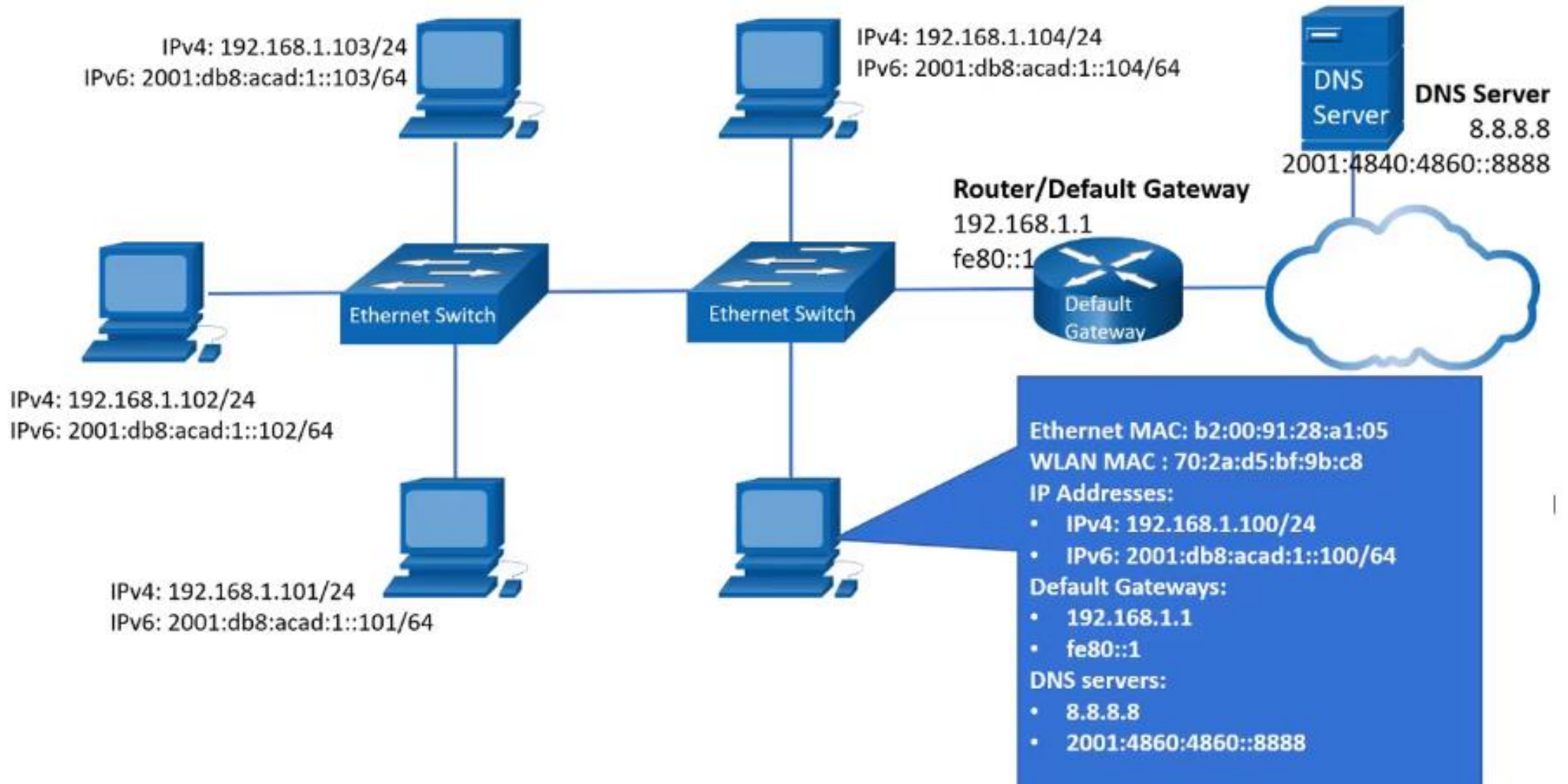


# OSI model

<https://www.netacad.com>

|   |                      |   |
|---|----------------------|---|
| 3 | Protocols and Models | ▼ |
| 4 | Physical Layer       | ▼ |
| 5 | Number Systems       | ▼ |
| 6 | Data Link Layer      | ▼ |
| 7 | Ethernet Switching   | ▼ |
| 8 | Network Layer        | ▼ |
| 9 | Address Resolution   | ▼ |

# How we "see" the network



This is how a device (computer, mobile phone, etc.) "sees" the network.  
It doesn't.



- What is my addressing information? What network am I on?
- Is the destination device on my network or is it on another network?
- Where do I send information when the destination device is on a different network?
- Did the destination device receive the information I sent?
- Do I need to resend any information?

