CS & IT ENGINEERING



IPv4 Addressing

Lecture No-05



By- Ankit Doyla Sir



TOPICS TO BE COVERED

Problems in Computer Network

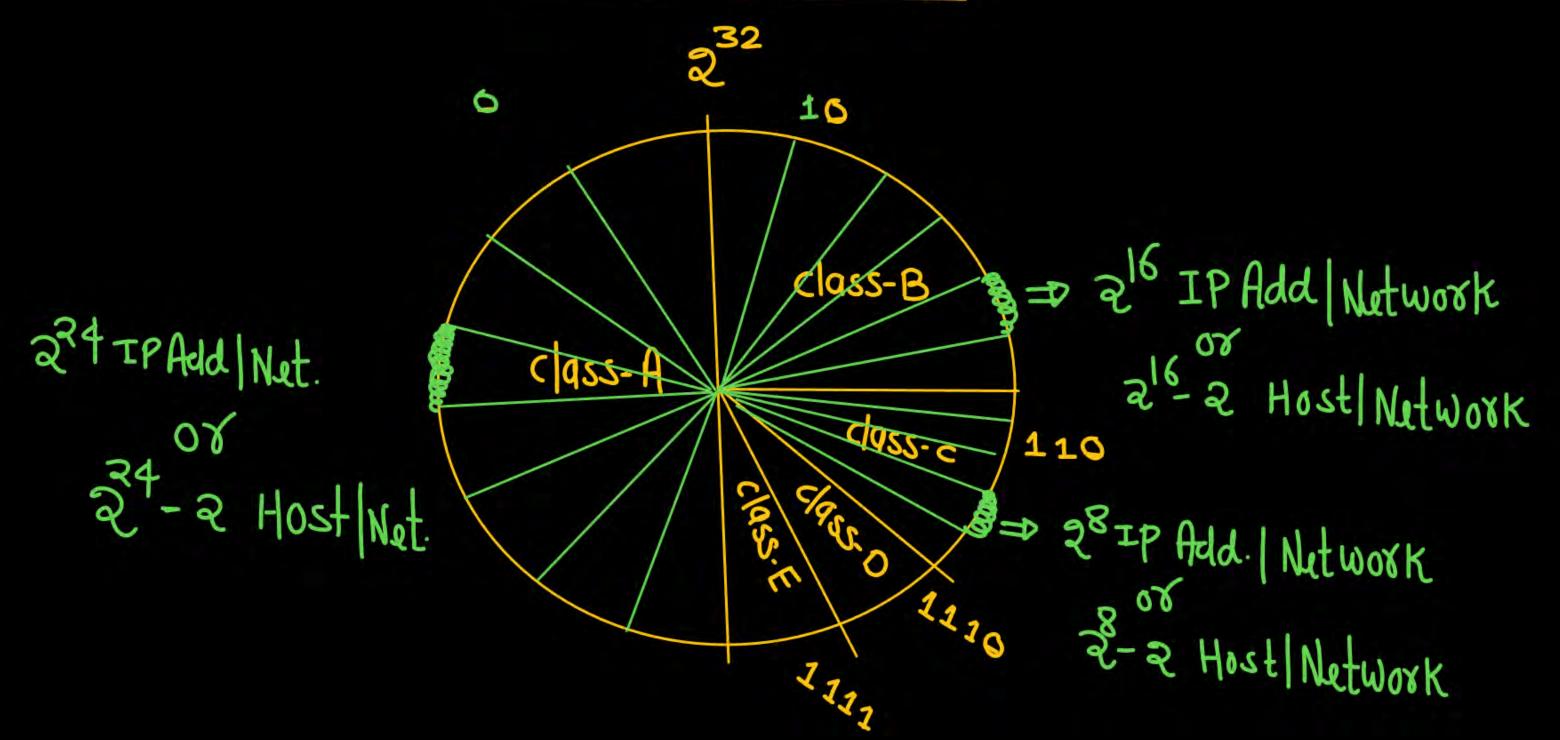


