

Exercise Sheet 4

Exercise 1 (Routers, Layer-3-Switches, Gateways)

1. Explain the purpose of **Routers** in computer networks.
(Also explain the difference to Layer-3-Switches.)
2. Explain the purpose of **Layer-3-Switches** in computer networks.
(Also explain the difference to Routers.)
3. Explain the purpose of **Gateways** in computer networks.
4. Explain why **Gateways** in the Network Layer of computer networks are seldom required nowadays.

Exercise 2 (Collision Domain, Broadcast Domain)

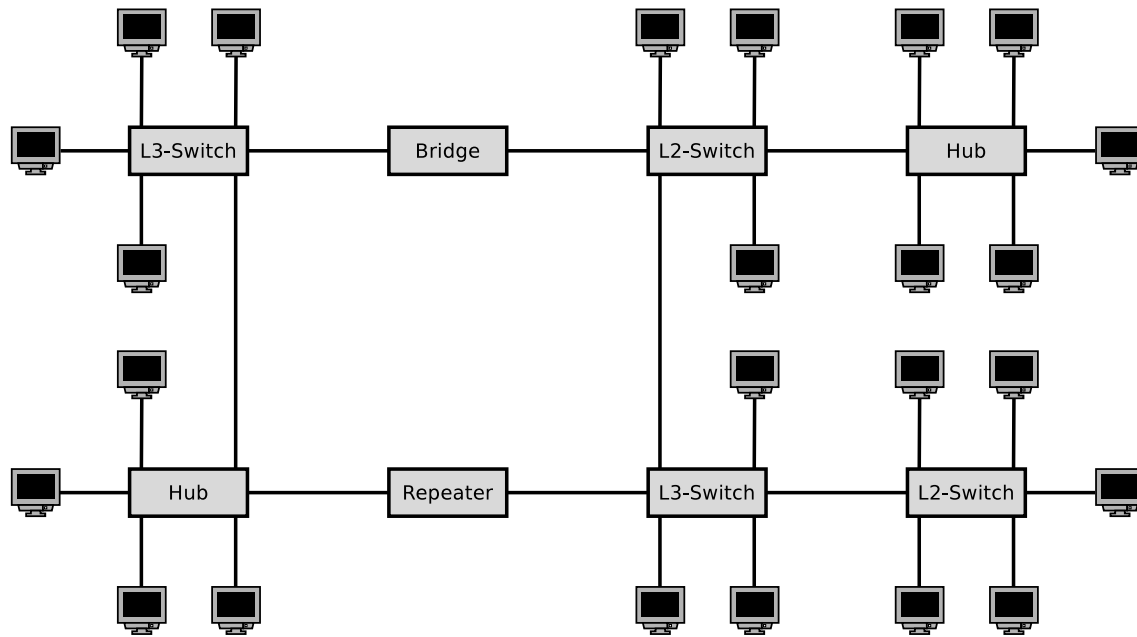
1. Mark the devices that **divide the collision domain**.

<input type="checkbox"/> Repeater	<input type="checkbox"/> Bridge	<input type="checkbox"/> Router
<input type="checkbox"/> Hub	<input type="checkbox"/> Layer-2-Switch	<input type="checkbox"/> Layer-3-Switch

2. Mark the devices that **divide the broadcast domain**.

<input type="checkbox"/> Repeater	<input type="checkbox"/> Bridge	<input type="checkbox"/> Router
<input type="checkbox"/> Hub	<input type="checkbox"/> Layer-2-Switch	<input type="checkbox"/> Layer-3-Switch

3. Sketch in the diagram all **collision domains** and all **broadcast domains**.



Exercise 3 (Addressing in the Network Layer)

1. Explain the meaning of **Unicast** in the Network Layer of computer networks.
2. Explain the meaning of **Broadcast** in the Network Layer of computer networks.
3. Explain the meaning of **Anycast** in the Network Layer of computer networks.
4. Explain the meaning of **Multicast** in the Network Layer of computer networks.
5. Explain why the IPv4 **address space** does contain only 4,294,967,296 addresses.
6. Explain why **Classless Interdomain Routing (CIDR)** was introduced.
7. Describe in simple words the **functioning of CIDR**.
Focus on the way, how IP addresses are treated and subnets are created.

