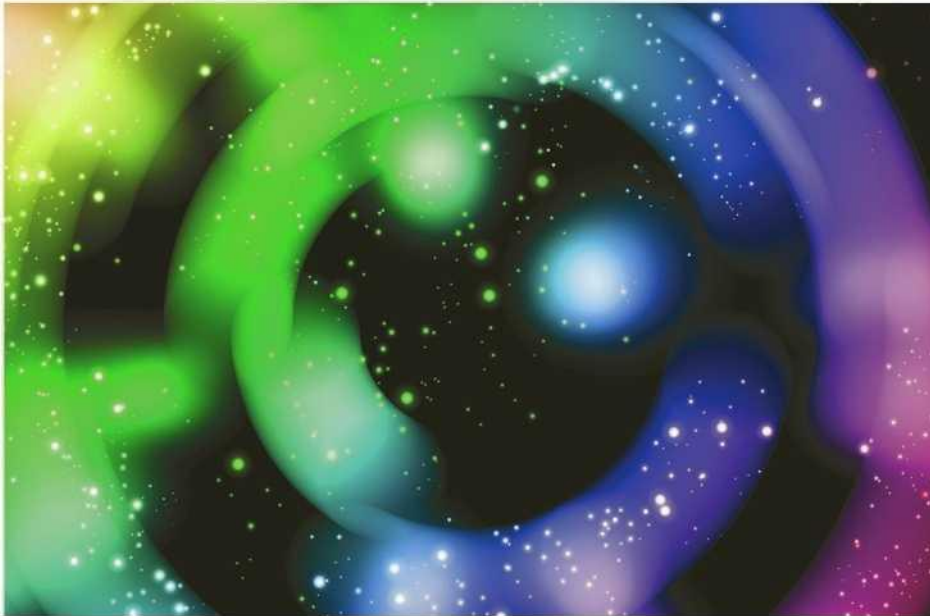


NETWORKING

Guide to TCP/IP

IPv6 and IPv4



Fifth Edition

James Pyles
Jeffrey L. Carrell
Ed Tittel

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Guide to TCP/IP: IPv6 and IPv4

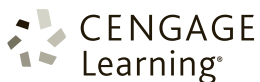
Guide to TCP/IP: IPv6 and IPv4

Fifth Edition

James Pyles

Jeffrey L. Carrell

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Australia • Brazil • Mexico • Singapore • United Kingdom • United States

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Brief Contents

PREFACE	xvii
CHAPTER 1	
Introducing TCP/IP	1
CHAPTER 2	
IP Addressing and Related Topics	49
CHAPTER 3	
Basic IP Packet Structures: Headers and Payloads	103
CHAPTER 4	
Data Link and Network Layer Protocols in TCP/IP	153
CHAPTER 5	
Internet Control Message Protocol	249
CHAPTER 6	
Neighbor Discovery in IPv6	315
CHAPTER 7	
IP Address Autoconfiguration	365
CHAPTER 8	
Name Resolution on IP Networks	435
CHAPTER 9	
TCP/IP Transport Layer Protocols	503
CHAPTER 10	
Transitioning From IPv4 to IPv6: Interoperation	549
CHAPTER 11	
Deploying IPv6	605
CHAPTER 12	
Securing TCP/IP Environments	651
APPENDIX A	
Student and Instructor Online Resources	693
GLOSSARY	695
INDEX	719

