

Assignment - 02

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Section: 23

(1)

Q1

$$2^n - 2 = \underline{16382}$$

$$\therefore n = 14$$

~~network~~ bit $\rightarrow 32 - 14 = 18$

Subnet mask $\rightarrow 255.255.128.0$

ii

42.1.0.0/18

iii

	<u>Hosts</u>	
LAN A	<u>2000</u>	$\rightarrow 42.1.0.0/21$
LAN B	<u>1022</u>	$\rightarrow 42.1.8.0/22$
LAN C	<u>512</u>	$\rightarrow 42.1.12.0/23$
WAN 1	<u>2</u>	$\rightarrow 42.1.16.0/30$
WAN 2	<u>2</u>	$\rightarrow 42.1.16.4/30$

Q2i

The setup uses PAT.

- More internal users than public IPs.
- All employees can access internet simultaneously.
- BAT modified both IP address and source port to keep track of multiple sessions.

II

1. Assign dedicated Public IP to direct links using static NAT, so their traffic doesn't compete in PAT pool.
2. Configure QoS(Quality of Service) to prioritize traffic from direct links internal IPs.
3. Set higher bandwidth allocation and lower latency limit for their IP range.

That's how they will get consistent speed.

Q3

$$i) \frac{5086 - 20}{1244 - 20} = 5$$

$$ii) (5086 - 20) - (1244 \times 4) + 20$$

$$iii) \frac{4 \times (1244 - 20)}{8} = 612$$

iv) The identification field is a 16 bit value set by the sender each original packet.

It is used to uniquely identify fragments belonging to the same original packet for

TCP reassembly

Router discards packet and send ICMP

"Fragmentation needed but DF set" error to source

4
i

IP Route 0.0.0.0 0.0.0.0 32 10

i

IP Route 0.0.0.0 0.0.0.0 192.18.10.100 11

5

② $R_1, R_2, R_3 \rightarrow$ Link State Router

Link State Router send Hello Packets for neighbours

R_1, R_2 and the ISP provider will send routing updates. Inefficient \rightarrow

1) Bandwidth waste

2) Slow convergence

UNION Man

3. Loop trip

4. NO topological awareness

E

- i) fe80: 0000:0000:0000: | C35: 67ab: 3f2c: d8fe
- ii) 2607: 0000: 0000: 0805: 0000: 0000: 0000: 0000
- iii) fd00: 0abc. 1234: 5678: 0000: 0000: 0000: 0000: 00

Q₇

Source mac address in PCA's MAC

Destination MAC address is broadcast Address
(FF-FF-FF-FF-FF-FF)

||

PCB receives the broadcast ARP req and checks the target IP Address inside the ARP packet - since the target ARP matches PCB's own IP Address, PCB knows it relevant for it and sends an ARP reply.

'hit'

Router R1 drops the ARP request because ARP is a Layer-2 broadcast and routers do not forward broadcast frame. all open network

Q8

i
 DHCP requests are broadcast based. Routers don't forward broadcasts by default.

Broadcast DHCP req not forwarded by intermediate routers (no DHCP relay config)

ii

- 1) Configure DHCP Relay on the router connected to the new subnet. ip Helper-address < DHCP server IP >
- 2) Install a local DHCP server on the new subnet

Q9

The user should use Traceroute. Traceroute shows the path packets take to reach the destination and identifies where packets are dropped or delayed. It lists each hop along the path to the business application servers. If shows latency, "Request timed out" on failure.

Q10

Dual stack.
because →

- i) Allows routers to run both IPv4 and IPv6 simultaneously
- ii) Internal IPv4-only systems remain

accessible to IPv6

- iii) IPv6 capable systems can communicate with external IPv6 collaborators directly
- iv) No encapsulation overhead for internal traffic.
- v) Avoids protocol translation issues.

~~11~~

H R T

Q11

When switch S1 receives the packet it examines the destination mac address. Since the switch table already contains entries for all devices S1 finds that PC C is reachable via its interface connected to S2. Therefore S1 forwards the frame only through the specific interface. It doesn't flood or broadcast the frame.

ii

Switches are called transparent because end devices are unaware of their presence. In this scenario PC B sends data to C without knowing that switches S1, S2 and S3 forward the frame. The switches forward frames internally using MAC tables without modifying them.