Exercise 4 (Addressing in the Network Layer)

Calculate for each subtask of this exercise the **first and last host addresses**, the **network address** and the **broadcast address** of the subnet.

```

IP Address:      151.175.31.100    10010111.10101111.00011111.01100100
Subnet mask:     255.255.254.0     11111111.11111111.11111110.00000000
Network address? ---.---.---.---  -----.-----.-----.-----
First host address? ---.---.---.---  -----.-----.-----.-----
Last host address? ---.---.---.---  -----.-----.-----.-----
Broadcast address? ---.---.---.---  -----.-----.-----.-----

IP Address:      151.175.31.100    10010111.10101111.00011111.01100100
Subnet mask:     255.255.255.240   11111111.11111111.11111111.11110000
Network address? ---.---.---.---  -----.-----.-----.-----
First host address? ---.---.---.---  -----.-----.-----.-----
Last host address? ---.---.---.---  -----.-----.-----.-----
Broadcast address? ---.---.---.---  -----.-----.-----.-----

IP Address:      151.175.31.100    10010111.10101111.00011111.01100100
Subnet mask:     255.255.255.128   11111111.11111111.11111111.10000000
Network address? ---.---.---.---  -----.-----.-----.-----
First host address? ---.---.---.---  -----.-----.-----.-----
Last host address? ---.---.---.---  -----.-----.-----.-----
Broadcast address? ---.---.---.---  -----.-----.-----.-----

```

binary representation	decimal representation	binary representation	decimal representation
10000000	128	11111000	248
11000000	192	11111100	252
11100000	224	11111110	254
11110000	240	11111111	255

Exercise 5 (Addressing in the Network Layer)

In each subtask of this exercise, a sender transmits an IP packet to a receiver. Calculate for each subtask the **subnet ID of sender and receiver** and specify whether the IP packet **leaves the subnet during transmission** or not.

Sender: 11001001.00010100.11011110.00001101 201.20.222.13
Subnet mask: 11111111.11111111.11111111.11110000 255.255.255.240

Receiver: 11001001.00010100.11011110.00010001 201.20.222.17
Subnet mask: 11111111.11111111.11111111.11110000 255.255.255.240

Subnet ID of sender?

Subnet ID of receiver?

Does the IP packet leave the subnet [yes/no]?

Sender: 10000100.10011000.01010011.11111110 132.152.83.254
Subnet mask: 11111111.11111111.11111100.00000000 255.255.252.0

Receiver: 10000100.10011000.01010001.00000010 132.152.81.2
Subnet mask: 11111111.11111111.11111100.00000000 255.255.252.0

Subnet ID of sender?

Subnet ID of receiver?

Does the IP packet leave the subnet [yes/no]?

Sender: 00001111.11001000.01100011.00010111 15.200.99.23
Subnet mask: 11111111.11000000.00000000.00000000 255.192.0.0

Receiver: 00001111.11101111.00000001.00000001 15.239.1.1
Subnet mask: 11111111.11000000.00000000.00000000 255.192.0.0

Subnet ID of sender?

Subnet ID of receiver?

Does the IP packet leave the subnet [yes/no]?

Exercise 6 (Addressing in the Network Layer)

Calculate for each subtask of this exercise the **subnet masks** and answer the **questions**.

1. Split the class C network 195.1.31.0 for implementing 30 subnets.

Network ID: 11000011.00000001.00011111.00000000 195.1.31.0
Number of bits for subnet IDs?
Subnet mask: -----.-----.-----.----- ---.---.---.---
Number of bits for host IDs?
Number of host IDs per subnet?

2. Split the class A network 15.0.0.0 for implementing 333 subnets.

Network ID: 00001111.00000000.00000000.00000000 15.0.0.0
Number of bits for subnet IDs?
Subnet mask: -----.-----.-----.----- ---.---.---.---
Number of bits for host IDs?
Number of host IDs per subnet?

3. Split the class B network 189.23.0.0 for implementing 20 subnets.

Network ID: 10111101.00010111.00000000.00000000 189.23.0.0
Number of bits for subnet IDs?
Subnet mask: -----.-----.-----.----- ---.---.---.---
Number of bits for host IDs?
Number of host IDs per subnet?

