

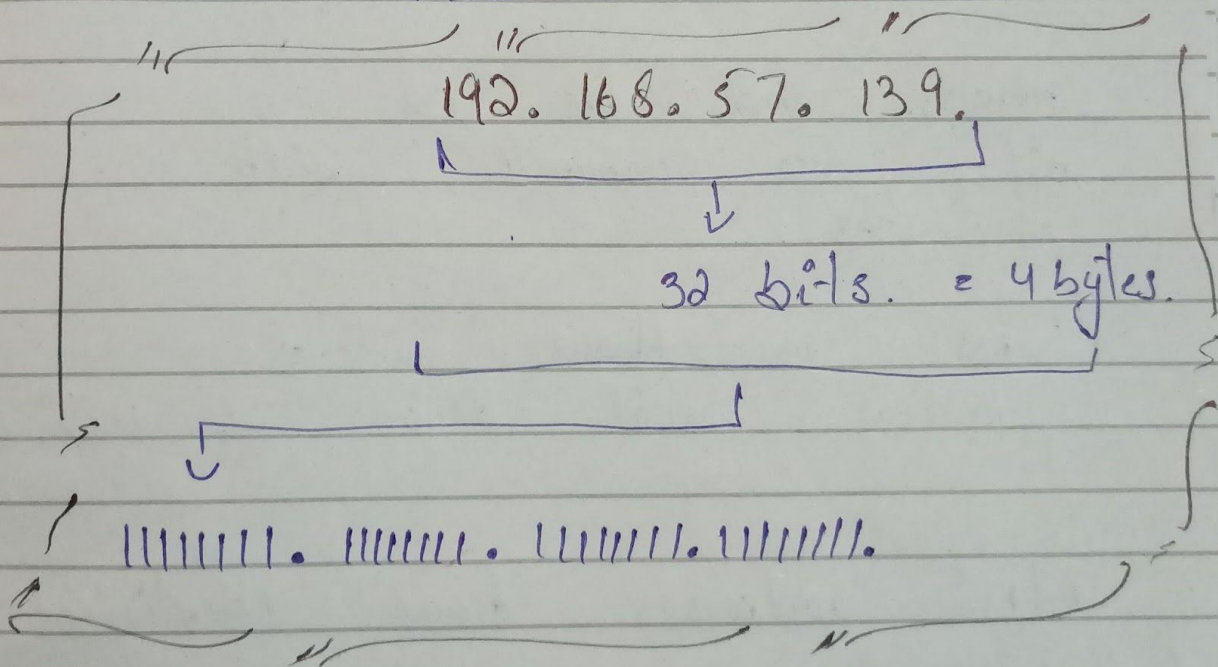
# Ip Addresses.

Inet = IPv4 (decimal Notation)

Inet6 = IPv6 (Hexadecimal Notation)

IPv4 :-

This is how we communicate with Layer 3 of OSI model.



$$\text{IPv4} = 2^{32} = 4,294,967,296$$

Total ip address

$$\text{IPv6} = 2^{128} = 3.40283 \dots \times 10^{38}$$

# NAT

Network address translation.

## MAC Addresses

MAC = Media access control

we can use it as physical address, and we can use it to communicate with switches

\* This is how switches know what device is what

MAC addresses have Identifiers

First three pairs are identifiers.

00:0C:29:0a:42:05

└──────────┘  
↓

Identifiers.



mac address are layer 2 of.  
OSI model.

Layer 4.

"TCP, UDP, and  
Three way handshake"

TCP :-

"Transmission Control Protocol."  
connection oriented protocol.

UDP :-

"User Datagram Protocol"  
connection less protocol.

TCP

HTTP/HTTPS,  
SSH, FTP

UDP.

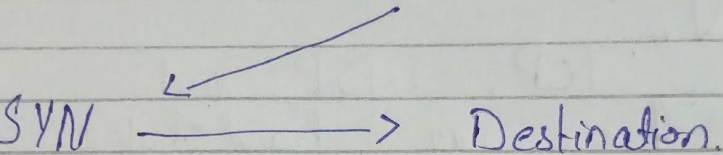
- \* Streaming service
- \* DNS is connection less.
- \* Voice over IP

## Three way Hand Shake.

Send                      receive.

SYN —————> SYN ACK.

SYN —————> Destination.



## Common Ports. and Protocols.

Tcp:-

FTP (21).  
SSH (22).  
Telnet (23).  
SMTP (25).  
DNS (53).  
HTTP (80).  
HTTPS (443).  
POP3 (110).  
SMB (139+445).  
IMAP (143).

