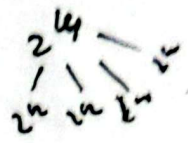


I) Given Broadcast address 7.16.255.14/18

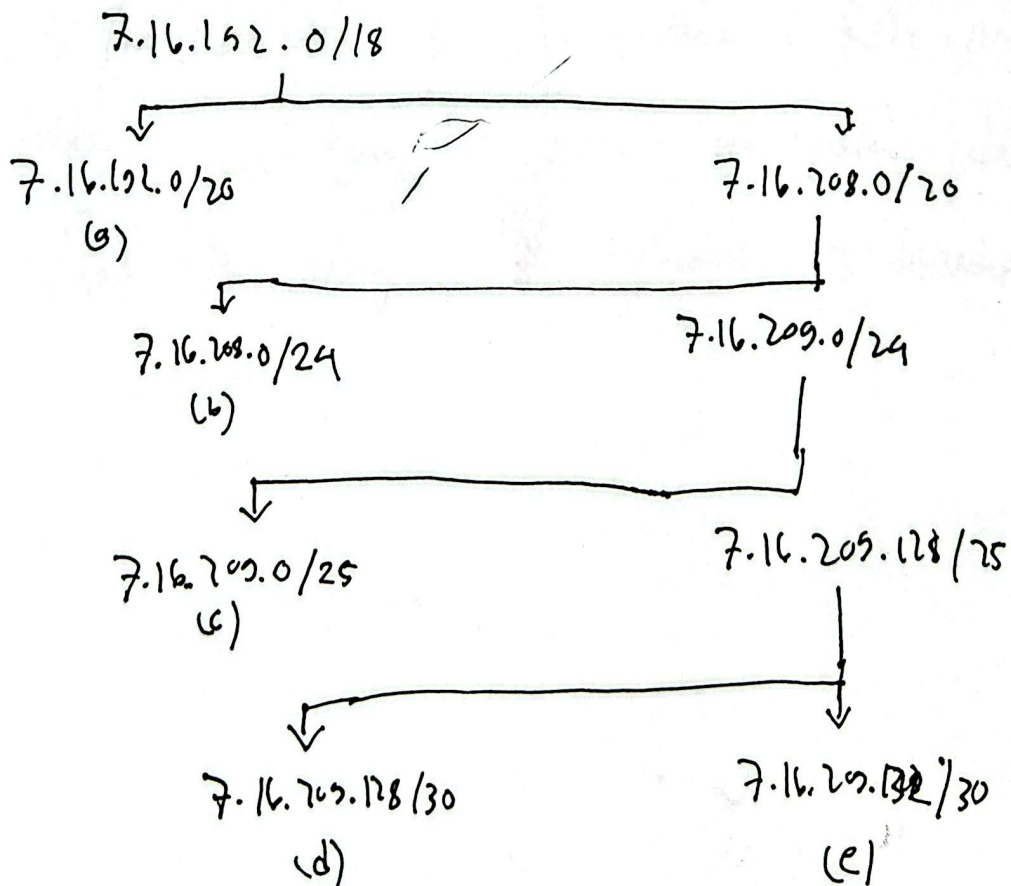
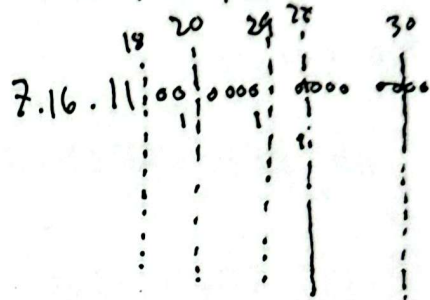


∴ Net address
7.16.192.0/18

Subnet 255.255.192.0

AND 7.16.192.0/18

| | | | Host | Mask | |
|---|------|------|------|------|----|
| a | 2500 | 2512 | 4096 | 12 | 20 |
| b | 125 | 130 | 256 | 8 | 24 |
| c | 64 | 66 | 128 | 7 | 25 |
| d | 2 | 4 | 4 | 2 | 30 |
| e | 2 | 4 | 4 | 2 | 30 |
| | 2 | 4 | | | |



III) For R_n 64+1=65 num

$$2^7 - 2 = 126$$

$$126 - 65 = 61$$

2)

- 1) For R₃:
- a) 101.46.42.16/28
 - b) 194.27.0.0/15
 - c) 191.54.20.128/25

$$\begin{array}{r} 101.46.42.16 \\ \underline{255.255.255.255} \\ 101.46.42.16 \end{array}$$

$$\begin{array}{r} 194.27.0.0 \\ \underline{255.111.111.0} \\ 194.127.0.0 \end{array}$$

194.127.0.0

II) ip route 192.52.64.12 255.255.255.252 50/0/0 50

III) ip route 0.0.0.0.0.0.0.0.0. 192.64.52.2

IV) Any value greater than 1 will be applicable

V) The destination is not present in R₃'s routing table and there is also no gateway defined.

That is why the packet is discarded.

3) Packet with header = 2584 \therefore Data = 2584 - 32

7) Header = 32 bytes
 $= 2552$

9th packet

Size = 272 MF = 1 \therefore Data = 272 - 32 = 240

\therefore MTU = 240 bytes + 32 bytes = 272 bytes

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

\therefore 7th packet = $6 \times \frac{240}{8} = 180$

\therefore offset = 180

III) Total data size = 2584 - 32 = 2552

MTU = 272 - 32 = 240

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

\therefore 11 fragment packets are needed.

4]

R₂ will know by:-

- i) Physically connected to other routers
- ii) Periodic updates
- iii) Discarding neighbors
- iv) Show nearby table

Interfacing in 1st Interface

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

5]

1) 2001:db8:12af:0000:0000:0600:0a70:0004

Removes leading zeros: 2001:db8:12af:0:0:0:a70:4
= 2001:db8:12af::a70:4

Purpose: Global Unicast

12) ::1

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

6]

I) Two possible reasons:-

- i) Missing default gateway
- ii) Access Control List Restricted

II) Yes using tracing tools it is possible

a) Packets are sent with increasing TTL (Time to Live)

b) If stops at first few hops means its inside the

Company

c) If packet travel all company routers means its either
within our network

Please, one need to keep track of it.

7]

I) For 13 bit 2^{13} (8192) possible unique IDs.
Each state needs. $8192 \times 8 = 65536$ where power
allows with IPv4 power

II) Purpose of Identifier field is to identify all
frames belong to the same original packet

8]

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

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

II) Respon or DHCP serv:-

1) Proper IP address

2) Subnet Mask

3) Default gateway

4) DNS server address

It then broadcasts a DHCP request message.

9)

I) The router cannot access the server because private IP address like 10.0.5.50 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 destination port.

10)

IPv6 efficiency:-

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

11) Significance of Privacy

- a) Self Learning
- b) No manual configuration
- c) Addressing built-in MACs

11)

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

Destination Mac: FF-FF-FF-FF-FF-FF

Switch port:-

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