4. Split the class C network 195.3.128.0 into subnets, which contain 17 hosts each.

Network ID: 11000011.00000011.10000000.00000000 195.3.128.0
Number of bits for host IDs?
Number of bits for subnet IDs?
Number of possible subnets?
Subnet mask: -----.-----.-----.----- ---.---.---.---

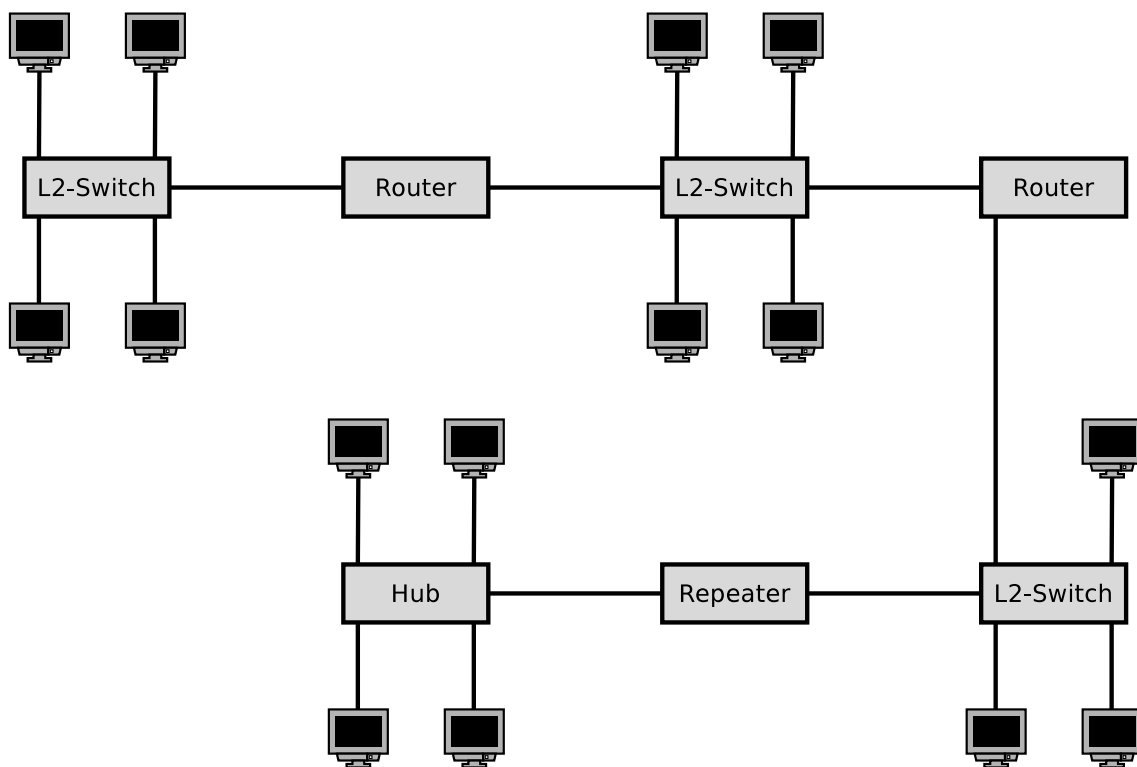
5. Split the class B network 129.15.0.0 into subnets, which contain 10 hosts each.

Network ID: 10000001.00001111.00000000.00000000 129.15.0.0
Number of bits for host IDs?
Number of bits for subnet IDs?
Number of possible subnets?
Subnet mask: -----.-----.-----.----- ---.---.---.---