Table of Contents

PREFACE	xvii
CHAPTER 1	
Introducing TCP/IP	1
What Is TCP/IP?	2
The Origins and History of TCP/IP	2
TCP/IP's Design Goals	3
TCP/IP Chronology	3
Who "Owns" TCP/IP?	4
Standards Groups That Oversee TCP/IP	4
IPv4 and IPv6	5
TCP/IP Standards and RFCs	6
OSI Network Reference Model Overview	7
Breaking Networking into Layers	8
The ISO/OSI Network Reference Model Layers	9
How Protocol Layers Behave	10
TCP/IP Networking Model	15
TCP/IP Network Access Layer	15
TCP/IP Network Access Layer Protocols	16
TCP/IP Internet Layer Functions	17
TCP/IP Internet Layer Protocols	18
TCP/IP Transport Layer Functions	19
TCP/IP Transport Layer Protocols	19
TCP/IP Application Layer	19
TCP/IP Protocols, Services, Sockets, and Ports	20
TCP/IP Protocol Numbers	21
TCP/IP Port Numbers	22
TCP/IP Sockets	23
Data Encapsulation in TCP/IP	23
Protocol Analysis	23
Useful Roles for Protocol Analysis	24
Protocol Analyzer Elements	25
Placing a Protocol Analyzer on a Network	28
Chapter Summary	30
Key Terms	31
Review Questions	33
Hands-On Projects	37
Case Projects	47
CHAPTER 2	
IP Addressing and Related Topics	49
IP Addressing Basics	50
IPv4 Addressing	52
IPv4 Address Classes	53
Network, Broadcast, Multicast, and Other Special IPv4 Addresses	54
Broadcast Packet Structures	54

IPv4 Networks and Subnet Masks	58
IPv4 Subnets and Supernet	59
Classless Inter-Domain Routing in IPv4	61
Public Versus Private IPv4 Addresses	62
Managing Access to IPv4 Address Information	64
Obtaining Public IP Addresses	65
IPv4 Addressing Schemes	65
The Network Space	66
The Host Space	67
The End of the IPv4 Address Space	69
Introducing IPv6	71
Request for Comments Pages and Deprecation	72
IPv6 Addressing	72
Address Format and Notation	73
Network and Host Address Portions	73
Scope Identifier	74
Interface Identifiers	74
Native IPv6 Addresses in URLs	75
Address Types	76
Address Allocations	81
IPv6 Addressing and Subnetting Considerations	82
The IPv4 to IPv6 Transition	83
Chapter Summary	85
Key Terms	87
Review Questions	88
Hands-On Projects	92
Case Projects	100

CHAPTER 3

Basic IP Packet Structures: Headers and Payloads	103
IP Packets and Packet Structures	104
IPv4 Header Fields and Functions	104
Version Field	105
Header Length Field	105
TOS Field Function: Differentiated Services and Congestion Control	105
Total Length Field	110
Identification Field	110
Flags Field	110
Fragment Offset Field	111
Time to Live Field	111
Protocol Field	112
Header Checksum Field	112
Source Address Field	113
Destination Address Field	113
Options Fields	113
Padding	114
IPv6 Header Fields and Functions	114
Version Field	115
Traffic Class Field	115
Flow Label Field	116

Payload Length Field	117
Next Header Field	117
Hop Limit Field	118
Source Address Field	118
Destination Address Field	119
IPv6 Extension Headers	119
Extension Header Ordering	119
Hop-by-Hop Options Extension Header	121
Destination Options Extension Header	121
Routing Extension Header	122
Fragment Extension Header	123
Authentication Extension Header	125
Encapsulating Security Payload Extension Header and Trailer	126
Jumbograms	127
Quality of Service	128
Router Alerts and Hop-by-Hop Options	128
IPv6 MTU and Packet Handling	129
Upper-Layer Checksums in IPv6	132
A Rationale for IPv6 Header Structures vis-à-vis IPv4	134
Comparing IPv4 and IPv6 Headers	135
A Summary of the IPv4 to IPv6 Transition	136
Chapter Summary	137
Key Terms	139
Review Questions	139
Hands-On Projects	144
Case Projects	149
 CHAPTER 4	
Data Link and Network Layer Protocols in TCP/IP	153
Data Link Protocols	154
Point-to-Point Protocol	156
Frame Types and Sizes	157
Ethernet Frame Types	158
Ethernet II Frame Structure	158
Hardware Addresses in the IP Environment	161
Address Resolution Protocol and Network Discovery Protocol	162
ARP Protocol Characteristics and Handling	162
NDP Protocol Characteristics and Handling	171
Understanding the Internet Protocol	173
Sending IP Datagrams	173
The Route Resolution Processes	175
How IPv4 and IPv6 Differ	177
Lifetime of an IP Datagram	179
Fragmentation and Reassembly	180
Service Delivery Options	182
Precedence	183
Type of Service	183
Understanding IP Routing	185

