65535

Ports and Sockets (2 of 2)

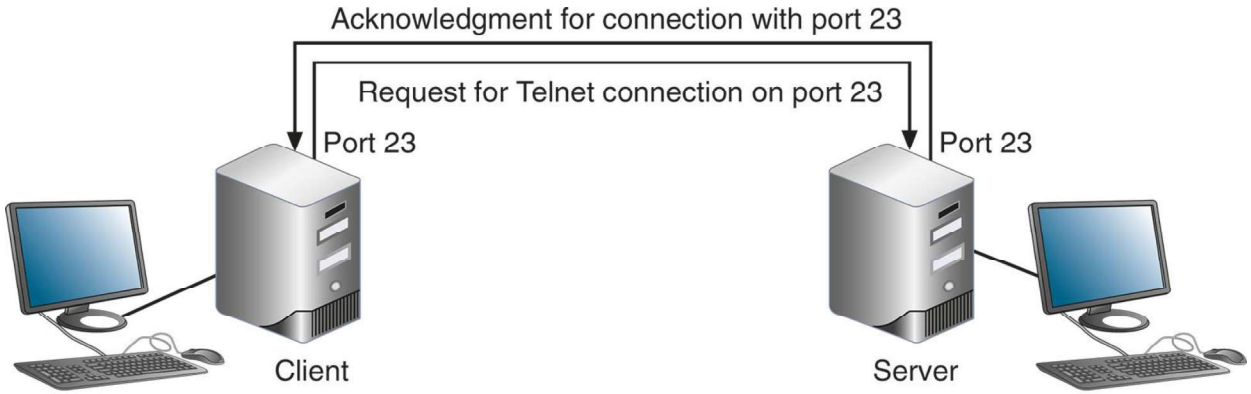


Figure 3-19 A virtual connection for the Telnet service

Figure 3-19 A virtual connection for the Telnet service

Domain Names and DNS (1 of 2)

- Character-based names are easier to remember than numeric IP addresses
- A **URL (uniform resource locator)** is an addressing scheme that identifies where to find a particular resource on a network
- Last part of an FQDN is called the **top-level domain (TLD)**
- Domain names must be registered with an Internet naming authority that works on behalf of ICANN
  - ICANN restricts what type of hosts can be associated with .arpa, .mil, .int, .edu, and .gov
- Name resolution is the process of discovering the IP address of a host when you know the FQDN

Domain Names and DNS (2 of 2)

- DNS is an Application layer client-server system of computers and databases made up of these elements:
  - **Namespace** - the entire collection of computer names and their associated IP addresses stored in databases on DNS name servers around the globe
  - **Name servers** - hold databases, which are organized in a hierarchical structure
  - **Resolvers** - a DNS client that requests information from DNS name servers

Namespace Databases

- Each organization that provides host services is responsible for providing and maintaining its own DNS authoritative servers for public access
  - An **authoritative name server** is the authority on computer names and their IP addresses for computers in their domains
- The domains that the organization is responsible for managing are called a **DNS zone**

Name Servers (1 of 4)

- Four common types of DNS servers:
  - **Primary DNS server –** the authoritative name server for the organization
    - Holds the authoritative DNS database for the organization's zones
  - **Secondary DNS server –** backup authoritative name server for the organization
  - **Caching DNS server –** accesses the public DNS data and caches the DNS information it collects
  - **Forwarding DNS server –** receives queries from local clients but doesn't work to resolve the queries
- Any of these DNS server types can co-exist on the same machine
- DNS name servers are organized in a hierarchical structure
- At the root level, 13 clusters of **root DNS servers** hold information used to locate top-level domain (TLD) servers

Name Servers (2 of 4)

