

II

I) Given Broadcast address

7.16.255.255/18

$\begin{array}{cccc} 2 & 4 & / & \\ \backslash & \backslash & \backslash & \backslash \\ 2 & 2 & 2 & 2 \end{array}$

∴ Netw address

7.16.192.0/18

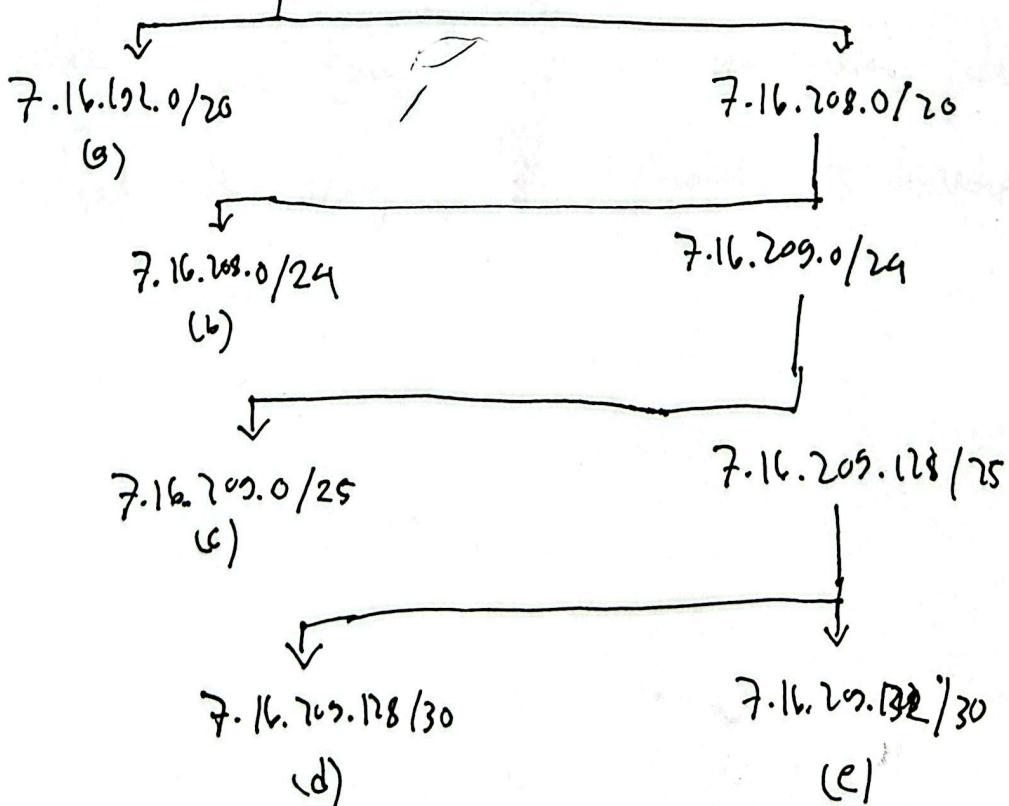
Subnet 255.255.192.0

AND 7.16.192.0/18

			Hst	Netw
a	2500	2512	4096	12
b	125	130	256	8
c	64	66	128	7
d	2	4	1	2
e	2	4	1	2
				30

	19	20	24	25	30
7.16.11	00	0000	0000	0000	0000
	:	:	:	:	:
	:	:	:	:	:
	:	:	:	:	:

7.16.192.0/18



III) For R_n 64+1=65 num

$$2^{2-2} = 126$$

$$126 - 65 = 61$$

21

- 1) For R_3 : a) 101.46.42.16/28
b) 101.128.0.0/15
c) 101.54.20.128/25

~~101.46.42.26~~ ~~1111~~ ~~0000~~

~~283 . 283 283.283~~

101.46.42.16

194. 0011 0100 ~~000100~~

285 1111 1110 ~~0000~~ ~~0000~~

1991.127.6.5

T2) ip route 192.52.84.12 255.255.255.252 50/0/0 50

III) ip route 0.0.0.0.0.0.0. 192.64.52.2

iv) Any value greater than 1 will be applicable

V) The destination is not present in R9's routing table and there is also no gateway default. That is why the packet is discarded.

3) Packet with $l_{header} = 2584 \quad \therefore l_{Data} = 2584 - 32$

I) $l_{header} = 32 \text{ bytes}$ $\therefore l_{Data} = 2552$

n^{th} packet

$$\text{Size} = 272 \quad Mf = 2 \quad \therefore l_{Data} = 272 - 32 = 240$$

$$\therefore MTU = 240 \text{ bytes} + 32 \text{ bytes} = 272 \text{ bytes}$$

II) First path offset = $0 \times \frac{240}{8}$

$$\therefore 7^{th} \quad offset = 7 \times \frac{240}{8} = 180$$

$$\therefore offset = 180$$

III) Total data size = $2584 - 32 = 2552$

$$MTU \rightarrow 272 - 32 = 240$$

$$\therefore \text{Packets needed} = \frac{2552}{240} = 10.63 \\ = 11$$

$\therefore 11$ front packets are needed.

4] Router will know by:-

- i) Physically connected to other routers
- ii) Periodic updates
- iii) Discovering neighbors
- iv) Shared routing table

Infra in 1st iteration.

- i) Directly connected networks
- ii) Total cost metric

5]

I) $200:0d89:12af:0000:0000:0000:0a70:0009$

Remove leading zeros: $2001:db8:12af:0:0:0:a70:9$

= $2001:db8:12af::a70:9$

Purpose: Global Unicast

II) ::1

Loopback address used by a host to send network traffic to itself.

Q1) Two possible reasons:-

- Missing default gateway
- Access Control List - restricted

II) Yes using tracing tools it is possible

- Packets are sent with incorrect TIL (from & to)
- If stops at first few hops means its inside the campus
- If passes through all campus routers means by cache where no content
Pings are used to keep track of it.

7)

i) For 13 bit 2^{13} (8192) possible ways are there.
Each state needs $8192 \times 8 = 6536$ where space
allows with 10 VLSI parts

ii) Purpose of Identifier field is to identify all
frames belong to the same original part

8)

I) 1) PC does not yet know the IP address or the existence of DHCP server on the local network

2) It can't do Unicast as it doesn't have any defined IP.

II) Response of DHCP :-

1) Proper IP address

2) Subnet Mask

3) Default gateway

4) DNS server address

If now by broadcast a DHCP request was.

Q)

I) The reconnection cannot occurs the server becomes public IP address like 10.10.5.50 are not reachable on the public internet.

II) The network admin should set up port forwarding so that the incoming traffic is directed from the designated sp.

10)

IPv6 efficiency:-

- i) fixed header length
- ii) No header checksum
- iii) No route side fragmentation

11)

I) Packet Type: ARP request Source Mac: AA-AA-AA-AA-AA-AA
Destination Mac: FF-FF-FF-FF-FF-FF

Switch config:-

- a) S2 receive frame on port F1
- b) S2 receive the frame on F3.

II) Significance of IPv6

- a) Self Learning
- b) No manual configuration
- c) Automatic bootstrap MAC address