UDP

DNS (53).  
DHCP (67,68).  
TFTP (69).  
SNMP (161).



## OSI Model.

Please Do Not Through

|   |   |   | Sauge        | Pizza A way             |
|---|---|---|--------------|-------------------------|
| 1 | P | = | Physical     | Data cable, cat 6.      |
| 2 | D | = | Data         | Switching, mac address. |
| 3 | N | = | Network.     | IP, address, routing.   |
| 4 | T | = | Transport.   | TCP/UDP                 |
| 5 | S | = | Session.     | Session management      |
| 6 | P | = | Presentation | WMU, JPEG, MOV          |
| 7 | A | = | Application. | HTTP, SMTP.             |

## Sub netting :-

Dividing big Network into small

Sub netting is always perform inside the organization

How we implement Sub netting

IPv4.

11000001 00100000 11011000 0000

1 byte.

↓  
32 bit

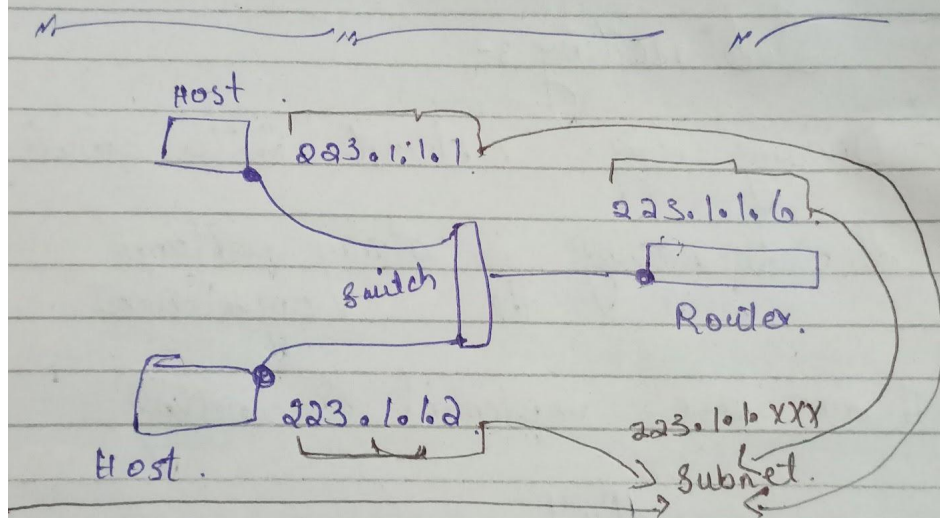
↓  
4 bytes.

each bit is written in  
decimal form separated  
by dots.

193 . 32 . 216 . 9 .



Dotted - Decimal Notation.



The Network connecting the  
Host interfaces and one  
router interface, having  
the same IP addresses format  
called "Subnet."

223.1.1.0/24  
here "/24" is known as Subnet mask



"/24"

↑ It means all devices in the subnet have same left most "24 bit"

223.1.1.6

└───┘

24 bit are same.

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In an Organization each Subnet has different Address.

|          |           |
|----------|-----------|
| Subnet 1 | Address 1 |
| Subnet 2 | Address 2 |
| Subnet 3 | Address 3 |
| Subnet 4 | Address 4 |

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In the Global Internet.  
The IP addressing is handled  
by "Classless Interdomain Routing"  
or CIDR.

## Seven Second Subnetting

Address : 165 . 245 . 12 . 88 / 26.

Step 1 : Convert address and mask into decimal.

Addr 165 245 12 88

mask 255 255 255 192

Net. 165 245 12 64

Broadcast 165 245 12 127

Calculate the network address :

If the mask is 255, bring down the address.

"If mask is 0, use the 0"

"For any number refer to your chart"

Calculate the broadcast address:-

If mask is 255, bring down the address.

"If mask is 0, use 255"

For any number refer to your chart.



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## CIDR address assignment. Strategy.

In CIDR addressing the  
Subnet is generalised to.  
 $a.b.c.d/x$ .

where  $"/x"$  indicates

"11001000 0001011 0001000 0000000"

<----->

Number of bits from Left.

First  $x$  bits is called "Network-prefix"

"-----"

An Organisation is assigned a  
range of IP address with a  
common "Network prefix"

Organization IP block. Binary form.

200.23.16.0 / 20 1100100 1001011 1001000  
0000000

$x = 20$ .