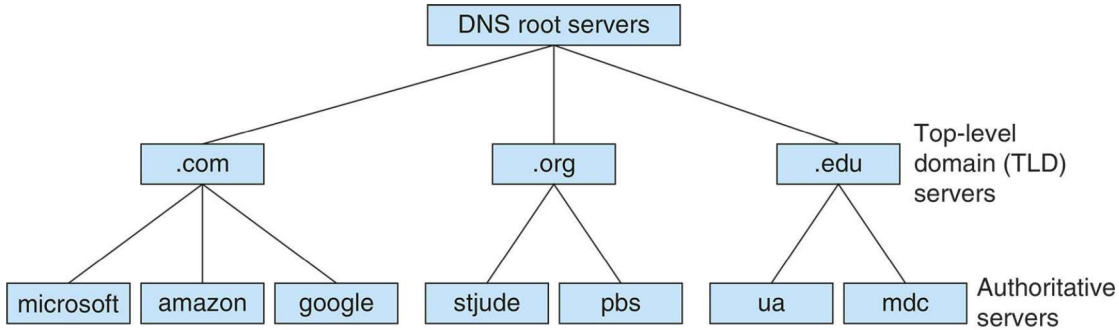


Figure 3-21 Hierarchy of name servers

Figure 3-21 Hierarchy of name servers

Name Servers (3 of 4)

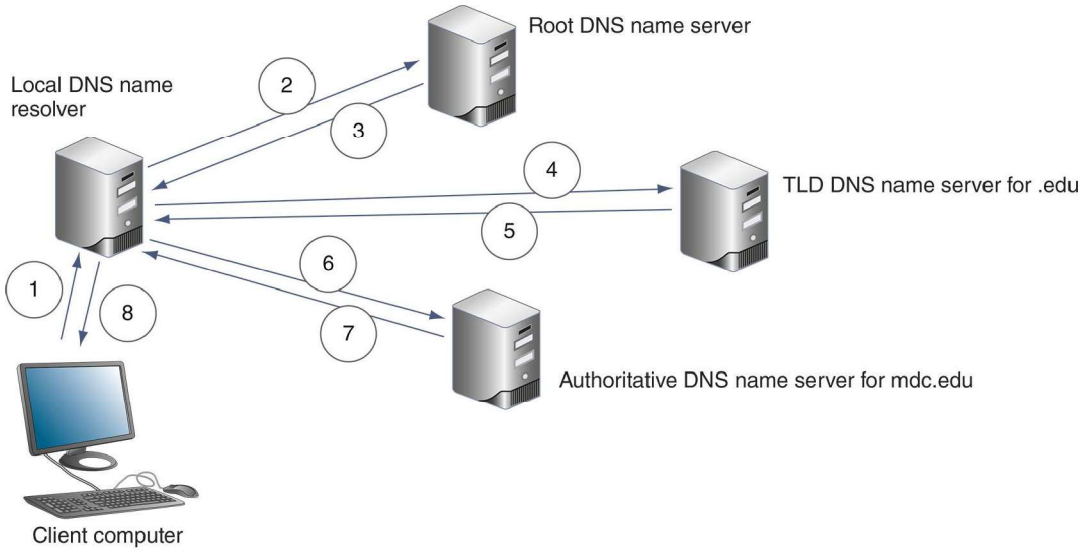


Figure 3-22 Queries for name resolution of *www.mdc.edu*

Figure 3-22 Queries for name resolution of *www.mdc.edu*

Name Servers (4 of 4)

- Ways the resolution process can get more complex:
  - A caching server typically is not the same machine as the authoritative server
    - The caching server exists only to resolve names for its own local clients
  - Name servers within a company might not have access to root servers
  - A TLD name server might be aware of an intermediate name server rather than the authoritative name server
- Two types of DNS requests:
  - **Recursive lookup –** a query that demands a resolution or the answer "It can't be found"
  - **Iterative lookup –** a query where the local server issues queries to other servers
    - Other servers only provide information if they have it
    - Do not demand a resolution