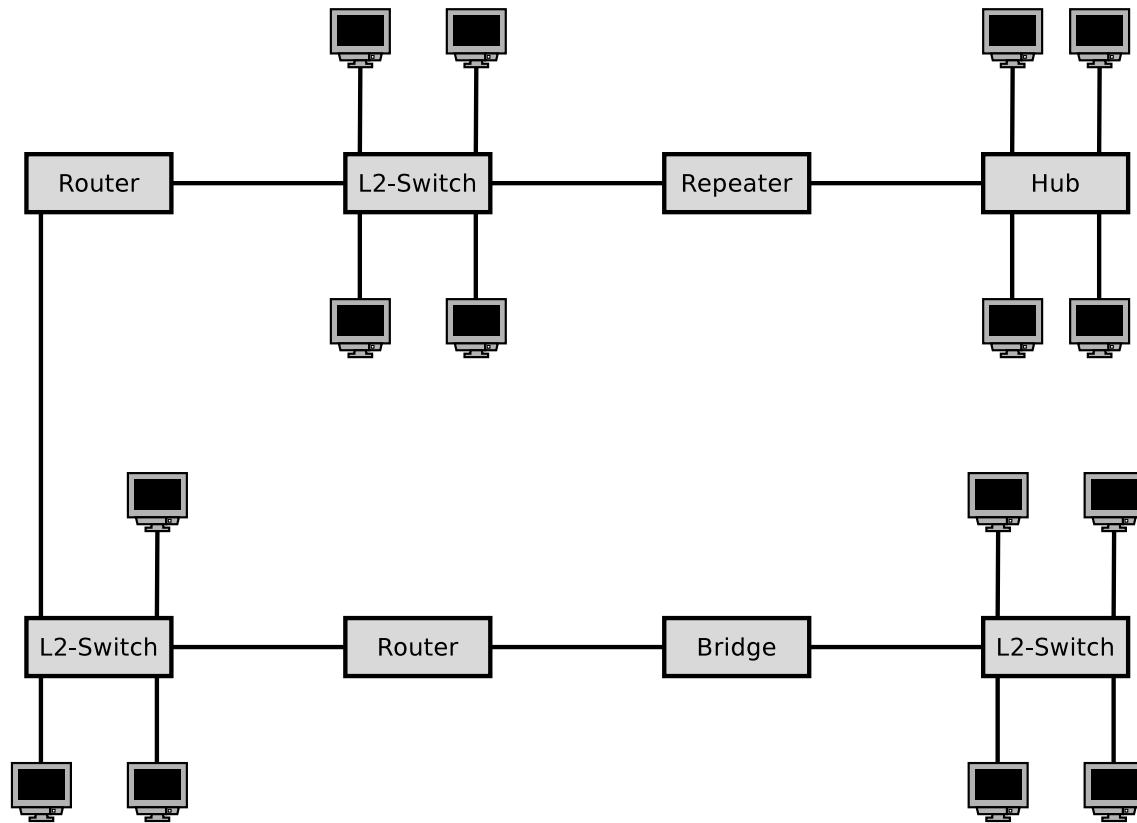
binary representation	decimal representation	binary representation	decimal representation
10000000	128	11111000	248
11000000	192	11111100	252
11100000	224	11111110	254
11110000	240	11111111	255

Exercise 7 (Collision Domain, Broadcast Domain)

