

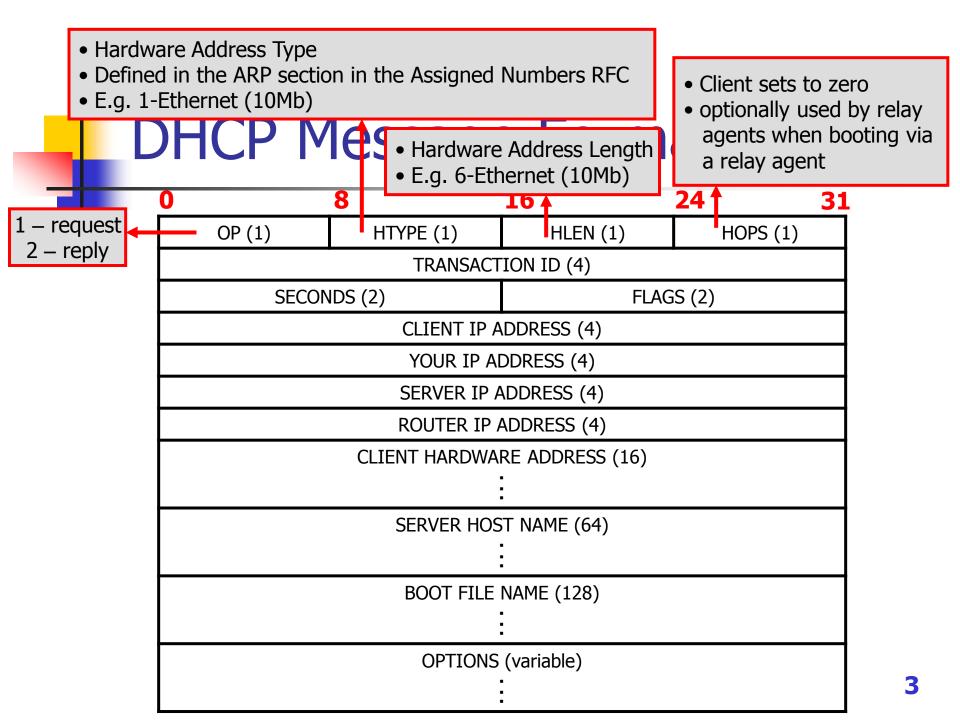
#### **DHCP Basics**

BUPT/QMUL 2010-11-2

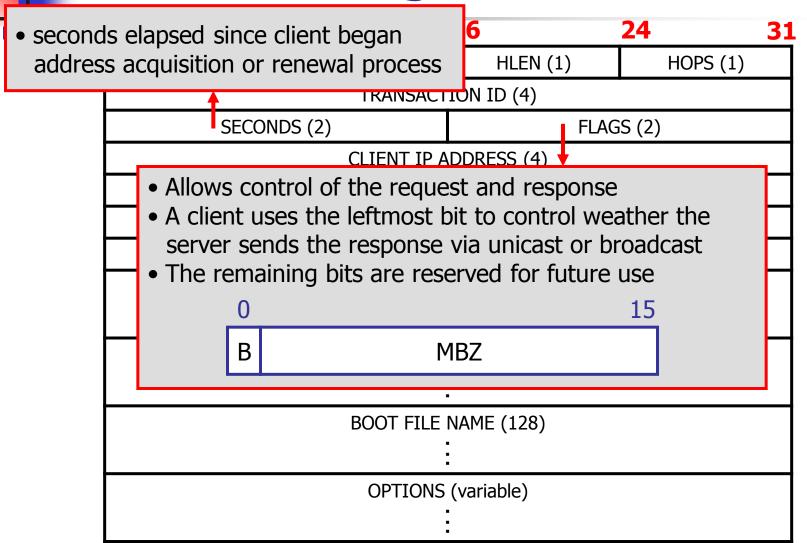




0	8	16	24	31							
OP (1)	HTYPE (1)	HLEN (1)	HOPS (1)								
TRANSACTION ID (4)											
SECON	IDS (2)	FLAGS (2)									
CLIENT IP ADDRESS (4)											
YOUR IP ADDRESS (4)											
SERVER IP ADDRESS (4)											
ROUTER IP ADDRESS (4)											
CLIENT HARDWARE ADDRESS (16)											
:											
SERVER HOST NAME (64)											
BOOT FILE NAME (128)											
<b>:</b>											
OPTIONS (variable)											
<u>:</u>											



•	• an integer						31			
<u>U</u>	<ul> <li>Used by the client to match reaponses with requests</li> </ul>									
	OP (1)	4	HIYPE (1)	HLEN (1)	HOP	HOPS (1)				
TRANSACTION ID (4)										
SECONDS (2)			FLAGS (2)							
CLIENT IP ADDRESS (4)										
YOUR IP ADDRESS (4)										
SERVER IP ADDRESS (4)										
ROUTER IP ADDRESS (4)										
CLIENT HARDWARE ADDRESS (16)										
<u>:</u>										
SERVER HOST NAME (64)										
	BOOT FILE NAME (128)									
	<u>:</u>									
	OPTIONS (variable)									
	• •									



**31** • Only filled in if client is in BOUND, OP (1) OPS (1) **RENEW or REBIND state** SECONDS (2) FLAGS (2) CLIENT IP ADDRESS (4) YOUR IP ADDRESS (4) SERVER IP DDRESS (4) Client IP address CLIENT HARDWARE ADDRESS (16) SERVER HOST NAME (64) TLV encoding style OPTIONS (variable)

Clients fill in as much as they know and leave remaining fields set to zero