How Entries Are Placed in the Routing Table	186
Routing Protocols and Routed Protocols.	187
Grouping Routing Protocols	187
Routing Characteristics.	192
Route Convergence	192
IPv4 Routing Mechanisms.	192
IPv6 Routing Considerations	196
IPv6 Routing Mechanisms.	197
Multicast Listener Discovery in IPv6	203
Routing Protocols	209
IPv4.	210
IPv6.	219
Managing Routing on an In-House Internetwork	227
Routing On and Off a Wide Area Network.	228
Several Small Offices	228
Hub and Spoke	228
Multiprotocol.	229
Mobile Users	229
Mobile IP	229
Local Area Mobility	229
Routing To and From the Internet	230
Securing Routers and Routing Behavior	231
Chapter Summary	231
Key Terms	235
Review Questions	236
Hands-On Projects	241
Case Projects	247

CHAPTER 5

Internet Control Message Protocol	249
ICMP Basics	250
Roles That ICMP Plays on IP Networks.	251
ICMPv4	251
Overview of RFC 792	252
ICMPv4 Header	252
Types of ICMPv4 Messages.	256
The Variable ICMP Structures and Functions.	261
ICMPv6	270
Overview of ICMPv6.	270
Types of ICMPv6 Messages.	271
ICMPv6 Header	272
ICMPv6 Error Messages	273
Destination Unreachable Messages	273
Packet Too Big Messages	274
Time Exceeded Messages	275
Parameter Problem Messages	275
ICMPv6 Informational Messages	276
Echo Request and Echo Reply Messages.	276
Router Advertisement and Router Solicitation Messages.	277

Neighbor Solicitation and Neighbor Advertisement Messages	280
Redirect Messages	281
Router Renumbering Messages	282
A Short Comparison of ICMPv4 and ICMPv6 Messages	284
PMTU Discovery	285
Changes to PMTU	286
Testing and Troubleshooting Sequences for ICMP	286
Connectivity Testing With Ping	286
Path Discovery With Traceroute	288
Path Discovery With Pathping	290
PMTU Discovery With ICMP	290
Routing Sequences for ICMP	293
Security Issues for ICMPv4	297
Security Issues for ICMPv6	299
Decoding ICMP Packets	299
ICMPv4	299
ICMPv6	301
Chapter Summary	302
Key Terms	303
Review Questions	304
Hands-On Projects	308
Case Projects	313

CHAPTER 6

Neighbor Discovery in IPv6	315
Understanding Neighbor Discovery	316
Comparing IPv6 Neighbor Discovery Protocols to IPv4 Protocols	317
Neighbor Discovery Message Formats	318
Router Solicitation	318
Router Advertisement	320
Neighbor Solicitation	322
Neighbor Advertisement	324
Redirect	327
Neighbor Discovery Option Formats	329
Source and Target Link-Layer Address Options	329
Prefix Information Option	332
Redirected Header Option	334
MTU Option	336
Advertisement Interval Option	337
Home Agent Information Option	338
Route Information Option	339
Conceptual Host Model	339
Storing Neighbor Data on a Host	340
Conceptual Sending Algorithm	340
Neighbor Discovery Process	342
Address Resolution	343
Neighbor Unreachability Detection	345
Duplicate Address Detection	346
Router Discovery	347
Redirect Messages	349

