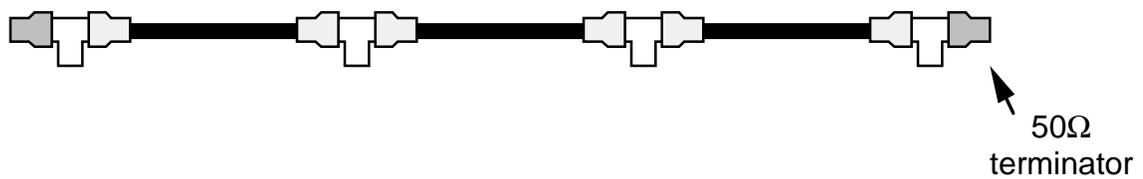


Broadcast Networks: ETHERNET

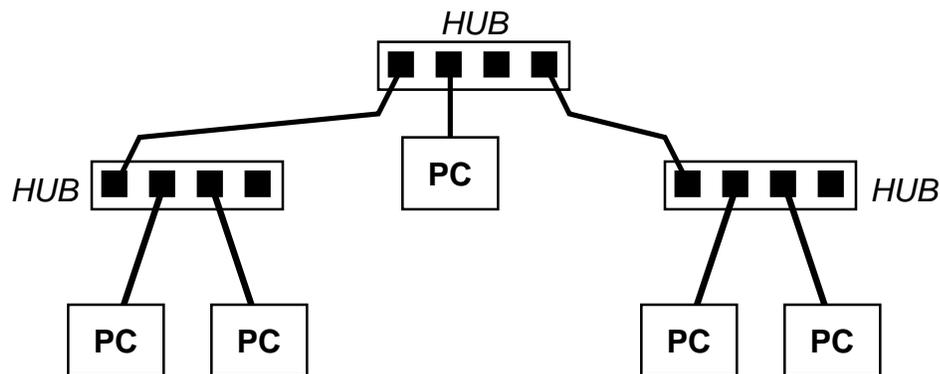
10 Base 2 10Mbps “Thin” coax, 185m max.

10 Base 5 10Mbps “Thick” coax, 500m max.



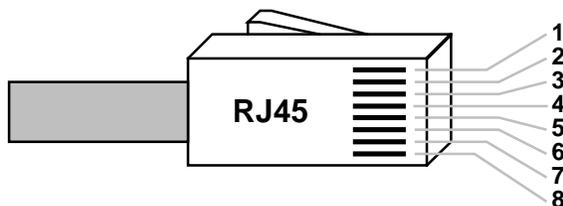
10 Base T 10Mbps Unshielded Twisted Pair

100 Base T 100Mbps CAT-5 UTP



- ❑ **Max. 100m each cable**
- ❑ **Max. 4 hubs between any two PCs**

10 Base T Wiring

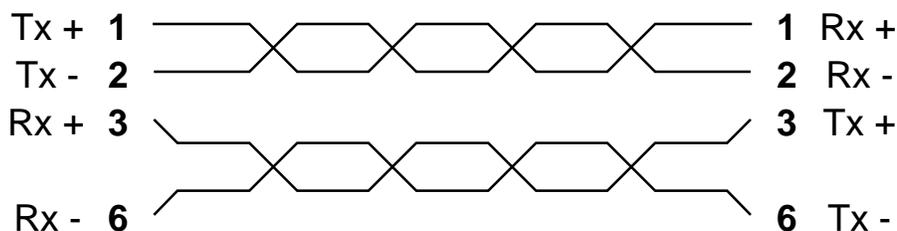


PC: "MDI"

(media-dependent interface)

Hub: "MDI-X"

(media-dependent interface – crossover)

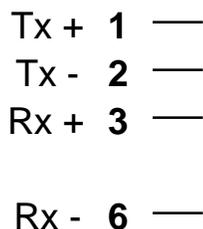


*Must ensure pairs are twisted together!
Pick a colour scheme – and stick to it. e.g.*

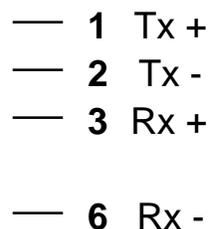
□	White/Orange	1
	Orange	2
□	White/Green	3
	Blue	4
	White/Blue	5
	Green	6
	White/Brown	7
	Brown	8

This is the colour scheme recommended in the comp.dcom.cabling LAN wiring FAQ

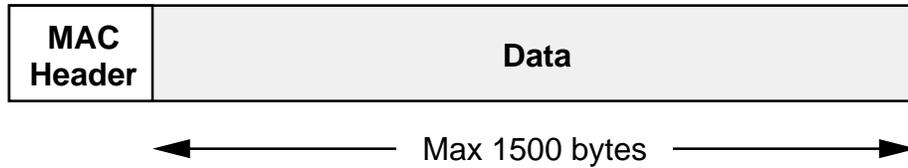
PC



PC

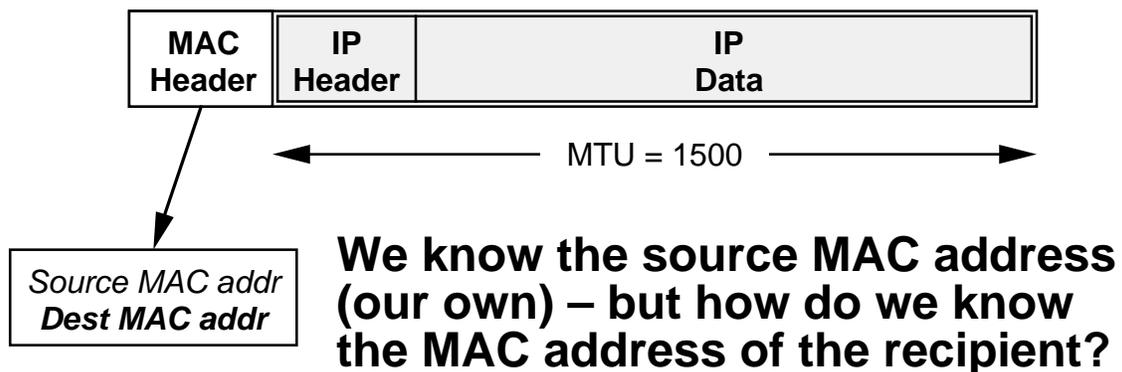


Ethernet Frames



- ❑ Card identified by “MAC address”
- ❑ Unique 48-bit binary number
- ❑ Burned into card by manufacturer
e.g. 00:80:F4:C7:3B:24
- ❑ All cards respond to “broadcast address”
FF:FF:FF:FF:FF:FF

IP Encapsulation



ARP - Address Resolution Protocol

We want to send a datagram to w.x.y.z

- ❑ Send BROADCAST “ARP request: w.x.y.z”**
- ❑ Machine with this IP number sends ARP response**
- ❑ The ARP response contains that machine’s MAC address (source MAC addr)**
- ❑ So that’s the MAC address we use to send the IP datagram**

NOTES:

- ❑ You never ARP for a machine outside of your own network – you ARP for the gateway that you want to forward via instead**
- ❑ For efficiency, every machine keeps a cache of ARP replies; they time out after typically 15 minutes (in case the network changes)**

arp -an *Show ARP cache*
arp -d w.x.y.z *Delete cache entry*

- ❑ ARP packets are not IP datagrams!**