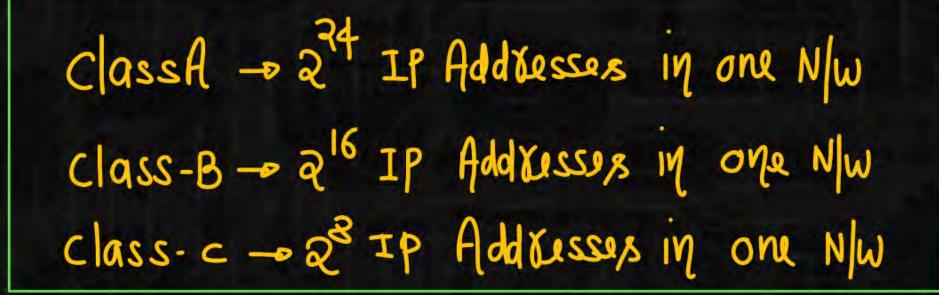
In classful addressing, a large part of the available addresses are



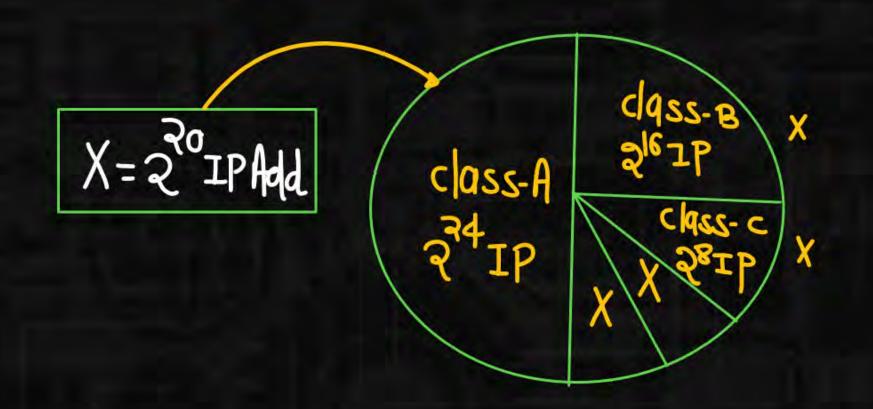
- A. Dispersed
- B. Blocked
- C. Wasted
- D. Reserved