1. Sketch in the diagram of the network topology all **collision domains** and all **broadcast domains**.

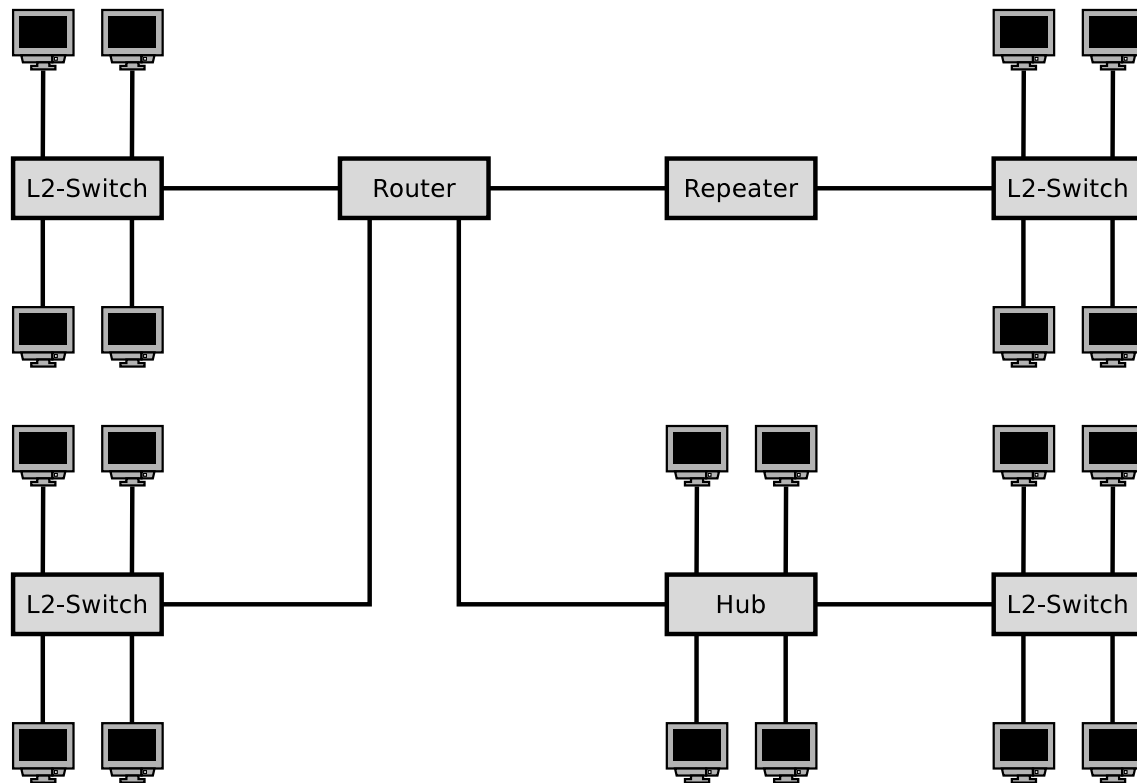


2. Sketch in the diagram of the network topology all **collision domains** and all **broadcast domains**.



Exercise 8 (Broadcast Domain)

1. Sketch in the diagram of the network topology all **broadcast domains**.
2. What is the **required number of subnets** for this network topology?



Exercise 9 (Private IP Address Spaces)

Name the three private IPv4 address spaces.

Exercise 10 (Addressing in the Network Layer)

Calculate for each network configuration in the table whether an IP packet, which is sent from the given IP address to the destination address, **leaves the subnet during transmission** or not.

IP address	Subnet mask	Destination address	Leaves the subnet [yes/no]
201.20.222.13	255.255.255.240	201.20.222.17	
15.200.99.23	255.192.0.0	15.239.1.1	
172.21.23.14	255.255.255.0	172.21.24.14	
210.5.16.198	255.255.255.252	210.5.16.197	
210.5.16.198	255.255.255.252	210.5.16.201	
5.5.5.5	255.254.0.0	5.6.6.6	

(A part of the solution is the calculations performed. Where no calculation is required, you need to give a reason for your answer. Answering the question with just “yes” or “no” is not sufficient!)

Source: Jörg Roth. Prüfungstrainer Rechnernetze. Vieweg (2010)

Exercise 11 (Addressing in the Network Layer)

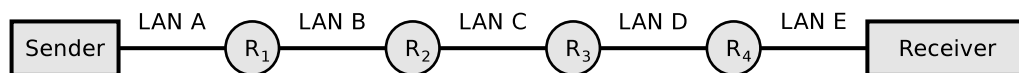
Specify for each subtask of this exercise the correct **subnet mask**.

1. A maximum number of subnets with 5 hosts each in a class B network.
2. 50 subnets with 999 hosts each in a class B network.
3. 12 subnets with 12 hosts each in a class C network.

Source: Jörg Roth. Prüfungstrainer Rechnernetze. Vieweg (2010)

Exercise 12 (Fragmenting IP Packets)

4,000 bytes payload need to be transmitted via the IP protocol. The payload must be fragmented, because it is transmitted over multiple physical networks, whose MTU is $< 4,000$ bytes.



	LAN A	LAN B	LAN C	LAN D	LAN E
Network technology	Ethernet	PPPoE	ISDN	Ethernet	WLAN
MTU [bytes]	1,500	1,492	576	1,400	2,312
IP-Header [bytes]	20	20	20	20	20
maximum payload [bytes]	1,480	1,472	556	1,380	2,292

Display graphically the way, the payload is fragmented, and how many bytes of payload each fragment contains.

Exercise 13 (Forwarding and Path Calculation)

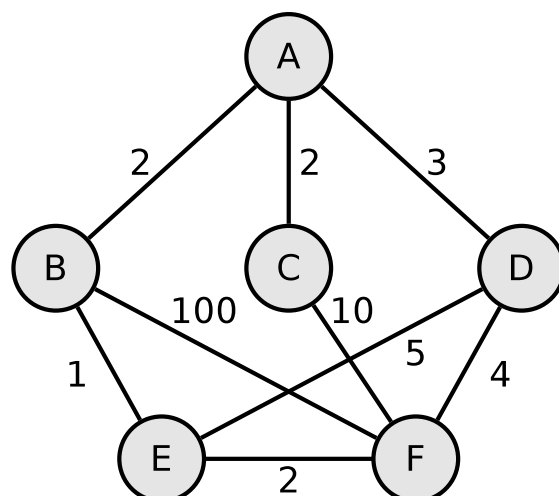
1. Name the two major classes of **routing protocols**.
2. Name the **algorithms for best path calculation**, the routing protocol classes from subtask 1 do implement.
3. Explain what an **autonomous system** is.

