

Ping

- ⇒ A network utility that is used to test reachability.
Ex → to test if two computers can reach each other.
- ⇒ Measures round-trip time (PC1 to PC3 and then reply request from PC3 to PC1)
- ⇒ Uses two messages:
 - ICMP echo request
 - ICMP echo reply
- ⇒ Command to use ping : ping (ip-address)

Cisco packet tracer CLI

ping 192.168.1.3

→ It will send 5 request, 1 will be failed bcz of binding destination mac address

Show arp (cmd in cisco packet tracer)

⇒ Learn wireshark

MAC-Address table

Show mac address-table

vlan	Mac address	Type	Port
1	0C2F.b011.9d00	Dynamic	Gi0/0
1	0C2f.b06a.3900	Dynamic	Gi0/0
Total Mac addresses for this criterion : 2			

clear mac-address-table dynamic

PC with this mac address will be cleared from table.

clear mac-address-table dynamic

(all the data of mac-address with dynamic type will be cleared).

Ethernet frame review

PC1#ping 192.168.1.3 size 36

Quiz

1. You send a 36-byte ping to another computer and perform a packet capture to analyze the network traffic. You notice a long series of bytes of 00000000 at the end of the ethernet payload. How can you explain these zeroes?

Ans They are padding bytes.

2. Which of these messages is sent to all hosts on the local network?

Ans ARP request

3. Which fields are present in the output of the ~~show~~ show mac address-table cmd of a Cisco switch?

Ans VLAN, MAC address, type, ports.

4. Which types of frames does a switch send out of all interfaces, except the one of the frames was received on?

Ans Broadcast, unknown Unicast.

5. Which cmd is used on a Cisco switch to clear all dynamic MAC addresses on a specific interface from the mac address table?

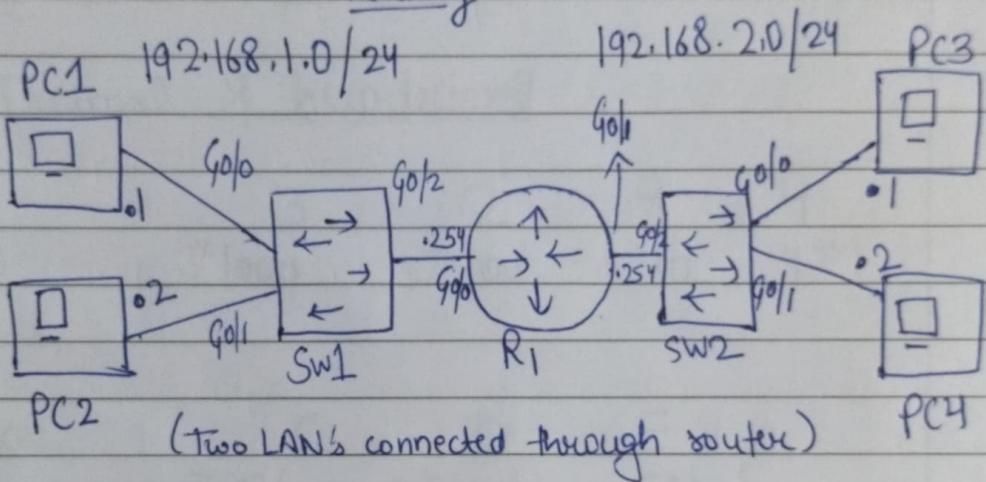
Ans clear mac address-table dynamic interface-id

IPv4 addressing

Based on Layer 3 (Network layer)

- Network layer \Rightarrow
- provides connectivity b/w end hosts on different networks (i.e. outside of the LAN).
 - provides logical addressing (IP addresses)
 - provides path selection b/w source and destination.
 - Routers operate at Layer 3.

Routing



192.168.1.0 /24

- 192.168.1 → represents a particular network
.0 → represents n hosts on a network $n = 0, 1, 2, 3 \dots n$
/24 → they are used to tell what part of address represents the network, and which part represents the end hosts.

