

IP Address:- Internet protocol address

ip address in Network layer. The Network layer is

A 3rd layer present in OSI reference model

Network layer:- A Network layer creates a packet this

packet will definitely have the source ip address and destination ip address

So, Any node in the network is identified with the help of mac address and ip addresses. ip addresses

are logical addresses that are dealt in the network

layer so packet will definitely contain source & destination ip addresses

IPv4 Addresses:- An ipv4 address is a 32 bit address

that uniquely and universally defines the connection of a device to the internet.

The size of ipv4 address is 32 bit long

Note:- 2 devices in the internet can never have the same address at the same time.

for ex:- i want to give ip address for my system (10.10.10.1)

But in this world many people used this ip address

This problem is solved by the "N.A.T." Networking

Address technologies

⇒ The address space of ipv4 is 2^{32} (or) more than 4 billion

Notations of IPv4 address:

1. Binary notation : 01110101 10010101 0001101 00000010

2. dotted decimal notation : 117.149.29.2

Dotted decimal: The each octet are range between

0 to 255

⇒ The representation of ipv4 address in only 4 octets

0.0.0.0 to 255.255.255.255

- ⇒ if ipv4 address have more than 4 octets it is invalid - ip address
- ⇒ if ipv4 address not in the range between 0 to 255 it is also invalid.

Conversion ip address from dotted-decimal to binary

and vice versa:-

We have to first remember the this table to

conversion

2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
128	64	32	16	8	4	2	1

8 digits

Ex:- convert the ipv4 address from binary to dotted-decimal notation

10000001 00001011 01001011 11101111

start with first octet from left side

⇒ 10000001 first octet

for easy understanding we can draw a above table

1st octet \Rightarrow 10000001 2nd octet 3rd octet 4th octet
10000001 00001011 01001011 10101111

Now place the first octet from left side

2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
128	64	32	16	8	4	2	1
1	0	0	0	0	0	0	1

Now we can only add binary digits of
'1's value'

$$128 + 1 = 129$$

The first octet = 129

2nd octet

128	64	32	16	8	4	2	1
0	0	0	0	1	0	1	1

$$8 + 2 + 1 = 11$$

2nd Octet = 11

128	64	32	16	8	4	2	1
0	1	0	0	1	0	1	1

$$64 + 8 + 2 + 1 = 75$$

4th octet

~ 128	64	32	16	8	4	2	1
1	1	1	0	1	1	1	1

$$128 + 64 + 32 + 8 + 4 + 2 + 1$$

$$\Rightarrow \text{239}$$

The ipv4 address of Binary to dotted address

129.11.75.239

Ex:- ipv4 address from dotted decimal to binary

notation 145.14.6.8

128	64	32	16	8	4	2	1
1	0	0	1	1	0	0	1

The first octet for 145 is 1. We have the above table 8 bits for to get a 145 the 128 is needed so, write a '1' in the place of 128. Now, for 145 how much value is needed for 128

$$145 - 128 = 17$$

so, 17 means 16 + 1 in this both places we place a binary digit '1'

→ 3rd octet
14

14 is write in the form of $8 + 4 + 2$
So, place Binary digit '1's in the places of
8, 4, 2 and other fill with 0's

128	64	32	16	8	4	2	1
0	0	0	0	1	1	1	0

→ 5th 6 is write in the form of $4 + 2$

so, place Binary '1's in the place of 4, 2.

