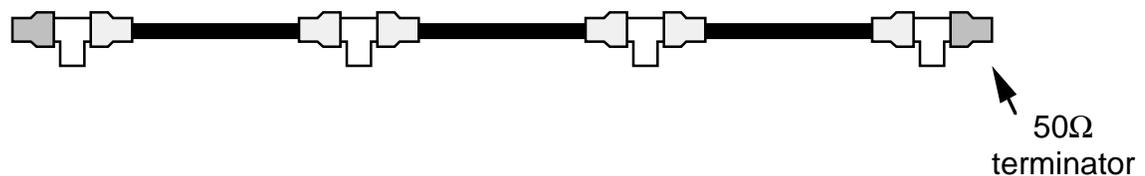


# ***Broadcast Networks: ETHERNET***

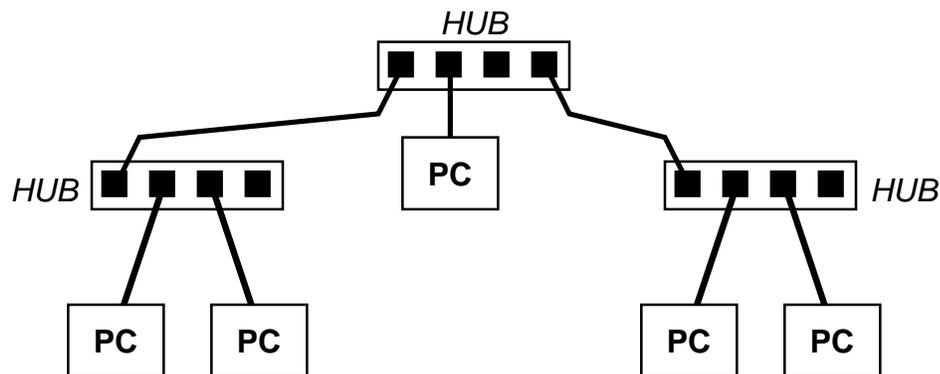
**10 Base 2**    10Mbps    “Thin” coax, 185m max.

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



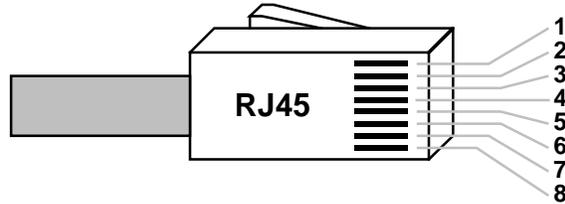
**10 Base T**    10Mbps    Unshielded Twisted Pair

**100 Base T**    100Mbps    CAT-5 UTP



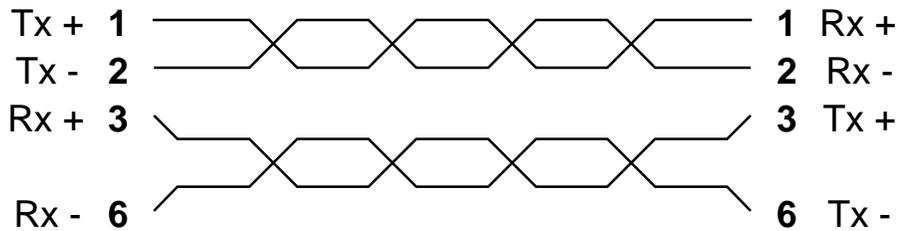
- ❑ **Max. 100m each cable**
- ❑ **Max. 4 hubs between any two PCs**

# 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](http://comp.dcom.cabling) LAN wiring FAQ*

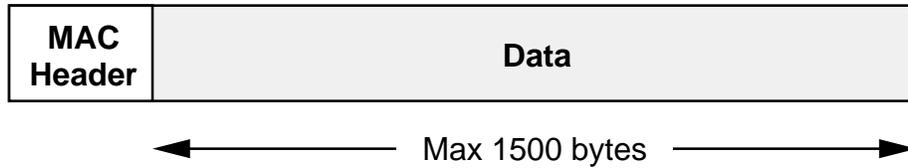
**PC**

- Tx + 1 —
- Tx - 2 —
- Rx + 3 —
- Rx - 6 —

**PC**

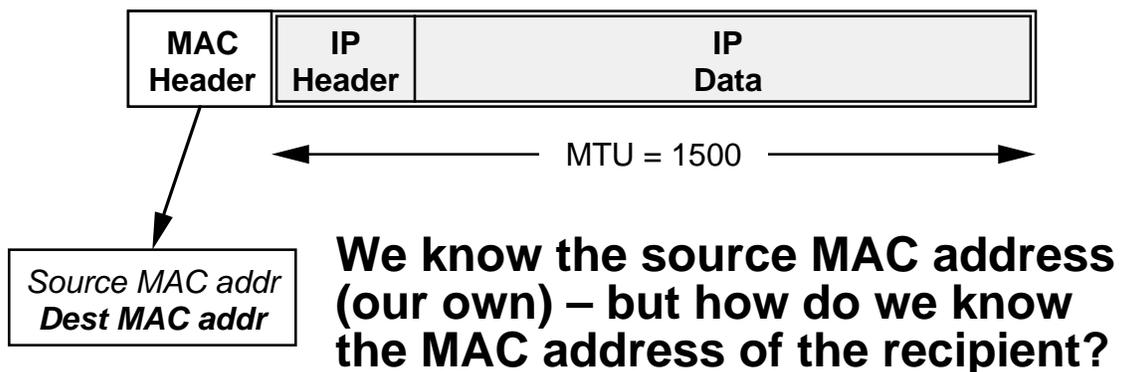
- 1 Tx +
- 2 Tx -
- 3 Rx +
- 6 Rx -

# 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!**