\Rightarrow In this above network, routers also need ip addresses
no. of ip addresses = no. of networks connected to routers. In above case, two ip addresses assigned to router i.e. 192.168.1.254

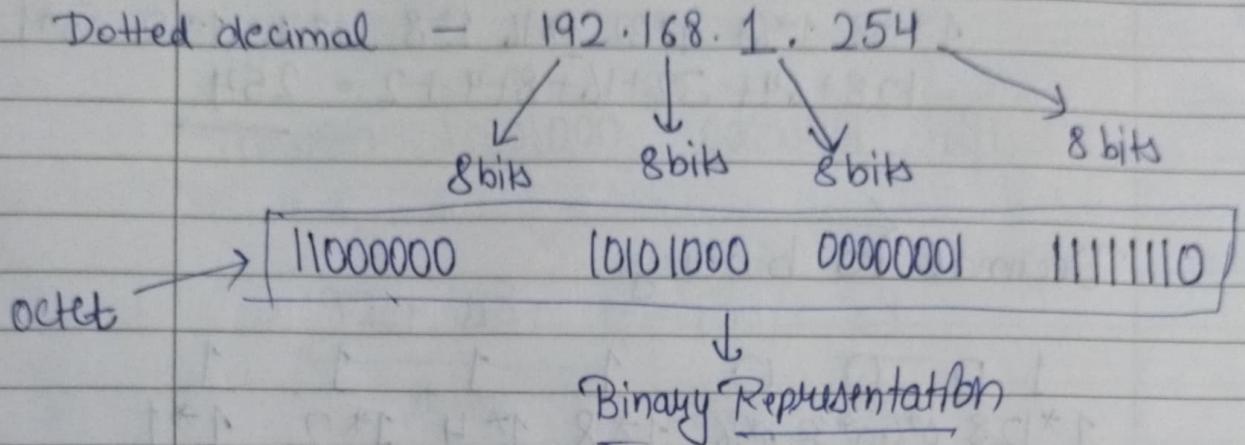
192.168.2.254

Now, if we send packet from PC1 (broadcasts) then it will go to PC2 and SW1 and then router,

but it will not go further the router bcoz these messages are limited to local network.

IPv4 header

IPv4 address



Decimal & hexadecimal

Decimal (base 10)	3	2	9	4
	$3 * 1000$	$2 * 100$	$9 * 10$	$4 * 1$

Hexadecimal (base 16)	C	D	E
	$C * 256$	$D * 16$	$E * 1$
	$(C=12)$	$(D=13)$	$(E=14)$

$$3072 + 208 + 14 = 3294$$

binary (base 2)	192 → 11000000
	$1 * 128 \ 1 * 64 \ 0 * 32 \ 0 * 16 \ 0 * 8 \ 0 * 4 \ 0 * 2 \ 0 * 1$

$$128 + 64 = 192$$

168 → 0 0 0 - 0 0 0
$1 * 128 \ 0 * 64 \ 1 * 32 \ 0 * 16 \ 1 * 8 \ 0 * 4 \ 0 * 2 \ 0 * 1$

$$128 + 32 + 8 = 168$$

$$254 \rightarrow 1 \ 1 \ 1 \ 1 \ 1 \ 1 \ 1 \cdot 1 \ 0$$

$$1*128 \ 1*64 \ 1*32 \ 1*16 \ 1*8 \ 1*4 \ 1*2 \ 0*1$$

$$128+64+32+16+8+4+2 = \underline{254}$$

Decimal $\xleftarrow{\text{ }} \text{binary}$

$$\begin{array}{ccccccccc} 1 & 0 & 0 & 0 & 0 & 1 & 1 & 1 & 1 \\ 1*128 & 0*64 & 0*32 & 0*16 & 1*8 & 1*4 & 1*2 & 1*1 \end{array}$$

$$128+8+4+2+1 = 143$$

Decimal \rightarrow Binary

$$2 \ 2 \ 1 \rightarrow 11011100$$

$$\begin{array}{ccccccccc} 128 & 64 & 32 & 16 & 8 & 4 & 2 \\ 1 & 1 & 0 & 1 & 1 & 1 & 0 \end{array}$$

$$\begin{array}{r} 221 \\ -128 \\ \hline 93 \end{array} \quad \begin{array}{r} 93 \\ -64 \\ \hline 28 \end{array} \quad \begin{array}{r} 28 \\ -16 \\ \hline 12 \end{array} \quad \begin{array}{r} 12 \\ -8 \\ \hline 4 \end{array} \quad \begin{array}{r} 4 \\ -4 \\ \hline 0 \end{array}$$

$$127 \rightarrow 0111111$$

$$\begin{array}{ccccccccc} 128 & 64 & 32 & 16 & 8 & 4 & 2 & 1 \\ 0 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \end{array}$$

$$\begin{array}{r} 127 \\ -64 \\ \hline 63 \end{array} \quad \begin{array}{r} 63 \\ -32 \\ \hline 31 \end{array} \quad \begin{array}{r} 31 \\ -16 \\ \hline 15 \end{array} \quad \begin{array}{r} 15 \\ -8 \\ \hline 7 \end{array} \quad \begin{array}{r} 7 \\ -4 \\ \hline 3 \end{array} \quad \begin{array}{r} 3 \\ -2 \\ \hline 1 \end{array} \quad \begin{array}{r} 1 \\ -1 \\ \hline 0 \end{array}$$

Note \Rightarrow Range $\rightarrow [0 - 255]$
 $00000000 \rightarrow 11111111$

\leftarrow 24 bits \rightarrow

\downarrow

11000000 10101000 00000001 11111110
 \downarrow

192. 168. 1.254 / 24

24 bits 8 bits 24

it means the first 24 bits of this IP address represents the network portion of the address and the remaining 8 represents the end hosts.