128	64	32	16	8	4	2	1
0	0	0	0	0	1	1	0

→ 4th octet 8 replace '1' with in that place, and
other with '0's

128	64	32	16	8	4	2	1
0	0	0	0	1	0	0	0

Now the final Binary value for IPv4 address is
145.14.6.8

solution:- 10010001 00001110 00000110 000001000

CLASSES OF IPV4 ADDRESSES:-

The classes ipv4 address are divided into

range of 0 to 255

ipv4 classes are divided into 5 types :-

	First Byte	2nd Byte	3rd byte	4th byte
1. class A	0 (0-127)	<input type="text"/>	<input type="text"/>	<input type="text"/>
2. class B	10 (128-191)	<input type="text"/>	<input type="text"/>	<input type="text"/>
3. class C	110 (192-223)	<input type="text"/>	<input type="text"/>	<input type="text"/>
4. class D	1110 (224-239)	<input type="text"/>	<input type="text"/>	<input type="text"/>
5. class E	1111 (240-255)	<input type="text"/>	<input type="text"/>	<input type="text"/>

The Range of class A address is (0-127) The
ip address given is a class A (0) not we can
find with the help of first octet

Every Ipv4 addresses have 4 octets

if first octet is range of 0-127 then it
is called a class A address

AND also when the ip address given in
Binary form the first octet contain '0'
at starting position also a class A address

- ⇒ class B starts with '10' in Binary form and the range 128 to 191 in the dotted form it is called a class B address.
- ⇒ class C starts with '110' between 192-223 in the first octet it is called class C Address.
- ⇒ class D starts with '1110' between 224-239 in the first octet it is called a class 'D' address.
- ⇒ class E starts with '1111' in Binary form between 240-255 in the first octet in IP address called a class 'E' address.

The Ranges of dotted form & inclusive

- ⇒ ip addresses are just identity of the devices . we donot know the network But with subnet mask ~~written~~ with the ip address is identify the who are all in the Network.

class A, B, and C are general purpose

IP address it means we can use this IP address for our computers

Class D is multicast address

⇒ Class E is experimental Address & Research purpose.

IP addresses are in the form of

Network | Host addresses

Class A :- N | H | H | H Default mask 255.0.0.0

Class B :- N | N | H | .H ..

The first two are Network addresses and Next two are Host addresses

The Default mask 255.255.0.0 This is same for class C 255.255.255.0

Subnet masks are represented by slash

⇒ 255.0.0.0 11111111.00000000.00000000.00000000

Here we have 8 ones so represent class A address with /8 subnet masking

class. B: 255.255.0.0

bitwise OR 11111111.11111111.00000000.00000

16 ones. Subnet :- /16.

represent ~~along~~ along with ip address /16

class C: 255.255.255.0.0 /24.

example:-

ipaddress 192 168 10 Host portion
Subnet mask 255 255 255 0 Host portion

Host bits 111111 111111 111111 000000

The ip address 192.168.10. is, in same network.

with host address is 10

if the address 192.168.20.0 it is not
in a same network. so, the communication is not
possible. with the switch

switch is used for the communication b/w
Same network devices

→ By the Router the communication possible for two different Networks.

SUBNET MASK:-

To define the network and host portions of an address, devices use a separate 32-bit pattern called a subnet mask.

Whether given ip address is same network or not

10.10.10.1

10.10.20.16

with subnet 255.0.0.0.

so, the first octet must match

10.	10.	10.	1
10.	10.	20.	16

matched it is in same network

172.	16.	200.	1
------	-----	------	---

with subnet 255.255.0.0.

172.	16.	165.	2
------	-----	------	---

The two octets must match

so the given ip addresses devices in same network and they can communicate

The Different ways of Host can communicate using IPv4 address.

In 3 ways.

1. Unicast

2. Broadcast

3. multicast

1. Unicast transmission: one host to destination host
it sends packets only to one destination ip address.

2. Broadcast transmission: The process of sending a packet from one host to all hosts in the network

Limited: The Router generally sends packets to every devices in network.

But in limited the Router do not forward a packet in-limited broadcast.

Directed broadcast: destination: 172.16.4.255

With in the 172.16.4.0/24 network

between this ~~two~~ two ip addresses all device are getting the packets

MULTICAST :-

The process of sending a packet from one host to a selected group of hosts, possibly in different network.