Chapter Summary	352
Key Terms	353
Review Questions	353
Hands-On Projects	358
Case Projects	364
 CHAPTER 7	
IP Address Autoconfiguration	365
Understanding Autoaddressing	366
Introducing Dynamic Host Configuration Protocol	367
How DHCP Works	368
Role of Leases	370
DHCP Software Elements	370
DHCP Lease Types	371
More About DHCP Leases	372
IPv4 Autoconfiguration	373
Automatic Private IP Addressing	373
DHCP	374
IPv6 Autoconfiguration	390
Types of IPv6 Autoconfiguration	391
Functional States of an IPv6 Autoconfigured Address	396
Node Interface Identifiers	397
DHCPv6	401
IPv6 Autoconfiguration Process	412
Autoconfiguration in Microsoft Windows Operating Systems	415
Microsoft Windows Server 2012 R2 DHCP Scopes	416
Setting Up a Simple DHCP Server	417
Chapter Summary	424
Key Terms	425
Review Questions	426
Hands-On Projects	430
Case Projects	434
 CHAPTER 8	
Name Resolution on IP Networks	435
Understanding Name Resolution Fundamentals	436
Network Name Resolution Protocols	437
LLMNR	437
DNS	439
DNS Database Structure	441
The DNS Namespace	442
DNS Database Records	443
Delegating DNS Authority	444
Types of DNS Servers	444
How Domain Name Servers Work	446
Recursive Query	447
Iterative or Nonrecursive Queries	447

Importance of DNS Caching	448
DNS Configuration Files and Resource Record Formats	449
Start of Authority Record	450
Address and Canonical Name Records	451
Mapping Addresses to Names	453
Name Resolution in IPv6 Networks	454
DNS in IPv6	455
Source and Destination Address Selection	457
Source Address Selection Algorithm	460
Destination Address Selection Algorithm	463
Using Address Selection	465
Name Resolution Support in Windows Operating Systems	467
DNS Resolver	467
DNS Server Service	469
DNS Dynamic Update	470
Source and Destination Address Selection	472
LLMNR Support	473
Working With ipv6-literal.net Names	475
Peer Name Resolution Protocol	476
Troubleshooting Name Resolution Problems and Failures	478
Common Sources of Failure	479
Tools for Troubleshooting DNS Problems	480
Netstat	480
Nslookup	480
Chapter Summary	485
Key Terms	486
Review Questions	487
Hands-On Projects	490
Case Projects	500

CHAPTER 9

TCP/IP Transport Layer Protocols	503
Understanding UDP and TCP	504
UDP With IPv4 and IPv6	504
TCP With IPv4 and IPv6	507
User Datagram Protocol	509
UDP Header Fields and Functions	510
UDP Port Numbers and Processes	514
UDP and IPv6	515
Transmission Control Protocol	516
TCP and IPv4	517
TCP and IPv6	535
UDP, TCP, and IPv6 Extension Headers	536
Choosing Between TCP and UDP	537
Chapter Summary	538
Key Terms	539
Review Questions	540
Hands-On Projects	544
Case Projects	548

CHAPTER 10

Transitioning From IPv4 to IPv6: Interoperation	549
How Can IPv4 and IPv6 Interact?	550
Dual-Stack Approach	551
Tunneling Through the IPv4 Cloud	551
IPv6 Rate of Adoption	552
Transitioning to IPv6: The Reality	552
Interoperability	553
Network Elements	553
Software	554
Transitioning to IPv6 From the Windows Perspective	554
Availability	556
What's Next?	556
Hybrid IPv4/IPv6 Networks and Node Types	557
Basic Hybrid Network Model	557
Nested Hybrid Network Model	558
True Hybrid Network Model	559
IPv6 Transition Addresses	561
Transition Mechanisms	562
Dual Protocol Stacks for IPv4 and IPv6	562
Dual-IP-Layer Architecture	563
Dual-Stack Architecture	564
Dual Architecture and Tunneling	565
IPv6-Over-IPv4 Tunneling	566
DNS Infrastructure	567
Tunneling Configurations for Mingling IPv4 and IPv6	568
Router-to-Router	569
Host-to-Router and Router-to-Host	570
Host-to-Host	570
Types of Tunnels	571
ISATAP	572
Overview	572
ISATAP Components	573
Router Discovery for ISATAP Nodes	574
ISATAP Addressing and Routing	575
ISATAP Communications	577
Configuring an ISATAP Router	578
6to4	581
Overview	581
6to4 Components	582
6to4 Addressing and Routing	583
6to4 Communication	584
Using ISATAP and 6to4 Together	585
Teredo	586
Overview	586
Teredo Components	586
Teredo Addressing and Routing	587
Teredo Processes	588
Chapter Summary	591
Key Terms	593
Review Questions	594

