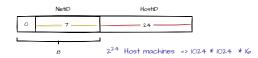
## Class A

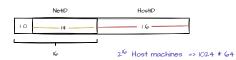
Eirct hit zero



27 Networks => 128

## Class B

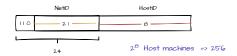
Second bit zero



2<sup>14</sup> Networks => 1024 \* 16

## Class C

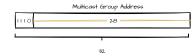
Third bit zero



2<sup>21</sup> Networks => 1024 \* 1024 \* 2

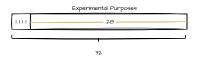
## Class D

Fourth bit zero



# Class E

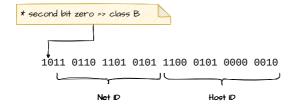
All four ones

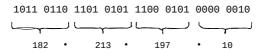


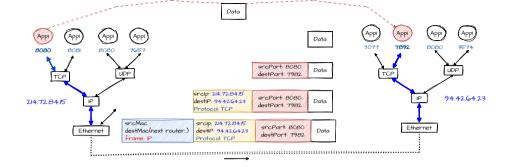
# IP Address Ranges

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.
- 2. Listen to port 8080
- a Client connected
- b. service the client (sync/async) c. close connection

repeat (2)

#### Client

1. 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