Resource Records in a DNS Database

- Several types of records, called resource records are kept in a DNS database:
  - **SOA (start of authority) record –** gives information about the zone
  - **A (address) record –** stores the name-to-address mapping for a host
  - **AAAA (address) record –** holds the name-to-address mapping, the IP address is an IPv6 type IP address
  - **CNAME (canonical Name) record –** holds alternative names for a host
  - **PTR (pointer) record –** used for reverse lookups
  - **NS (name Server) record –** indicates the authoritative name server for a domain
  - **MX (mail exchanger) record –** identifies a mail server and is used for email traffic
  - **SRV (service) record –** identifies the hostname and port of a computer that hosts a specific network services besides email
  - **TXT (text) record –** holds any type of free-form text

DNS Server Software

- BIND (Berkeley Internet Name Domain) is the most popular DNS server software
  - Open source - the term for software whose code is publicly available for use and modification
- Microsoft DNS Server is a built-in DNS service in the Windows Server OS
- Windows Server is capable of split-brain or split-horizon deployment, which is used to handle internal clients and external clients

Troubleshooting Address Problems

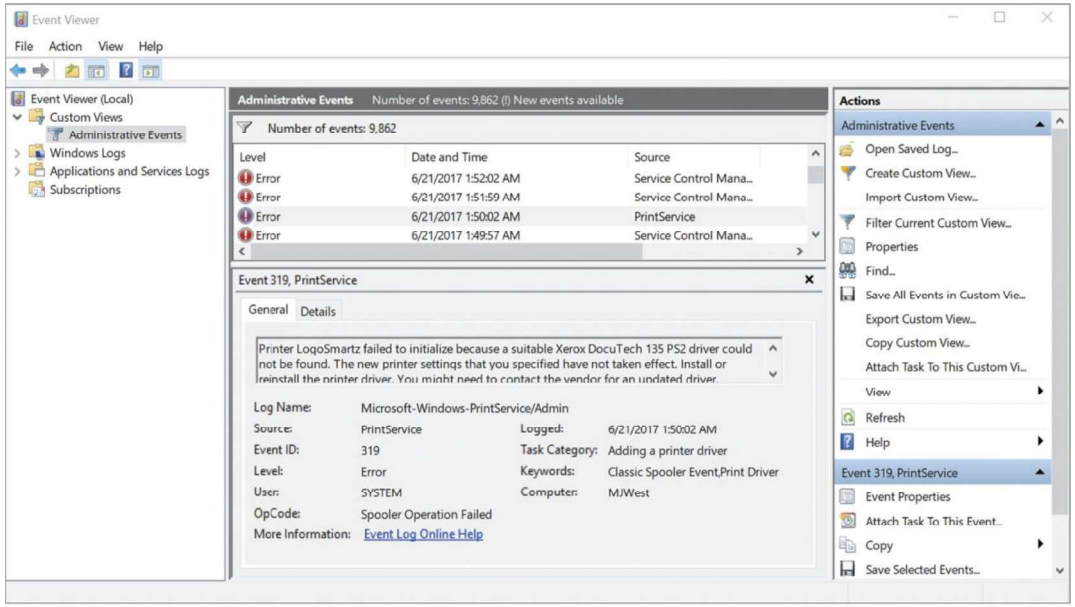


Figure 3-24 Event Viewer provided the diagnosis of a printer problem and recommended steps to fix the problem

Figure 3-24 Event Viewer provided the diagnosis of a printer problem and recommended steps to fix the problem

Troubleshooting Tools (1 of 8)

- Command-line tools are a great resource to troubleshoot network problems
- **ping (Packet Internet Groper)** utility is used to verify that TCP/IP is:
  - Installed
  - Bound to the NIC
  - Configured correctly
  - Communicating with the network
- The ping utility sends out a signal called an echo request to another device (request for a response)
  - The other computer responds in the form of an echo reply
- **ICMP (Internet Control Message Protocol)** is the protocol used by the echo request/reply to carry error messages and information about the network

Troubleshooting Tools (2 of 8)

