

IP Address:

- ↳ A numeric address
- ↳ It's an identifier for a computer or device on a network.
- ↳ Every device has to have an IP address for communication purposes.

Consist:- 2 parts



Types



IPv4: 32 bit numeric address written as four numbers separated by periods

Ex: 66.94.29.13
~~~~~  
↓  
Octal-

\* Numbers range is from 0-255

\* 4,294,967,296 possible unique addresses.

Computers & networks don't read IP addresses in this standard numeric format.

66.94.29.13

\* They only understand numbers in a binary format

66 . 94 . 29 . 13

01000010 . 01011110 . 00011101 . 00001101

## 8 bit octet chart

|     |     |    |    |    |   |   |   |   |
|-----|-----|----|----|----|---|---|---|---|
| Ex: | 0   | 1  | 0  | 0  | 0 | 0 | 1 | 0 |
|     | 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |

↓

(66.94.29.13)

01000010

### IPv6:

- New generation of IP address.
- 128 bit hexadecimal address.
- 340 undecillion address is possible.
- 8 sets of 16 bits
- 128 bit hexadecimal address.

### Ex: Hexadecimal

2 6 0 8 : -----; -----; -----; -----; -----; -----; -----; -----

(1) (2) (3) (4) (5) (6) (7) (8)

→ 16 bits  
 0010011011011011  
 2 6 13 (D) 11 (E)

- |        |               |
|--------|---------------|
| 10 → A | 8   1   2   1 |
| 11 → B | 1   1   0   1 |
| 12 → C |               |
| 13 → D |               |
| 14 → E |               |
| 15 → F |               |

## Network Layer in the Internet (IPv4 & IPv6)

\* IPv4

IPv6

- 1) 32 bit address
- 2) It supports manual & DHCP address configuration auto & renumbering address configuration.
- 3) In IPv4 end-to-end connection integrity is unachievable In IPv6 end-to-end connection integrity is achievable
- 4) It can generate  $4 \cdot 2^9 \times 10^9$  address space IPv6 is quite large it can produce  $3 \cdot 4 \times 10^{38}$  address space
- 5) Address representation is decimal Hexadecimal
- 6) IPv4 consists of 4 fields which are separated by dots(.) IPv6 consists of 8 fields, which are separated by colon(:)
- 7) EX:- bb:94:29:13 EX:- IPv6  
2001:0000:3238:DFE1:0063:  
0000:0000:FEFB.