# Osnove komunikacije

- Mreže se razlikuju po veličini, obliku i funkciji. Mogu biti složeni kao uređaji povezani preko interneta ili jednostavni kao dva računala izravno povezana jedno s drugim jednim kabelom, i bilo što između.
- Međutim, jednostavno postojanje žičane ili bežične fizičke veze između krajnjih uređaja nije dovoljno za omogućavanje komunikacije. Da bi došlo do komunikacije, uređaji moraju znati "kako" komunicirati.
- Ljudi razmjenjuju ideje koristeći mnogo različitih komunikacijskih metoda. Međutim, sve metode komunikacije imaju sljedeća tri zajednička elementa:
  1. Izvor poruke (pošiljatelj) – izvori poruke su ljudi ili elektronički uređaji koji trebaju poslati poruku drugim osobama ili uređajima.
  2. Odredište poruke (primatelj) – Odredište prima poruku i tumači je.
  3. Kanal - Sastoji se od medija koji osigurava put kojim poruka putuje od izvora do odredišta.
- Slanje poruke, bilo putem komunikacije licem u lice ili putem mreže, regulirano je pravilima koja se nazivaju protokoli. Ovi protokoli su specifični za vrstu komunikacijske metode koja se koristi.
- U našoj svakodnevnoj osobnoj komunikaciji, pravila koja koristimo za komunikaciju putem jednog medija, poput telefonskog poziva, nisu nužno ista kao pravila za korištenje drugog medija, kao što je slanje pisma.

# Pravila komunikacije

- Prije međusobnog komuniciranja, pojedinci moraju koristiti utvrđena pravila ili dogovore za upravljanje razgovorom. Razmotrite ovu poruku na primjer:

**German Coastguard We are Sinking/ What are you Thinking About**

<https://youtu.be/xacdDrylrek?si=rUAEYEjub4XI4xj>

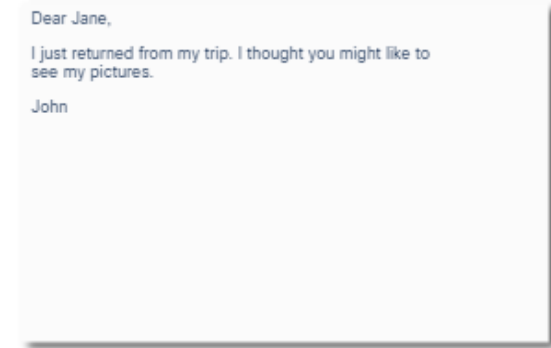
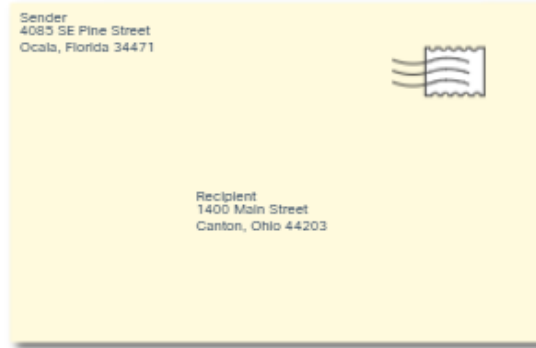
**When a Frenchman calls an Indian Call Center : The iRabbit**


<https://youtu.be/DxxAwDHgQhE?si=J2Hfo4rh3CuoSxsS>

Protokoli moraju uzeti u obzir sljedeće zahtjeve za uspješnu isporuku poruke koju primatelj razumije:

- Identificirani pošiljatelj i primatelj (IP adrese, MAC adrese, TCP/UDP portovi)
- Zajednički jezik i gramatika (format poruke, način enkapsulacije, veličina poruke, enkripcija itd.)
- Brzina i vrijeme isporuke (sinkronizacija komunikacije-timing, minimalni zahtjevi npr. latencija, jitter, frame rate itd.)
- Zahtjevi za potvrdu ili potvrdu (vrsta komunikacije, pouzdana komunikacija vs. Nepouzdana, upravljanje greškama-error handling)