- IPv6 networks use a version of ICMP called ICMPv6
  - ping6 – on Linux computers running IPv6, use `ping6` to verify whether an IPv6 host is available
  - ping -6 – on Windows computers, use `ping` with the `-6` switch to verify connectivity on IPv6 networks
- For the `ping6` and `ping -6` commands to work over the Internet, you must have access to the IPv6 Internet

Troubleshooting Tools (3 of 8)

- The **`ipconfig`** command shows current TCP/IP addressing and domain name information on a Windows computer
  - Use `ipconfig/all` to see a more complete summary of TCP/IP addressing information

Troubleshooting Tools (4 of 8)

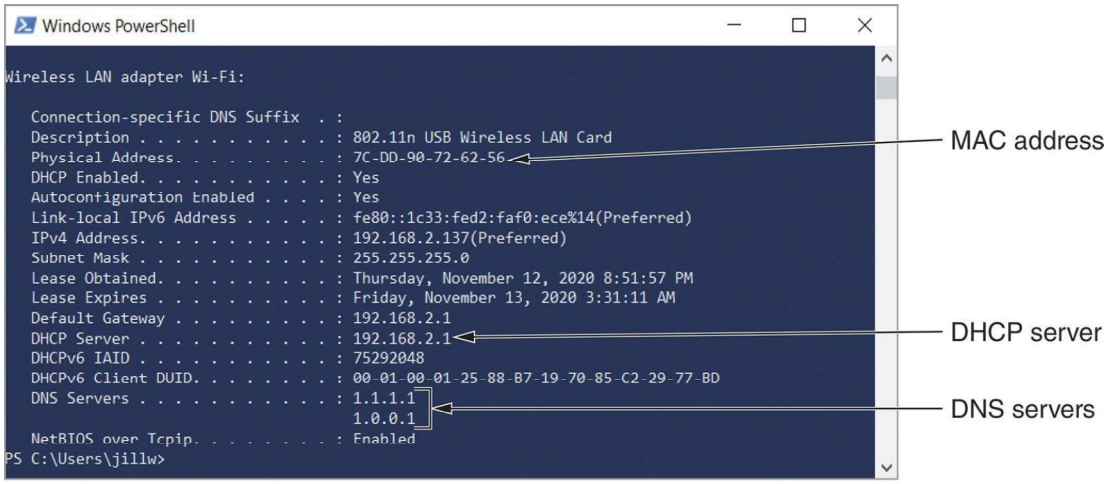


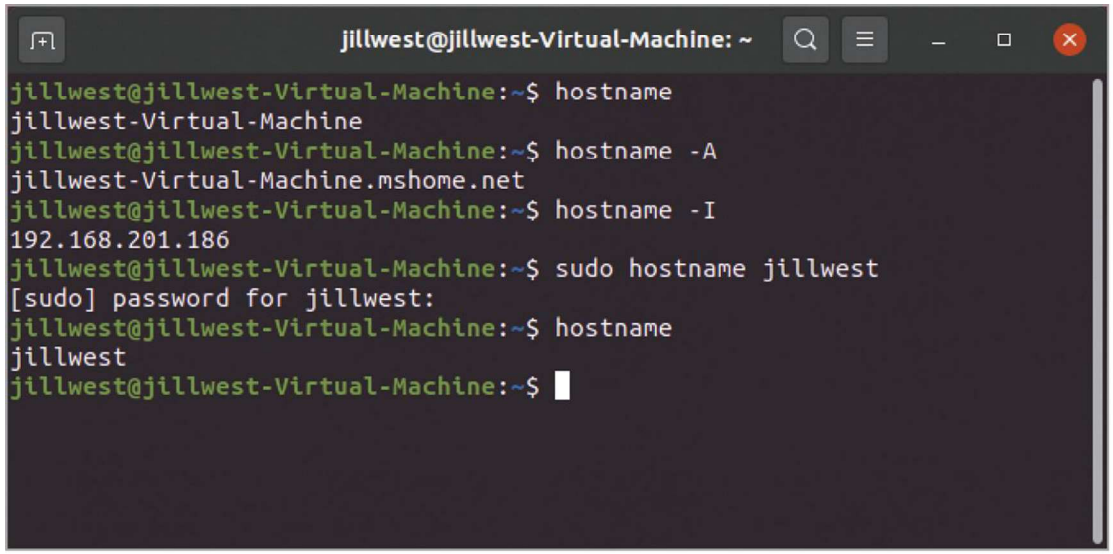
Figure 3-29 `ipconfig /all` gives more information than `ipconfig` by itself

