

Q1.

i) Maximum Number of Subnets

The given root network is 1.2.128.0/17.

Number of host bits = $32 - 17 = 15$ bits

If all host bits are borrowed for subnetting:

ii) Network address calculation and Hierarchical Tree

The address range of 1.2.128.0/17 is :

- Start : 1.2.128.0
- End : 1.2.255.22255

The network can be hierarchically

Subnetted as follows:

• 1.2.128.0/18

• 1.2.192.0/18

Each /18 can further be divided into smaller subnets (e.g., /19, /20) depending on the requirements shown in the figure.

This hierarchical subnetting ensures efficient address utilization and scalability.

Q2.

i) Summarized Network of R3 LANs

All LAN networks connected to router R3 are contiguous.

By analyzing their common binary prefix, the summarized network becomes:

192.168.4.0/22

static summary route configured in R1:

ip route 192.168.4.0 255.255.252.0 <Next-hop-

address>

ii) Floating static Route

To configure a floating static route to LAN₂ of

R₃ via router R₂ with an Administrative

Distance of 50:

ip route 192.168.5.0 255.255.0 serial 0/1 50

This route will be used only if the primary route fails.

Q3.

Given

Total packet size = 4560 bytes.

Header size = 20 bytes.

payload size = 4540 bytes

MTU = 380 bytes

payload per fragment:

$$380 - 20 = 360 \text{ bytes}$$

i) No Number of fragments

$$\frac{4540}{360} = 12.61 = 13 \text{ fragments.}$$

ii) Fragment offset of the 4th Fragment

Payload before the 4th fragment:

$$3 \times 360 = 1080$$

Fragment offset:

$$\frac{1080}{8} = 135$$

iii) MF Bit of 5th Fragment

Since the 5th fragment is not the last

Fragment the more fragment (MF) bit = 1.

Q4.

The DHCP server is located in a different network from Dipu's devices.

DHCP uses broadcast messages, and routers do not forward broadcasts by default.

Solution

Configure DHCP Relay (Ip Helper Address) on Dipu's router.

ip helper-address <DHCP-server-IP>

This allows DHCP requests to reach the

remote DHCP server.

Q5.

The statement is FALSE.

Using Network Address Translation (NAT) or Port Address Translation (PAT), multiple

internal devices can access the Internet using a single public IP address.

~~SECTION B~~

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Q6.

Router R₂ will send routing updates through all active interfaces, except the interface

from which the route was learned, due to the split Horizon rule.

Distance vector protocols (e.g., RIP) send periodic updates every 30 seconds to neighboring routers.

Q7.

IPv6 address:

FE80:0:0:B0B:980:FF:FE00::

i) MAC Address

From the interface ID, removing FF:FE gives
the MAC Address:

\boxed{B0:0B:09:80:00:00}

ii) IPv6 Address Type

Addresses starting with FE80::/10 are
Link-Local IPv6 Addresses.

Q8.

- $\text{PC4} \rightarrow \text{PC3}$

since PC3 's MAC Address is already known,
switch S_3 forwards the frame using unicast

- $\text{PC4} - \text{PC2}$

PC2 MAC address is unknown, so switch S_3
floods the frame to all ports except the
incoming port.

MAC Address Tables (After Transmission)

Switch S_3

- $\text{PC3} \rightarrow$ known interface.
- $\text{PC4} \rightarrow$ Incoming interface

Switch S_2

- $\text{PC5} \rightarrow$ known interface
- $\text{PC4} \rightarrow$ Interface toward S_3

Q9.

Attack Type

ICMP Flood (Ping Flood) Denial-of-service

Attack

Explanation

A large number of ICMP Echo Requests are sent to a server, consuming bandwidth and CPU resources. As a result, the server becomes unable to respond to legitimate HTTP requests.

Q10.

- ARP request is broadcast and flooded by switches S1, S2, and S3.
- PC5 replies with an ARP reply (unicast)

After receiving the reply, PC1 : .

1. updates its ARP cache.

2. sends unicast frames to PC5

Q11.

IPv6 packets are encapsulated inside IPv4 Packets to allow communication across IPv4-only networks.

This process called Tunneling.

Q12.

MAC address:

98:CC:12:23:90:BB

i) Address Type

The first byte indicates a unicast address.

ii) Flat Address Explanation

MAC addresses are flat because they do not contain network hierarchy and are assigned by manufacturers, unlike IP addresses.

Q 13.

When a topology change occurs:

1. Router detects link failure.
2. Route metric set of infinity
3. Triggered updates sent
4. Loop prevention mechanisms applied (split horizon, route poisonning)
5. Network converges gradually.