classful Addressing





I: Organization X need - 2 20 IP Addresses



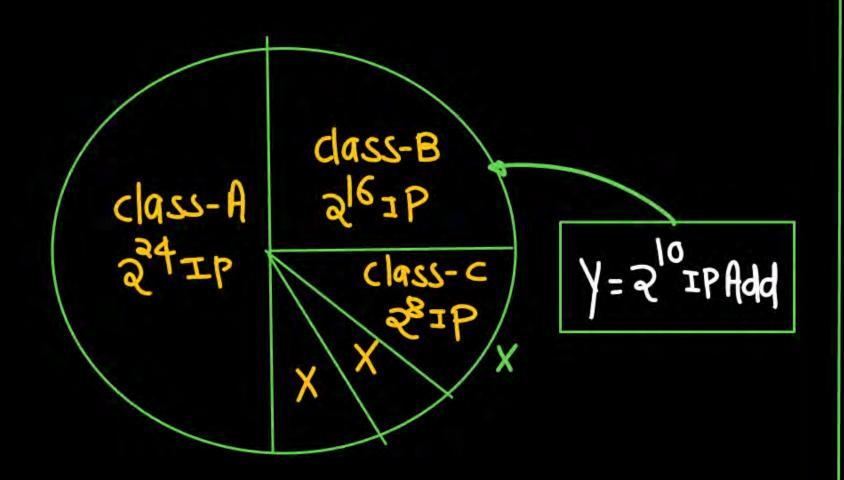


IP Address wasted

= 2 2 - 20

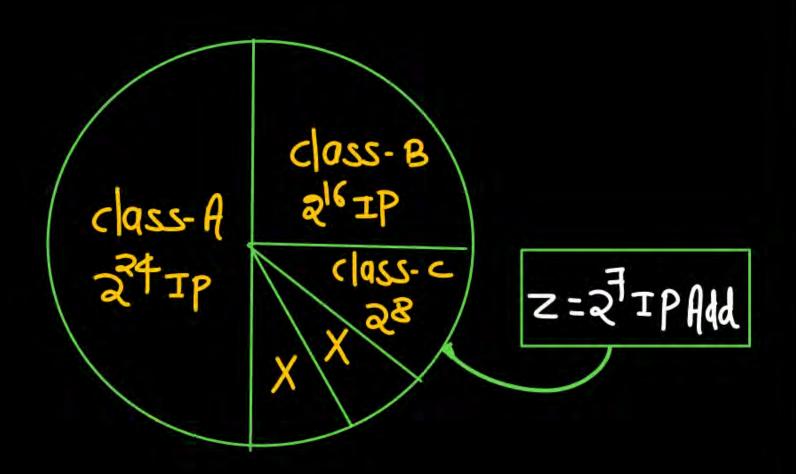
$$= 2^4 \times 2^{0} - 2^{0}$$

II organization y Need - 2 IP Addresses



No. of IP Addresses wasted = 216-210 = 26+210-210 = 64*210 210 = 63*210 = 63K = 64,512

III organization Z nud = 2 Ip Addresses



No-of IP Addressess
Wasted = $2^8 - 2^{\dagger}$ $2^1 + 2^{\dagger} - 2^{\dagger}$ $2^{\dagger} = 128$

Problems in Computer Network

Pw

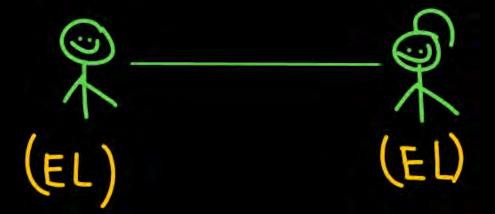
- 1. Communication Problem.
- 2. Identification Problem.
- 3. Connection Problem.



1 Language?

No communication

a muaning?

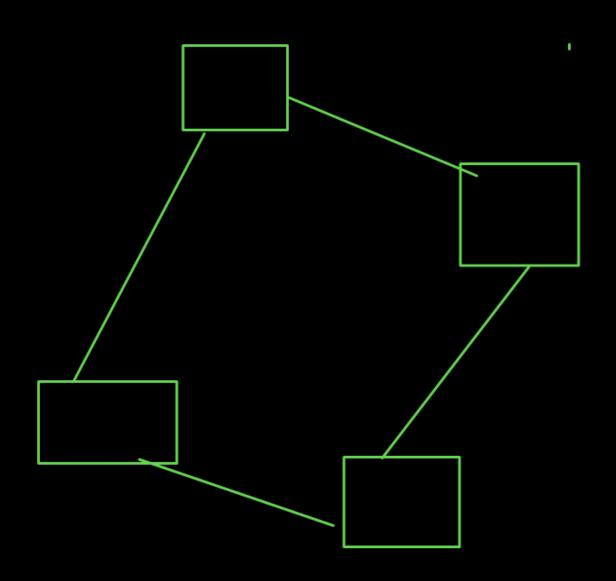


No communication

3 Response?



No Communication





Communication Problems: communication problem can be solved by using protocols.

A Protocol is a set of rules that govern data communication

Protocol defines:

What is communicated?

How it is communicated?

When it is communicated?

Key elements of Protocols



- Syntax
- Semantics
- 3. Timing

Syntax: The term syntax refers to the structure or format of data, meaning the order in which they are presented.

For example: some protocol might except the first 8 bit of data to be the Address of sender, the second 8 bit to be the address of receiver and rest of the stream to be the message itself.