Hands-On Projects	598
Case Projects	602
CHAPTER 11	
Deploying IPv6	605
Understanding IPv6 Deployment	606
Planning an IPv6 Deployment	607
Success Criteria	608
Architectural Decisions	608
Migration and Transitioning Techniques	616
Tasks	622
Deploying and Using IPv6	627
Establish an IPv6 Test/Pilot Network	627
Start Migrating Applications	629
Upgrade IPv4-Only Hosts to IPv4/IPv6	630
Create a Tunneled IPv6 Environment Using 6to4	634
Create a Tunneled Environment Using ISATAP	635
Exploring Some Network Administration Tasks	637
Chapter Summary	639
Key Terms	640
Review Questions	640
Hands-On Projects	644
Case Projects	649
CHAPTER 12	
Securing TCP/IP Environments	651
Understanding Network Security Basics	653
Principles of IP Security	654
Typical TCP/IP Attacks, Exploits, and Break-Ins	656
Key Terminology	656
Key Weaknesses in TCP/IP	657
Flexibility Versus Security	657
Common Types of IP-Related Attacks	658
Which IP Services Are Most Vulnerable?	659
Holes, Back Doors, and Other Illicit Points of Entry	660
Phases of IP Attacks	661
Reconnaissance and Discovery Phases	661
Attack	663
Cover-Up	663
Common Attacks and Entry Points in More Detail	664
Viruses, Spyware, and Similar Threats	664
Denial of Service Attacks	664
Distributed Denial of Service Attacks	665
Buffer Overflows/Overruns	666
Spoofing	666
TCP Session Hijacking	666
Network Sniffing	667
Exploiting Mobile and Cloud-Based Vulnerabilities	668

Maintaining IP Security	669
Applying Security Patches and Fixes	669
Knowing Which Ports to Block	670
Using IP Security (IPSec)	671
Protecting the Perimeter of the Network	672
Implementing Firewalls	676
Roles of IDS and IPS in IP Security	678
Honeypots and Honeynets	679
Offering Security Awareness Training	679
Chapter Summary	680
Key Terms	681
Review Questions	681
Hands-On Projects	686
Case Projects	691
 APPENDIX A	
Student and Instructor Online Resources	693
 GLOSSARY	695
 INDEX	719



Preface

Welcome to *Guide to TCP/IP: IPv6 and IPv4, Fifth Edition*! TCP/IP stands for Transmission Control Protocol/Internet Protocol and defines the broad family of protocols and services that make the Internet able to function as we know it today. In covering TCP/IP, this book offers you real-world examples, interactive examples, and many Hands-On Projects that reinforce key concepts and teach the use of important monitoring and management tools. This book also includes voluminous protocol traces, or decodes, that will help you understand what TCP/IP looks like, and how it behaves, on your networks.

