

# Addressing mechanism

# Addressing mechanism

- To transfer data in a n/w 3 addressing mechanisms required.
  1. port address/port number (works in transport layer)
  2. Ip address/logical address (works in Internet layer)
  3. Physical Address / MAC address /Hardware Address / ethernet Address

# Port number

**The task of the transport protocol is to provide an end-to-end communication service to applications residing on different hosts (or sometimes on the same host). In order to do this, the transport layer requires a method of differentiating the applications on a host. In TCP and UDP, this differentiation is provided by a 16-bit port number.**

**the range of port number is 0-65535**

# port number

**the range of port number**

**0-1023 → well known / privileged/ services**

**1024-49151 → registered port number**

**49152 – 65535 → ephemeral port /dynamic  
/private/partial/short-lived**

# **Ip address**

**ip address used to get logical existence of a system.**

**ip address contains n/w address and host address.**

**ip address belongs to system.**

**ip address can be divided into public ip, private ip, static ip, dynamic ip.**

**ip address 2 types**

**1.ipv4 address**

**2. ipv6 address**

# Ipv4 address

## ipv4 divided into 2 types

1. classful ip
2. classless ip

## classful ip divided into 5 classes

1. class A
2. class B
3. class C
4. class D
5. class E

# classfull ip

ipv4 size is 4 bytes and represented in dotted decimal string notation

**classfull ip representation**

\_\_\_\_ . \_\_\_\_ . \_\_\_\_ . \_\_\_\_

**classless ip representation**

\_\_\_\_ . \_\_\_\_ . \_\_\_\_ . \_\_\_\_ / number

# Classful ip

**the ranges of classful ip**

- 1. class A → 1-126**
- 2. class B → 128-191**
- 3. class C → 192-223**
- 4. class D → 224-239**
- 5. class E → 240-255**

**Note: 127 network used as loop back address**



# Classfull ip

**ip address = n/w address + host address**

**class A = n/w + host + host + host ( 8 n/w and 24 host bits)**

**class B = n/w + n/w + host + host ( 16 n/w and 16 host bits)**

**class C = n/w + n/w + n/w + host (24 n/w and 8 host bits)**

**class D = multicasting**

**class E = future reference**

# Ipv6 address

ipv6 addresses are 128 bits in length and written as a string of hexadecimal digits

this ip called as next generation ip.

**representation :-**

\_\_\_\_ : \_\_\_\_ : \_\_\_\_ : \_\_\_\_ : \_\_\_\_ : \_\_\_\_ : \_\_\_\_ : \_\_\_\_