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Assignment 02

Course : 421

[Q1]

(i) Given,

Root network: $3.255.192.0/19$

Network Bit = 19

Host Bit = $32 - 19 = 11$

~~Host IP address =~~

Maximum subnets = $2^{11} = 2048$

Subnetworks

hosts

(ii) R1 LAN $\rightarrow 1000 + 2 = 1002$

R2 LAN $\rightarrow 512 + 2 = 514$

R3 LAN $\rightarrow 255 + 2 = 257$

R6 - R4 \Rightarrow WAN $\rightarrow 2 + 2 = 4$

R6 - R5 \Rightarrow WAN $\rightarrow 2 + 2 = 4$

R2 - R3 (via S3) $\rightarrow 2 + 2 = 4$

~~R1 - R2~~

S1 - S2 - R4 $\rightarrow 3 + 2 = 5$

address	2^x	num of host bit	Subnet generator
1002	$2^{10} = 1024$	$\log_2(1024) = 10$	$100.00000000 = 3rd \text{ Octet} = 4$
514	$2^9 = 512$	9	4
257	$2^8 = 256$	8	$10.000000 = 2 \Rightarrow 3rd \text{ Octet}$
5	$2^3 = 8$	3	$1000 = 8 \Rightarrow 4^{th}$
4	$2^2 = 4$	2	$100 = 4 = 4^{th}$
4	$2^2 = 4$	2	$4 = 4^{th}$
54	$2^2 = 4$	2	$4 = 4^{th}$

$$192 + 4 = 196 + 4 = 200$$

Network Address:

3.225.110.00000.00000000

R1 \rightarrow 3.225.192.0/22

$$32 - 10 = 22$$

R2 \rightarrow 3.225.196.0/22

R3 \rightarrow 3.225.200.0/23

R4 - R6 \rightarrow 3.225.202.0 /29

R5 - R6 \rightarrow 3.255.202.8 /30

R2 - R3 \rightarrow 3.255.202.12 /30

R4 \rightarrow 3.255.202.16 /30

3.255.172.0/19

3.225.192.0/22 3.225.196.0/22 3.225.200.0/23

3.225.202.0/29

3.255.202.8/30

3.255.202.12/30

Q2: i) R2 LANS in binary,

Network

3rd Octet

$$198 \cdot 44 \cdot 128 \cdot 0 = 10000000$$

$$198 \cdot 44 \cdot 144 \cdot 0 = 10010000$$

$$198 \cdot 44 \cdot 160 \cdot 0 = 10100000$$

$$198 \cdot 44 \cdot 176 \cdot 0 = 10110000$$

$$\text{Common bits} = (16+2) = 18$$

Summarized network = $198 \cdot 44 \cdot 128 \cdot 0 / 18$

Subnet Mask = $255 \cdot 255 \cdot 192 \cdot 0$

Static route on R1 :- RT address of Router R2

R1(config)# ip route 198.44.128.0 255.255.192.0 20.2.1.2

ii) R3 config # ip route 0.0.0.0 0.0.0.0 20.2.2.1 5

Q3)

i) Data = 4080 bytes

MTU = 540 bytes

Header = 20 bytes

only Data = $(540 - 20) = 520$

num of fragments = $\frac{480}{520} = 7.85$

Total fragments 8.

ii)

$3 \times 520 = 1560$ bytes

$1560 \div 8 = 195$

[8 → fragment offset measured]

iii)

MF bit of 4th fragment is 1.

exit on interface so

Q4:|

Q. Table 1: Comparison of MAC Layer

Message	Source MAC	Destination MAC	Purpose
DHCP Offer	Wifi router MAC	Client MAC or broadcast	Offers IP configuration
DHCP Req	Client MAC	FF:FF:FF:FF:FF:FF	Accepts offer

The wifi router sends a DHCP offer containing IP configuration details, and the mobile replies with a DHCP request accepting the offered IP address.

Q5:|

Using NAT with Port Address Translation (PAT) R2

uses NAT (specifically PAT/NAPT) to map a private server IP and port to a public IP and port.

R2 maps the server's private IP and port (192.168.1.2:80) to its public IP and Port (201.113.13.221:8080)

Req sent to the public IP and port are translated by R2 and forwarded to the private server and replies are translated back.

Q8 In a link state routing protocol, a router

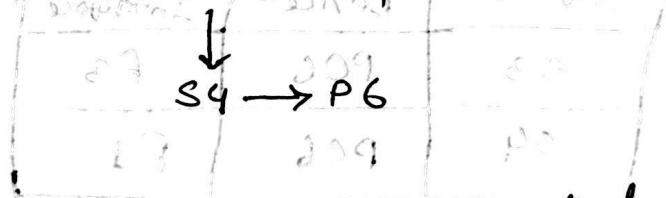
② **Q6**

will send LSPs only on its active interfaces where it has discovered neighbours.

R3 uses hello packets to discover directly connected neighbours on its interfaces. From this neighbour discovery, R3 learns only S1 and S0 have adjacent routers, while other interfaces have no routing neighbours. So it only floods packets to S0 and S1.

Q81 PC2 sends two frames, PC4 and PC BG.

PC2 \rightarrow S1 \rightarrow S2 \rightarrow S3 \rightarrow PC4



As switch is a self learning device so it will learn automatically when PC2 send packets to S1 via F1 if learns PC2 is in F1 port then it flood to F0 and F2 then it goes to S2 and S3 learns that PC2 is in F0 so it flood

floods to F1 and F2 then it goes to S3 via F0

and S3 learns PC2 is in F0 so if floods to other ports F1, F2, F3 but as PC4 do not reply back so

it can't deliver the packet because it do not have destination MAC address. Now when it send packet to

PC6 if it won't flood to any other port because

now they know where PC2 is so simply when

PC2 if come to S3 thoroughly and from S3 it

goes to S4 from F0 and sends via F1 to PC6.

Switch	Device	Interface
S3	PC6	F3
S4	PC6	F1

Q9) Link State protocols maintain a complete and accurate network topology and calculate routes using cost based algorithm (SPF), resulting in faster convergence and more reliable routers than RIP, which uses hop count and converges slowly. Hence, LSP has a lower AD.

Q10) ARP entries have a TTL to remove stale IP MAC mappings when device change or leave it reduce pressure on RAM. ARP request are broadcast Layer-2 messages and it is limited to LANs and do not forward broadcast, no ARP limited to local network only.

Q11) IPv6 uses Extension Headers to carry extra information instead of options in the main header.

The IPV6 base header size remains 40bytes, but the Payload length field changes to include the extension headers.

Q12) (i) The first octet of the MAC address is AF.
In ~~the~~ binary, AF = 10101111.

The second least significant bit (V/L) is 1 which indicates locally administered MAC address.

(ii) MAC is portable because it is independent of the network location. The same MAC address remains valid even when the device moves to a different network.

Q13) Traceroute shows each hop IP address, RTT to each hop. So it helps where delays, packet loss, or failures occur along the path, aiding troubleshooting.