This book offers in-depth coverage of all the salient models, protocols, services, and standards that govern TCP/IP and that guide its behavior on modern networks. Throughout the book, we provide pointed questions to reinforce the concepts introduced in each chapter and to help prepare you to interact with TCP/IP in its native habitat—that is, on the vast majority of networks in use in the world today. In addition to the review questions, we provide detailed Hands-On Projects that provide you with firsthand experience in installing, configuring, using, and managing TCP/IP on a working network. Finally, to put a real-world slant on the concepts introduced in each chapter, we also include Case Projects that pose problems and require creative solutions that should prepare you for the kinds of situations and needs you'll face on a real, live network.

Intended Audience

This book is intended to serve the needs of individuals and information systems professionals who are interested in learning more about working with and on TCP/IP-based networks. These materials

have been specifically designed to prepare individuals to take an active role in administering a network infrastructure that uses TCP/IP, either as its only protocol suite or in concert with other protocol suites. Those students who work their way through this entire book should be well equipped to recognize, analyze, and troubleshoot a broad range of TCP/IP-related networking problems or phenomena.

Chapter Summaries

Chapter 1, “Introducing TCP/IP,” begins with a brief look at TCP/IP and then covers the structure and origins of the standards documents known as Requests for Comments (RFCs), which describe and govern TCP/IP protocols, services, and practices. From there, it explores the Open Systems Interconnection (OSI) reference model for networking, as standardized by the International Organization for Standardization (ISO), and compares and contrasts this standard model to the TCP/IP networking model, around which TCP/IP is built. The chapter then provides an overview of TCP/IP protocols, services, sockets, and ports, and it concludes with an overview of protocol analysis. Wireshark is a type of protocol analyzer that captures, unpacks, and displays the contents of traffic on a network, including TCP/IP; it plays a significant role throughout the remainder of this book.

Chapter 2, “IP Addressing and Related Topics,” covers the intricacies involved in managing unique IP addresses for both 32-bit IPv4 addresses and 128-bit IPv6 addresses. Beginning with the anatomy of a numeric IPv4 address, the chapter explores IPv4 address classes, special cases such as broadcast and multicast addresses, and subnets and supernets, and reviews the reasons for classless IPv4 addressing, public versus private IPv4 addresses, and IPv4 addressing schemes. The rest of the chapter repeats this coverage for IPv6, including a review of address formats and notation, address layouts and types, and address allocations. You’ll also find addressing schemes and subnetting considerations covered, along with some discussion about how to manage the transition from IPv4 to IPv6 addresses.

Chapter 3, “Basic IP Packet Structures: Headers and Payloads,” covers the key components of any IP packet (both for IPv4 and IPv6): the header that describes the packet for routing, forwarding, and filtering, and the payload that contains the data that the packet is meant to convey. IPv4 and IPv6 headers are laid out and dissected in detail, including IPv6 extension headers, and the use of transport and packet handling controls are described and explored. The chapter concludes with a comparison of header structures in IPv4 versus IPv6, with a rationale to explain redesign and changes involved.

Chapter 4, “Data Link and Network Layer Protocols in TCP/IP,” explores and explains the TCP/IP protocols that operate at the Data Link and Network layers in the OSI reference model. In that context, it discusses data link protocols in general, examines IP frame types, and talks about hardware addresses in the IP environment and the various protocols—particularly ARP and RARP, for IPv4, and the Neighbor Discovery Protocol, or NDP, for IPv6—that support their use. The chapter also covers TCP/IP’s most important protocol at the Network layer, the Internet Protocol (IP), along with routing protocols, mechanisms, and characteristics for IPv4 and IPv6, including RIPv1 and v2, OSPF, EIGRP, and BGP, with considerations for both IPv4 and IPv6 protocols and behaviors.

Chapter 5, “Internet Control Message Protocol,” covers a key Network layer protocol for TCP/IP whose job is to ferry status and error messages about IP traffic back to its senders and to other “interested devices,” such as routers or switches. Starting with a review of ICMPv4 and

ICMPv6 structures and functions, this chapter examines ICMP message types and codes, security issues, and concludes with a thorough review of testing and troubleshooting sequences for ICMP and decoding ICMP packets.