8 bit	8 P!	Missage
10010001	00 0 001	1010001010101001010
SAX	DAX	

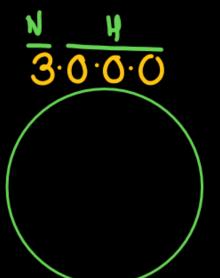
Semantics: The word semantics refers to the meaning of each section of bits.

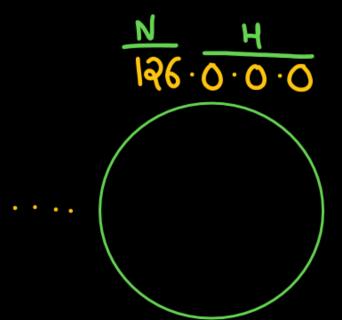
Timing: The term timing refers of two characteristics when data should be sent and How fast they can be sent.

For example: If a sender produces data at 100 Mbps but receiver can process data at any 1 mbps, the transmission will overload the receiver and some data will be lost.









NOTE:

When ever we have all 0's in HID part of any IP address, that IP address represent the NID of entire network this is the reason we can't assign this IP address to any host. (conputer)



Identification Problem

To send a packet from source to destination we need 3 identification steps.

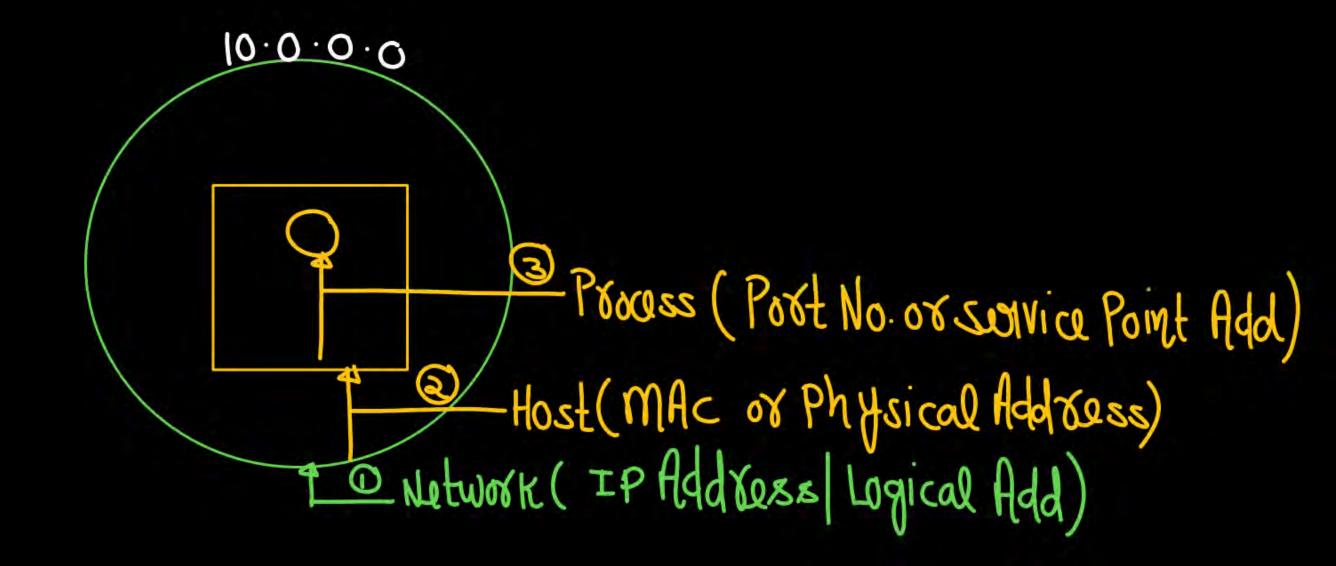
- a. Identify the Network
- b. Identify the host with in the network i.e. among all computer one computer is Identified.
- c. Identify the process with in the Host.

