Lab exercise - Dynamic updates

Objective: Be able to to create a separate zone for dynamic update purposes and use "allow-update" statement in named.conf to activate dynamic update for a zone. Be familiar with nsupdate by adding, deleting resource record from the created dynamic zone. Be able to implement TSIG with dynamic updates to secure and authenticate request.

1. Under /var/named/primary, create a new zone file for "dynamic.pcX.net" subdomain which contain SOA record and NS records only. Since we will try using dynamic update to add or delete resource records don't place other resource records manually.

2. Update your named.conf in /var/named/primary to load a new zone "dynamic.pcX.net" To make the zone dynamic use "allow update" statement in your named.conf under your "dynamic.pcX.net" zone.

```
example:
zone "dynamic.pcX.net" (
type master
file myDyNaMic.pcX.neT;
allow-update { 192.168.x.x; };
)
```

Note: From the example, only the specified ip should be able to update the zone using nsupdate.

3. Run your name server and run "nsupdate" from other terminal window.

```
% nsupdate
> server 192.168.x.x
> zone dynamic.pcX.net
> update add my.dynamic.pcX.net 8600 A 192.168.x.x
> send
>quit
```

4. Use dig to query the server for the record you have added/deleted, changes should be visible.

% dig @server zone type
where:

server - is the ip of server running dynamic zone. zone - is your dynamic zone type - is the resource record type (A, MX, TXT ) 5. Ask your colleagues to be a slave of your "dynamic.pcX.net" zone. Use TSIG to secure zone transfer between primary & secondary. (same as yesterday) Use TSIG to secure your dynamic zone for dynamic update. zone "dynamic.pcX.net" { allow-transfer { key ns1-ns2.dynamic.pcX.net }; allow-update { key ns1-sunny.dynamic.pcx.net }; ); Note: Since allow-transfer is for zone transfer and allow-update

is for dynamic update It is not recommended to use the same secret key since server performing dynamic update could be different from machine performing zone transfer.