⇒ Multicast transmission reduces traffic

class D is a multicast address range

224.0.0.0 to 239.255.255.255.

first octet between 224 to 239 then it is class D

A Host in a class C network has been assigned an IP address 192.168.17.9. find the number of addresses in the block, the first address, and the last address

Solution: IP address : 192.168.17.9

192 - the first octet starts with this range is class C Network.

The default mask of class C N.N.N.H

255.255.255.0 or /24

192.168.17.9

Network address Host address
 8 bits.

This Network starts with 192.168.17.0 to 192.168.17.255

The first three octets are must same $\boxed{192 \cdot 168 \cdot 17} \cdot 0$
 $\boxed{192 \cdot 168 \cdot 17} \cdot 255$

Number of address : $2^8 = 256$

host = 8

$= 2^8 = 256$ ~~host~~ addresses are possible

Number of usable addresses : $256 - 2 = 254$

\Rightarrow 192.168.17.0 is Network address
So, we do not use

\Rightarrow 192.168.17.255 is Broadcast address
So, we do not use

First Address : 192.168.17.0 (Network address)

Last Address : 192.168.17.254 (Broadcast address)

* An address in a block is given as 185.28.17.9

Find the number of addresses in the block, the first address, and the last address.

⇒ 185.28.17.9

~~185~~ the first octet starts with 185
it is in class B address

The starting address is ~~between~~ 185.28.0.0

Every address between 0 to 255

⇒ Default address is 255.255.0.0

$$\begin{array}{c} N \quad N \cdot H H \\ \underbrace{\quad}_{16} \quad \underbrace{\quad}_{16} \end{array}$$

⇒ Number of address $= 2^{16}$

$= 65536$ address

⇒ Usable addresses is $= 65536 - 2$

$= 65534$

⇒ Last address is 185.255.255.255

private IP address

private ip address is used to communicate within the same network. Using private ip data or information can be sent or received within the same network.

public ip address:-

public ip addresses is used to communicate outside the network. public ip address is basically assigned by the internet Service provider (ISP).

classless addressing:-

Formal name is classless inter-Domain Routing (CIDR).

⇒ classless addresses we can create our own set of standards. we can create new subnet mask

subnet mask is used for knowing number of devices in a network then the wastage of ip addresses are less than the classful address

In classfull address we use A, B and C class addresses, there is a large number of ip address wastages so,

We are using classless address to knowing number of devices in a network.

By using "subnetmask", we can create our own network with number of required devices.

⇒ A Subnetwork (or) Subnet is a logical subdivision of an IP network.

⇒ The practice of dividing a network into two or more networks is subnetting.

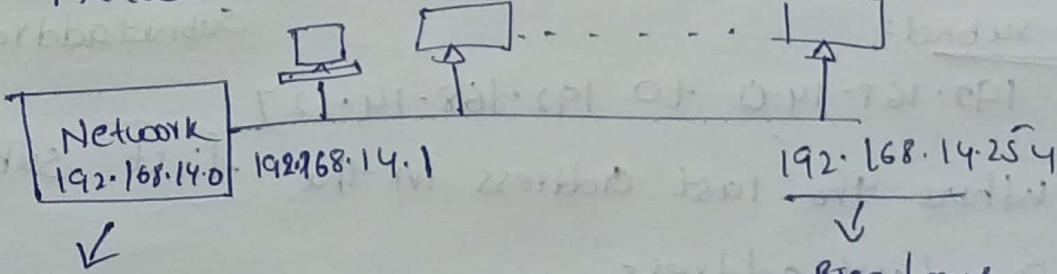
⇒ Computers that belong to a subnet are addressed with ~~most~~ an identical most-significant-bit-group in their IP addresses.

