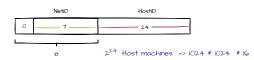
Class A

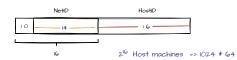
Eirct hit zero



27 Networks => 128

Class B

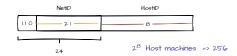
Second bit zero



2¹⁴ Networks => 1024 * 16

Class C

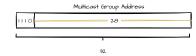
Third bit zero



2²¹ Networks => 1024 * 1024 * 2

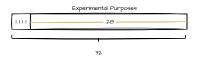
Class D

Fourth bit zero



Class E

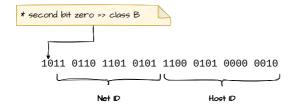
All four ones

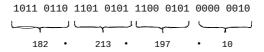


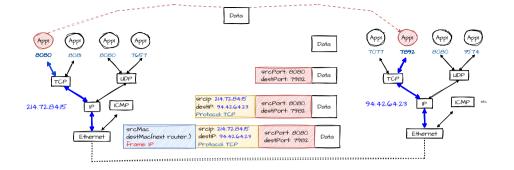
IP Address Ranges

Class	Leading Bits	Address Range	Network Bits	Host Bits	Intended Use
A	0	0.0.0.0 - 127.255.255.255	8	24	Large networks
В	10	128.0.0.0 - 191.255.255.255	16	16	Medium networks
С	110	192.0.0.0 - 223.255.255.255	24	8	Small networks
D	1110	224.0.0.0 - 239.255.255.255	Multicast	N/A	Multicast groups
E	1111	240.0.0.0 - 255.255.255.255	Reserved	N/A	Research/Experimenta

Example IP







Basic TCP Interaction Overview

Server (say IP : 214.72.16.12)

1. Request Port e.g. 8080

=> if success => step 2.

Listen to port 8080
a Client connected

b. service the client (sync/async)

repeat (2)

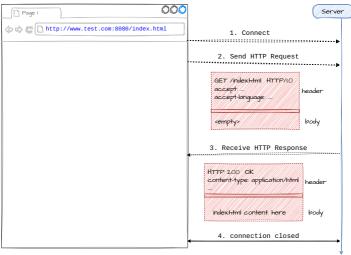
Client

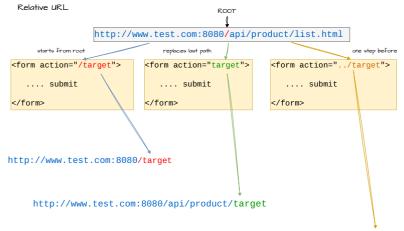
L Send connect request to <ServerIP, Port>

e.g. (ServerIP: 214.72.16.12, Port: 8080)

2. If connected, communicate and once done close the connection.

Running at: www.test.com Listening to Port: 8080





http://www.test.com:8080/api/target