Figure 3-29 `ipconfig /all` gives more information than ipconfig by itself

Troubleshooting Tools (5 of 8)

- Use the `ip` utility to view and manage TCP/IP settings
- The `ip` utility is only available on UNIX and Linux systems
- Any `ip` commands that change the state of a link require elevated privileges
  - This is accomplished by logging in as the root user or by temporarily elevating the current user's privileges with the `sudo` (superuser do) command
- `ifconfig` is a similar utility used to view and manage TCP/IP settings
- If your Linux or UNIX system provides a GUI
  - Open a shell prompt, then type `ifconfig`

Troubleshooting Tools (6 of 8)



Source: The Linux Foundation

Figure 3-32 Use `hostname` to view or change a device's host name

Figure 3-32 Use `hostname` to view or change a device's host name

Troubleshooting Tools (7 of 8)

- The `nslookup` (name space lookup) utility allows you to query the DNS database from any computer on a network
  - To find the host name of a device by specifying its IP address, or vice versa
  - It is useful for verifying a host is configured correctly or for troubleshooting DNS resolution problems
- Reverse DNS lookup - to find the host name of a device whose IP address you know
  - `nslookup 69.23.208.74`
- The nslookup utility is available in two modes:
  - Interactive - to test multiple DNS servers at one time
  - Noninteractive - test a single DNS server
- You can change DNS servers from within interactive mode with the server subcommand and specifying the IP address of the new DNS server
- To exit nslookup's interactive mode, enter `exit`

Troubleshooting Tools (8 of 8)

- The **dig (domain information groper)** utility is available on Linux and macOS
  - Provides more detailed information than nslookup and uses more reliable sources of information to output its results
- Use dig to query DNS nameservers for information about host addresses and other DNS records
- An **IP scanner** can be used to gather information about all devices connected to a network

Common Network Issues (1 of 2)

- Incorrect time
  - Check a domain computer's time source from a Command Prompt window by entering `w32tm /query /source`
- DHCP Issues
  - If you are getting DHCP errors or if multiple clients are having trouble connecting to the network, try the following:
    - Check the settings on your DHCP server
    - Make sure the DHCP scope is large enough to account for the number of clients the network must support
  - Consider implementing a shorter lease time on larger networks

Common Network Issues (2 of 2)

- Network Connection Configuration Issues
  - Common configuration errors:
    - Incorrect IP address
    - Duplicate IP address
    - Incorrect subnet mask
    - Incorrect gateway
    - Incorrect DNS or DNS issues
  - When a computer is struggling to establish a network connection
    - Check its TCP/IP configuration settings
  - If the computer is not obtaining an IP address and related information from a DHCP server
    - Static settings might be using the wrong information
    - Try switching to DHCP

Knowledge Check Activity 3-2

What protocol does ping use?

a. HTTP
b. ICMP
c. DHCP
d. FTP

Knowledge Check Activity 3-2: Answer

What protocol does ping use?

Answer: b. ICMP

The protocol used by the ping echo request and echo reply is ICMP (Internet Control Message Protocol), a lightweight protocol used to carry error messages and information about a network.

Summary

Now that the lesson has ended, you should be able to:

- Work with MAC addresses
- Configure TCP/IP settings on a computer, including IP address, subnet mask, default gateway, and DNS servers
- Identify the ports of several common network protocols
- Describe domain names and the name resolution process
- Use command-line tools to troubleshoot common network problems