ex:- first three octets same

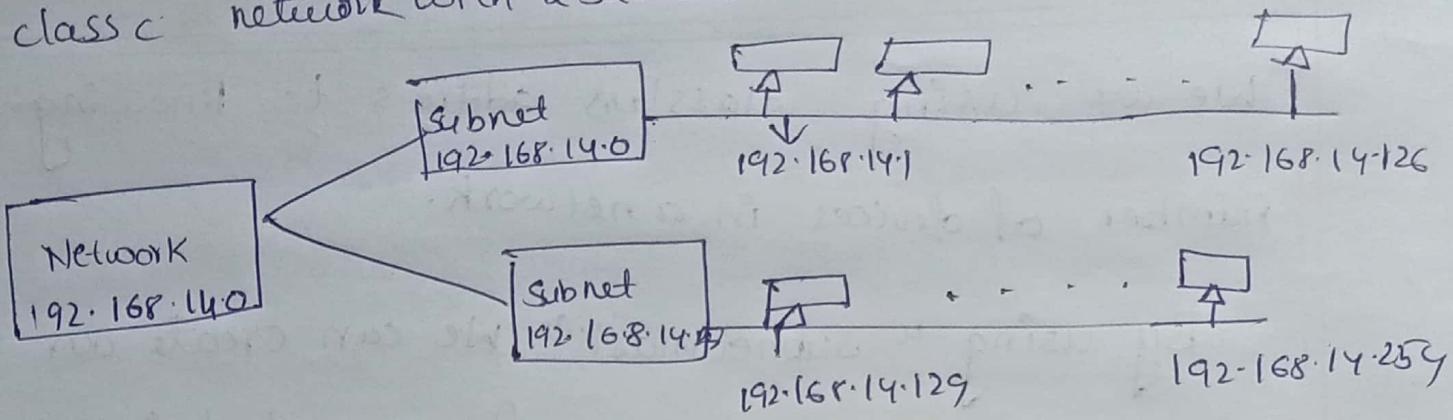
192.168.14.1
192.168.14.255

ex:- Network without subnetting

Ex:-



A class C network with 2 subnets



Here, the Network class C

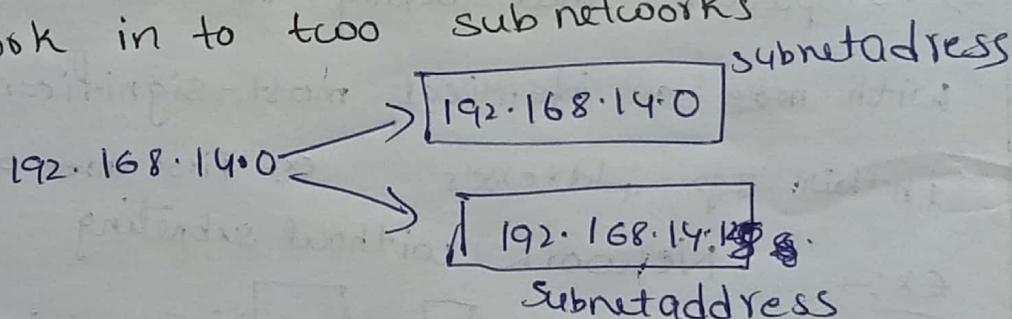
Total possible class addresses ~~for~~ given

address 192.168.14.0 to 192.168.14.255

⇒ The default gateway address for class C is 255.255.255.0

* 192.168.14.0 is dividing into two subnetwork.

Total network into two subnetworks



1st subnet:-

192.168.14.0 to 192.168.14.127

Where the last address in the first subnet is 192.168.14.127

is Broadcast address

2nd subnet:-

192.168.14.128 to 192.168.14.255

Where 192.168.14.255 is Broadcast address So we use up to 192.168.14.254.

Subnetting - 5 Steps:-

1. identifying the class of IP address and note the default subnet mask .
2. convert the Default Subnet Mask into Binary
3. Note the number of hosts required per subnet and find the Subnet Generator and octet position
4. Generator the new subnet mask
5. Use the SG and generate the network ranges in the octet - position