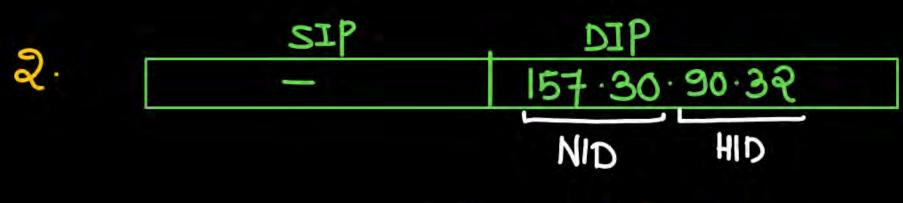
a. Solution for identification of network is IP Address or logical Address. Now we get destination IP using DNS.

b. Solution For Identification of Host within the Network is physical Address or MAC Address. given an IP Address we get MAC address using ARP (Address Resolution protocol).

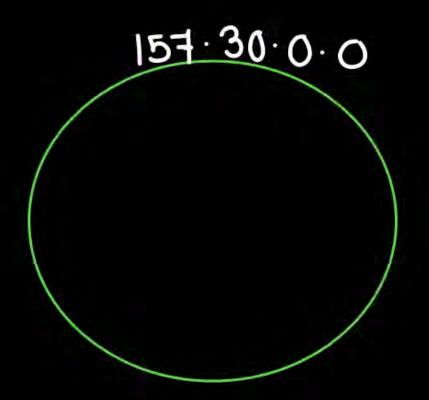
c. Solutions for the identification of process within the Host is Port Number

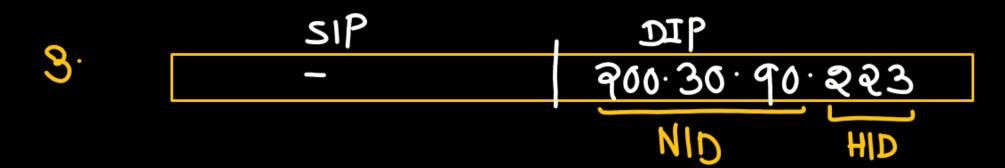


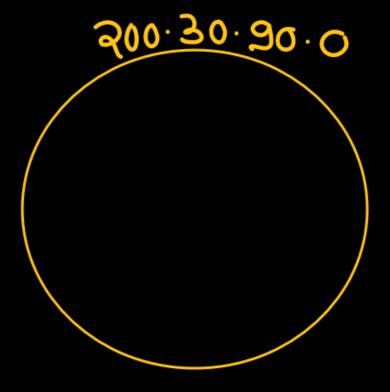




HID = 157.30.0.0









ARP

IPAdd mAc Add 10.32.15.73 ?

Note: ARP reguest is Broadcasting ARP reply is unicasting

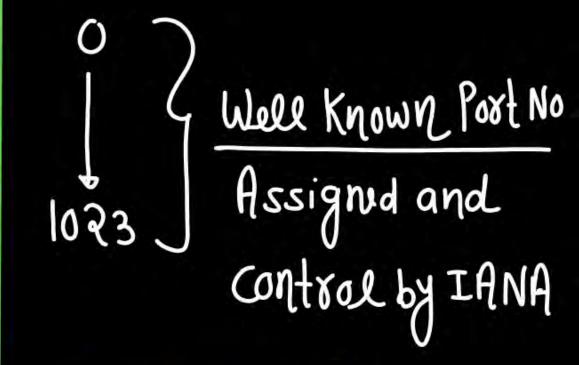
ARP - Address Resolution Protocal

- ① IP Add → 32 bit → 8.8.8.3
- @ mAcAdd = 48 bit → 3A:28:F3: D4:7B:A3

 | 00111010|
- 3 Port No = 16 bit

 Range → 0 to 2 6-1

 0 to 65,535







Rani, Flat No-902 Supertech ecocity CP, Delhi





Connection Problem

There are various ways to connect the system

- (i) Bus topology
- (ii) Ring topology
- (iii) Mesh topology
- (iv) Tree topology
- (v) Star topology