4. The **Border Gateway Protocol** (BGP) is a protocol for...
☐ Intra-AS routing ☐ Inter-AS routing
5. Name the **routing protocol class** from subtask 1 that does the BGP implement.
6. **Open Shortest Path First** (OSPF) is a protocol for...
☐ Intra-AS routing ☐ Inter-AS routing
7. Name the **routing protocol class** from subtask 1 that does the OSPF implement.
8. The **Routing Information Protocol** (RIP) is a protocol for...
☐ Intra-AS routing ☐ Inter-AS routing
9. Name the **routing protocol class** from subtask 1 that does the RIP implement.
10. When RIP is used, each Router only communicates with its **direct neighbors**. Name **advantages** and **drawbacks** of this method.
11. When RIP is used, the path cost (metric) only depends on the number of Routers (**hops**), which need to be passed on the way to the destination network. Name a **drawback** of this method.
12. When OSPF is used, **all Routers** communicate with each other. Name **advantages** and **drawbacks** of this method.

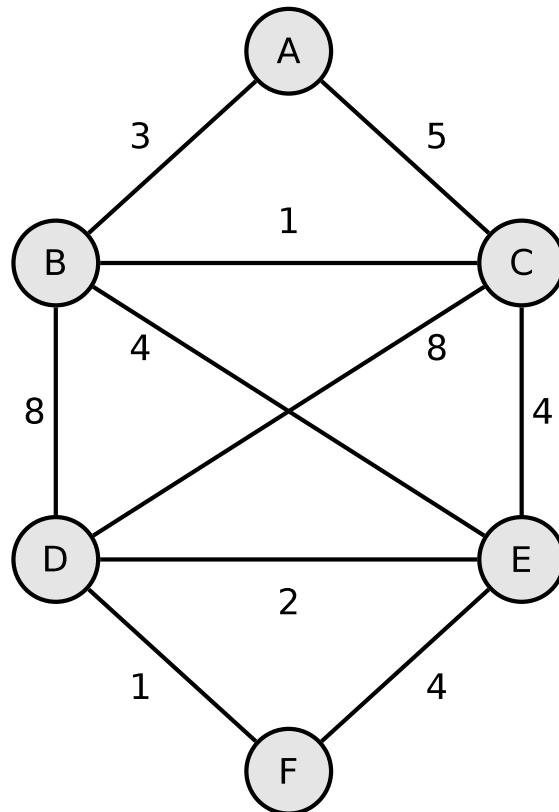
Exercise 14 (Dijkstra's Algorithm)

1. Calculate the shortest path from node A to all other nodes using Dijkstra's algorithm.

Source: Jörg Roth. Prüfungstrainer Rechnernetze. Vieweg (2010)



2. Calculate the shortest path from node A to all other nodes using Dijkstra's algorithm.



Exercise 15 (Internet Control Message Protocol)

1. Explain the purpose of the Internet Control Message Protocol (ICMP).
2. Give two examples for command line tools, which use ICMP.

Exercise 16 (IPv6)

1. Simplify these IPv6 addresses:

- 1080:0000:0000:0000:0007:0700:0003:316b

Solution: _____

- 2001:0db8:0000:0000:f065:00ff:0000:03ec

Solution: _____

- 2001:0db8:3c4d:0016:0000:0000:2a3f:2a4d

Solution: _____

- 2001:0c60:f0a1:0000:0000:0000:0000:0001

Solution: _____

- 2111:00ab:0000:0004:0000:0000:0000:1234

Solution: _____

2. Provide all positions of these simplified IPv6 addresses:

- 2001::2:0:0:1

Solution: ____:____:____:____:____:____:____:____

- 2001:db8:0:c::1c

Solution: ____:____:____:____:____:____:____:____

- 1080::9956:0:0:234

Solution: ____:____:____:____:____:____:____:____

- 2001:638:208:ef34::91ff:0:5424

Solution: ____:____:____:____:____:____:____:____

- 2001:0:85a4::4a1e:370:7112

Solution: ____:____:____:____:____:____:____:____