IPv4 Address Classes

Class	first Octet	first Octet numeric range
A	0xxxxxxx	0-127
B	10xxxxxx	128-191
C	110xxxxx	192-223
D	1110xxxx	224-239
E	1111xxxx	240-255

D \rightarrow multicast address different from unicast & broadcast.

E \rightarrow reserved for experimental purposes

Loopback address

11

⇒ Address range 127.0.0.0 - 127.255.255.255.

(reserved for loopback addresses)

⇒ Used to test the 'network stack' (OSI, TCP/IP model) on the local device.

When we use ping cmd within this ipaddress range
i.e.

ping 127.0.0.1

Our pc will send and receive request to itself within 0 time.

Class	First Octet	First Octet numeric range	Prefix length
A	0xxxxxxx	0-127	/8
B	10xxxxxx	128-191	/16
C	110xxxxx	192-223	/24

Class A : 12. 128. 251. 23 /8

Class B : 154. 78. 111. 32 /16

Class C : 192. 168. 1. 254 /24

	No. of networks	Addresses per network
Class A	128 (2^7)	16,777,216 (2^{24})
B	16384 (2^{14})	65,536 (2^{16}) - 2
C	2097,152 (2^{21})	256 (2^8) - 2 254

Fist ~~network~~ is network address
address and last address is broadcast address. 2 ip
address will not be counted.

Netmask

A dotted decimal netmask looks like an ip address where the network portion is all one's 1's and the host portion is all 0's.

Class A : /8 255.0.0.0

Class B : /16 255.255.0.0

Class C : /24 255.255.255.0

Note \Rightarrow

o host portion of the address is all 0's = Network
 \Rightarrow network address cannot be assigned to a host. (1st address)

\Rightarrow Host portion of the address in all 1's
= broadcast address.

Quiz \Rightarrow

1. Convert the following IPv4 address to dotted decimal.

00111111 00110000 11100111 00010011

~~251 128 32 16~~ 63.56.231.19

00111111 \rightarrow 0 0 1 1 1 1 1
 $32 + 16 + 8 + 4 + 1 \times 2 + 1 \times 1$
= 63

00111000 \rightarrow 0 0 1 1 1 0 0 0

$32 + 16 + 8 + 0 \times 2 + 0 \times 1 = 56$

11100111 \rightarrow 1 1 1 0 0 1 1 1

$128 + 64 + 32 + 4 + 2 + 1 = 231$

00010011 \rightarrow 1 1 1 0 0 1 1 1
 $1 + 2 + 16 = 19$

IPv4 to Binary notation:

88, 46, 90, 91

128 →
88

128 01011000.
40 = 128 00101110.01011010.01011011
-64 88
—
40 64 46 90 91
32 24 32 64 64
8 32 14 26 27
16 24 8 16 16
8 16 6 10 11
8 8 4 8 8
0 8 2 2 3
—
0 2 2
0 0

128

64

221, 234, 246, 163

32

16

1101101.1101010.1110110.101000111.

8

4

221 234 246 163

128 128 128 128

93 106 118 35

64 64 64 32

29 42 54 3

16 32 32 2

13 10 22 1

8 16

5 2 6

4 4

1 2

IPv4 addressing Part -2

⇒ Maximum hosts per network (class C)

Class C networks → 192.168.1.0 / 24

192.168.1.0/24 → 192.168.1.255/24

↓
Host portion = 8 bits = $2^8 = 256$

Host portion all 0's
= Network address
(network id)

Host portion all 1's =
Broadcast address

Max hosts per network = $2^8 - 2 = 254$

for Class C

⇒ Class B

172.16.0.0 / 16 → 172.16.255.255/16

↓
Host portion = 16 bits = $2^{16} = 65,536$ addresses

Host portion all 0's = network address
(network id)

Host portion all 1's =
Broadcast address

Max hosts per network = $2^{16} - 2 = 65,534$

→ Class A

$$10.0.0.0/8 \rightarrow 10.255.255.255/8$$

$$\downarrow \text{Host portion} = 24 \text{ bits} = 2^4 = 16,777,216$$

Host portion all 0's =

network address
(id)

