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#### **An Autonomous Institution**

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## RTMENT OF INFORMATION TECHNOLOGY

### 16IT301 - COMPUTER NETWORKS

II YEAR IV SEM

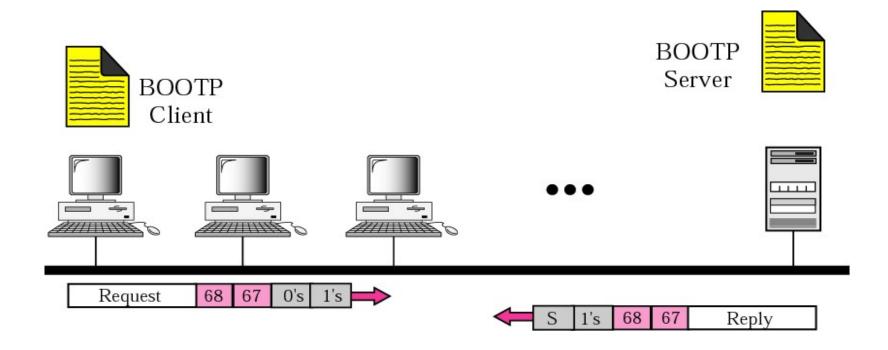
#### NIT 3 – INTERNETWORKING AND ROUTING

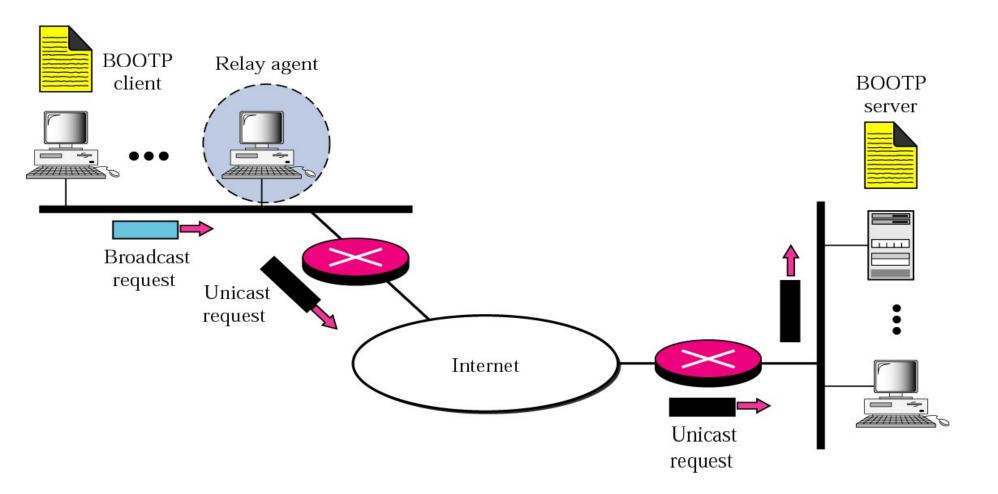
TOPIC 19 -BOOTP

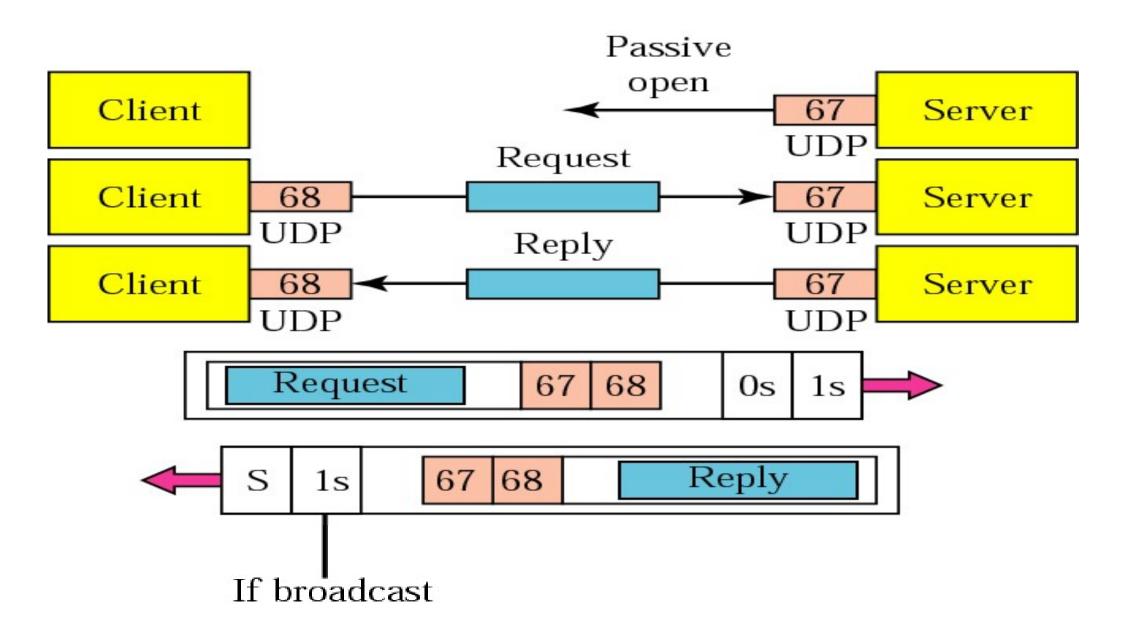
ootstrap Protocol (BOOTP) is a client/server process a diskless computer or a computer that is booted for a computer that is b

the types of information required by a system on boothow BOOTP operates tstrap Protocol (BOOTP) Operations