Chapter 6, “Neighbor Discovery in IPv6,” digs into NDP to explain how neighbor discovery works on IPv6 networks. Topics covered include comparing NDP to related IPv4 protocols, various NDP message formats and options, and the overall neighbor discovery process on IPv6 networks.

Chapter 7, “IP Address Autoconfiguration,” describes various autoaddressing schemes and mechanisms used on IPv4 and IPv6 networks, including the Dynamic Host Configuration Protocol, or DHCP, as well as autoconfiguration mechanisms used for IPv4 (APIPA and DHCP) and IPv6 (host/interface address determination, stateless and stateful address autoconfiguration, and DHCPv6).

Chapter 8, “Name Resolution on IP Networks,” deals with key services used to resolve symbolic, human-readable network names and addresses into machine-intelligible network addresses. Topics covered include name resolution fundamentals and various network name resolution protocols. IPv4 and IPv6 name resolution via the Domain Name Service, or DNS, is described in detail, as is name resolution support for Microsoft Windows operating systems, including issues related to setup, configuration, troubleshooting, and relevant utilities.

Chapter 9, “TCP/IP Transport Layer Protocols,” covers two key protocols that operate at the Transport layer of the OSI reference model: the heavy-duty, robust, reliable Transmission Control Protocol (TCP) and the lighter-weight but faster User Datagram Protocol (UDP). TCP is examined in great detail, with particular attention on its packet structures and functions (including IPv6 extension headers for TCP), whereas UDP gets the brief coverage it deserves. The chapter concludes with a discussion of common and appropriate uses for these two protocols.

Chapter 10, “Transitioning from IPv4 to IPv6: Interoperation,” deals with issues and techniques that apply when IPv4 and IPv6 must coexist on the same networks, as will surely be the case for many networks for the foreseeable future. It explains the means whereby IPv4 and IPv6 can interact, explains hybrid IPv4/IPv6 networks and node types, and explores transition addresses and switchover mechanisms to make the change from IPv4 to IPv6 as straightforward as possible. Tunneling mechanisms and protocols, including ISATAP, 6to4, and Teredo, are described in detail.

Chapter 11, “Deploying IPv6,” jumps into an area of great interest to Internet professionals—namely, what’s involved in understanding, planning, deploying, and using IPv6 on modern TCP/IP networks. Topics covered include evaluating potential software and hardware changes, addressing schemes and autoaddressing, migration techniques, and priority schemes for various classes or types of network services.

Chapter 12, “Securing TCP/IP Environments,” covers general network security basics, with a particular emphasis on IP security topics. It also addresses key topics that include perimeter security, infrastructure security, and host device security.

The book also includes **Appendix A**, which explains the required software and trace files available on the book’s online resources Web site.

Online Content

The book’s companion Web site at www.cengagebrain.com includes the following, plus much more:

- A list of the important RFCs mentioned throughout the text and the available IPv6-specific RFCs



RFCs are a dynamic collection of documents, so anything collected in static form represents a snapshot of what was current at the time the snapshot was taken. Always consult online RFCs for information about the most current documents and standards.

- A reference to TCP/IP-related command-line utilities for Windows desktop and Windows Server
- A list of the Windows desktop and Windows Server Registry settings found in numerous tables in this book

New to This Edition

- Content refreshed throughout for Windows 10, Windows Server 2012, and Wireshark v2.0.0
- Technical examples added that use Mac OS X and Ubuntu Linux
- Improved analysis problems, study/review questions, and updated labs to help students retain what they're learning better than ever before
- Bonus content available on MindTap or via special online access:
 - Hands-On Project assessment questions and answers for every chapter
 - Two new chapters on troubleshooting and the practical application of real-world technologies
 - Capstone labs

Features

To ensure a successful learning experience, this book includes the following pedagogical features:

- **Chapter Objectives:** Each chapter in this book begins with a detailed list of the concepts to be mastered within that chapter. This list provides you with a quick reference to the contents of that chapter as well as a useful study aid.
- **Illustrations and Tables:** Numerous illustrations of server screens and components aid you in the visualization of common setup steps, theories, and concepts. In addition, many tables provide details and comparisons of both practical and theoretical information and can be used for a quick review of topics. This book also includes a great number of protocol traces from both IPv4 and IPv6 protocols. Because of formatting differences between the two protocol families, these traces differ slightly, but they present more or less the same information, subject only to minor differences.
- **End-of-Chapter Material:** The end of each chapter includes the following features to reinforce the material covered in the chapter:
 - **Summary:** A bulleted list providing a brief but complete summary of the chapter
 - **Key Terms List:** A list of all new terms (the definitions are located in the Glossary at the back of this book)
 - **Review Questions:** A list of review questions that test your knowledge of the most important concepts covered in the chapter
 - **Hands-On Projects:** Projects that help you apply the knowledge gained in the chapter
 - **Case Study Projects:** Projects that take you through real-world scenarios

MindTap

MindTap for Guide to TCP/IP: IPv6 and IPv4 is an online learning solution designed to help students master the skills they need in today's workforce. Research shows that employers need critical thinkers, troubleshooters, and creative problem-solvers to stay relevant in our fast-paced, technology-driven world. MindTap helps users achieve this with assignments and activities that provide hands-on practice, real-life relevance, and mastery of difficult concepts. Students are guided through assignments that progress from basic knowledge and understanding to more challenging problems.

All MindTap activities and assignments are tied to learning objectives. The hands-on exercises provide real-life application and practice. Readings and “Whiteboard Shorts” support the lecture, while “In the News” assignments encourage students to stay current. Pre- and postcourse assessments allow instructors to measure how much students have learned using analytics and reporting that makes it easy to see where the class stands in terms of progress, engagement, and completion rates. Use the content and learning path as-is, or pick and choose how the material will wrap around your own. You control what the students see and when they see it. Learn more at www.cengage.com/mindtap/.

Instructor Resources

Free to all instructors who adopt *Guide to TCP/IP: IPv6 and IPv4* for their courses is a complete package of instructor resources. These resources are available from the Cengage Learning Web site, www.cengagebrain.com, by going to the product page for this book in the online catalog and choosing “Instructor Downloads.”

Resources include:

Instructor's Manual: This manual includes course objectives and additional information to help your instruction.

Cengage Learning Testing Powered by Cognero: A flexible, online system that allows you to import, edit, and manipulate content from the text's test bank or elsewhere, including your own favorite test questions; create multiple test versions in an instant; and deliver tests from your LMS, your classroom, or wherever you want.

PowerPoint Presentations: A set of Microsoft PowerPoint slides is included for each chapter. These slides are meant to be used as a teaching aid for classroom presentations, to be made available to students for chapter review, or to be printed for classroom distribution. Instructors are also at liberty to add their own slides.

Figure Files: Figure files allow instructors to create their own presentations using figures taken from the text.

Text and Graphic Conventions

Wherever appropriate, additional information and exercises have been added to this book to help you better understand what is being discussed in the chapter. Icons throughout the text alert you to additional materials. The icons used in this textbook are as follows:



The Caution icon warns you about potential mistakes or problems and explains how to avoid them.



The Note icon is used to present additional helpful material related to the subject being described.



Tips based on the authors' experience provide extra information about how to attack a problem or what to do in real-world situations.



Each Hands-On Project in this book is preceded by the Hands-On icon and a description of the exercise that follows.



Case Project icons mark the case projects. These are more involved, scenario-based assignments. In this extensive case example, you are asked to implement independently what you have learned.

Author Team

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Readers are encouraged to e-mail comments, questions, and suggestions regarding *Guide to TCP/IP: IPv6 and IPv4, Fifth Edition* and the accompanying student and instructor resources Web site to tcpip5e@guidetotcpip.com.

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