Host portion all 1's =

Broadcast address

$$\text{Max hosts per network} = 2^4 - 2 = 16,777,214$$

→ first and last usable address

Class C ⇒

$$192.168.1.0/24 \rightarrow 192.168.1.255/24$$

Host portion all 0's =
network address
(id)

00000000

↓ +1

00000001

$$192.168.1.1/24$$

= first usable address

Host portion all 1's =
broadcast address

11111111

↓ -1

11111110

$$192.168.1.254/24$$

= last usable address

Class B →

$$172.16.0.0/16 \longrightarrow 172.16.255.255/16$$

Host portion all 0's =

network address
(id)

00000000 00000000

↓ + 1

00000000 00000000 |

Host portion all 1's =

net broadcast
address

1111111111111111

↓ - 1

1111111111111110

$$172.16.0.1/16$$

= first usable address

$$172.16.255.254/16$$

= last usable address

Class A →

$$10.0.0.0/8 \longrightarrow 10.255.255.255/8$$

00000000 00000000 00000000

↓ + 1

00000000 00000000 00000000 |

1111111111111111

↓ - 1

1111111111111110

$$10.0.0.1/8$$

= first usable address

$$10.255.255.254/8$$

= last usable address

Assigning / Configuring IP addresses

R1 > en ← privileged exec mode

R1 > show ip interface brief
↓

Used to confirm status of each interface on the device, as well as their IP addresses.

Interface	IP-address	OK?	Method	Status	Protocol
GigabitEthernet 0/0	Unclassified	Yes	Unset	Administratively down	
GigabitEthernet 0/1	"	"	"	"	"
" 0/2	"	"	"	"	"
" 0/3	"	"	"	"	"

R1 # (Before setting up IP addresses)

- administratively down: Interface has been disabled with the 'shutdown' command.
 - this is the default status of Cisco router interfaces.
 - Cisco "Switch" interfaces are not ^{admin.}down by default.
- ⇒ Configuring interface gigabitethernet 0/0.

R1 # conf t

R1(config)# interface gigabitethernet 0/0.

R1(config-if) #

R1(config-if) # ?
in?

R1(config) # in g?

R1(config)# in g0/0

R1(config-if)#

Configuring g0/0

R1(config-if)# ip address 10.255.255.254 ?
A.B.C.D IP subnet Mask

R1(config-if)# ip address 10.255.255.254 ✓
R1(config-if)# no shutdown 255.0.0.0

R1(config-if)#

Some msg will appear for changed state to UP

Now, check the configuration

R1(config-if) # do sh int br

Interface	IP-add	OK?	Method	Status	Protocol
g0/0	10.255.255.254	yes	Manual	up	up
g0/1	unassigned	yes	unset	down	down
g0/2	"	yes	"	"	"
g0/3	"	yes	"	"	"

Configuring
g0/1

R1(config-if)# int g0/0/1 → for entering g0/1 interface
ip add 172.16.255.254. 255.255.0.0
no shut
do sh ip int br

g0/1 is activated.

configuring g0/2

R1(config-if)# int g0/2

R1(config-if)# in add 192.168.0.254 255.255.255.0

no shut

do sh ip int br

Commands to check out interfaces

⇒ show interfaces g0/0

⇒ show interfaces description

Configuring description on each of the interfaces

R1(config)# int g0/0

R1(config-if)# description ## to SW1 ##

int g0/1

desc ## to SW2

int g0/2

desc ## to SW3

do sh int descr

Ques

1. PC1 has an ip address of 43.109.23.12 /8
find the following:

⇒ Network address : 43.0.0.0

⇒ Max no. of hosts in network : $2^{24} - 2 = 16,777,214$

⇒ Network broadcast address : 43.255.255.255

⇒ first usable address : 43.0.0.1

⇒ last usable address : 43.255.255.254

2. PC4 has an ip address of 129.221.23.13 /16
find the following :

Net address ⇒ 129.221.0.0

max no. of hosts ⇒ $2^8 - 2 = 65,534$

net broadcast addr. ⇒ 129.221.255.255

first usable address ⇒ 129.221.0.1

last ⇒ 129.221.255.254

3. PC8 has an ip address of 209.211.3.22 /24
find following

Net address ; 209.211.3.0

max no. of hosts ⇒ $2^8 - 2 = 254$

net broadcast addr. ⇒ 209.211.3.255

first ⇒ 209.211.3.1

last ⇒ 209.211.3.254.

4. PC5 has IP address of 2.71.209.233 /8

⇒ 2.0.0.0

⇒ $2^{24} - 2 = 16,777,214$

⇒ 2.255.255.255

⇒ 2.0.0.1

⇒ 2.255.255.254