TP Packet Format







Operation code	Hardware type	Hardware length	Hop count		
Transaction ID					
Number of seconds		Unused			
			iscu .		
Client IP address					
Your IP address					
Server IP address					
Gateway IP address					
Client hardware address					
(16 bytes)					
Server name					
(64 bytes)					
Boot filename					
(128 bytes)					
Options					

Tag (0)

Padding

Tag

Length

Value (Variable length)

Other options

Tag (255)

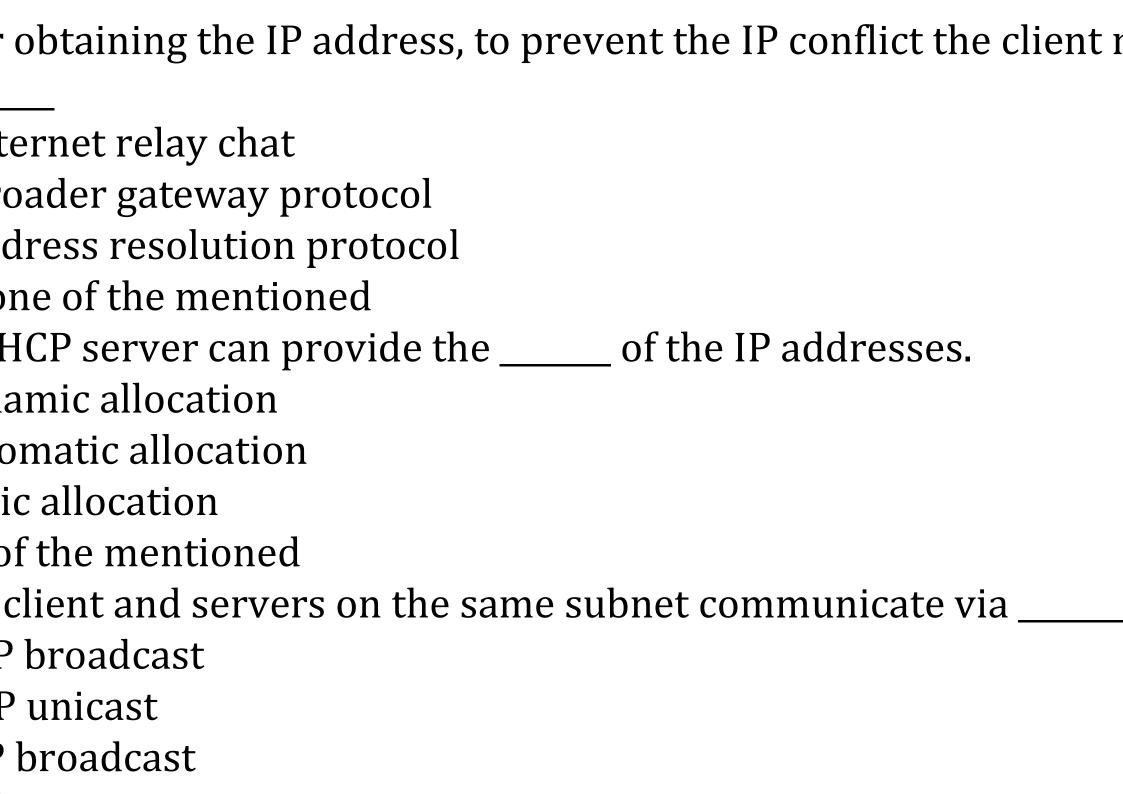
End of list

Description	Tag	Length	Value
Padding	0		
Subnet mask	1	4	Subnet mask
Time offset	2	4	Time of the day
Default routers	3	Variable	IP addresses
Time servers	4	Variable	IP addresses
DNS servers	6	Variable	IP addresses
Print servers	9	Variable	IP addresses
Host name	12	Variable	DNS name
Boot file size	13	2	Integer
Vendor specific	128–254	Variable	Specific information
End of list	255		

#### ripplication

## pplication

- specify an interface of switch as a BOOTP client, the in OOTP to get information (such as IP address) from the hich simplifies your configuration.
- OOTP, an administrator must configure a BOOTP parach BOOTP client on the BOOTP server. The parame information such as MAC address and IP address of a nen a BOOTP client sends a request to the BOOTP server searches for the BOOTP parameter file and retunding configuration information.
- s usually used in relatively stable environments. In n ents change frequently, DHCP is more suitable.



# Thank You