# Pravila komunikacije



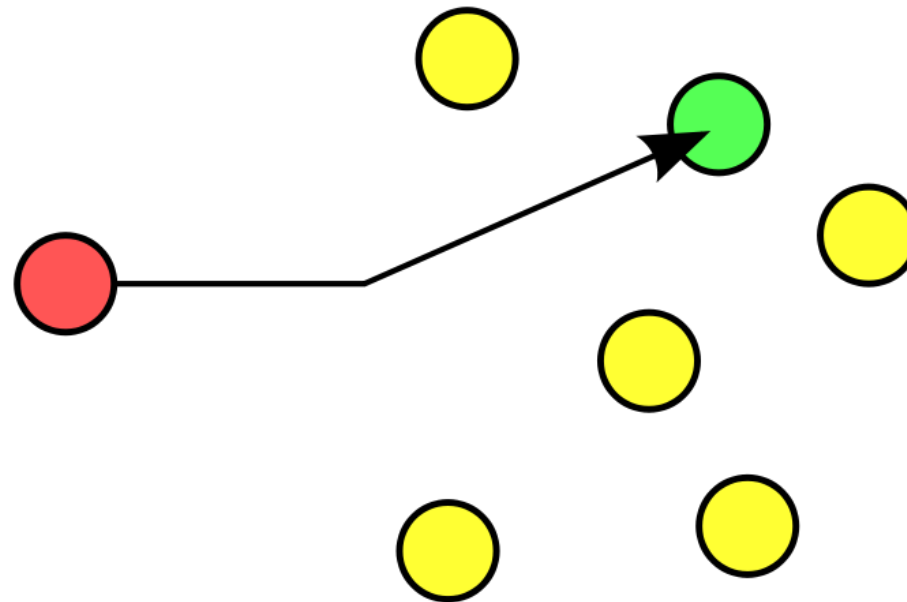
| Recipient (destination)<br>Location address | Sender (source)<br>Location address               | Salutation (start of message indicator) | Recipient (destination) identifier | Content of Letter (encapsulated data)                                      | Sender (source) identifier | End of Frame (End of message indicator)  |
|---|---|---|------------------------------------|--|----------------------------|--|
| Envelope Addressing                         |   | Encapsulated Letter                     |                                    |  |                            |  |
| 1400 Main Street<br>Canton,<br>Ohio 44203   | 4085 SE Pine Street<br>Ocala,<br>Florida<br>34471 | Dear                                    | Jane                               | I just returned from my trip. I thought you might like to see my pictures. | John                       |  |

# Vrste komunikacije u mreži

## ➤ Unicast (jedan na jedan)

- Primjeri: Ping, uspostava TCP veze, ARP reply, telnet...

Src IP= 192.168.1.10 dst IP=192.168.3.30



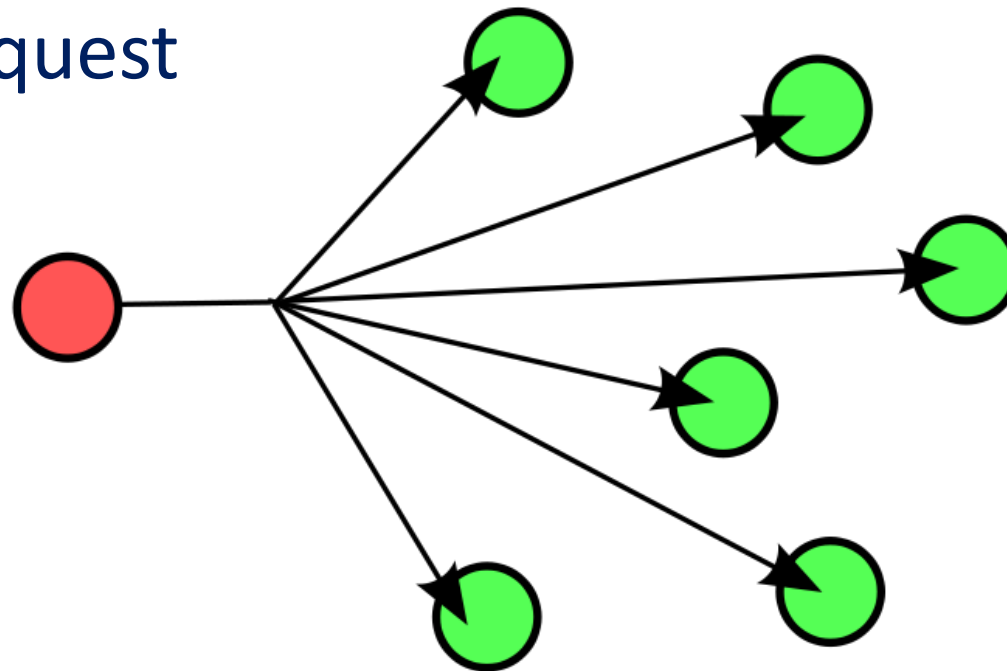
# Vrste komunikacije u mreži

## ➤ Broadcast (jedan na sve)-zaustavlja se na L3 uređajima (Router/Usmjernik)

- Primjeri: DHCP discover, ARP request

Src IP= 192.168.1.10 dst IP=192.168.1.255

L3 255. 255. 255. 255



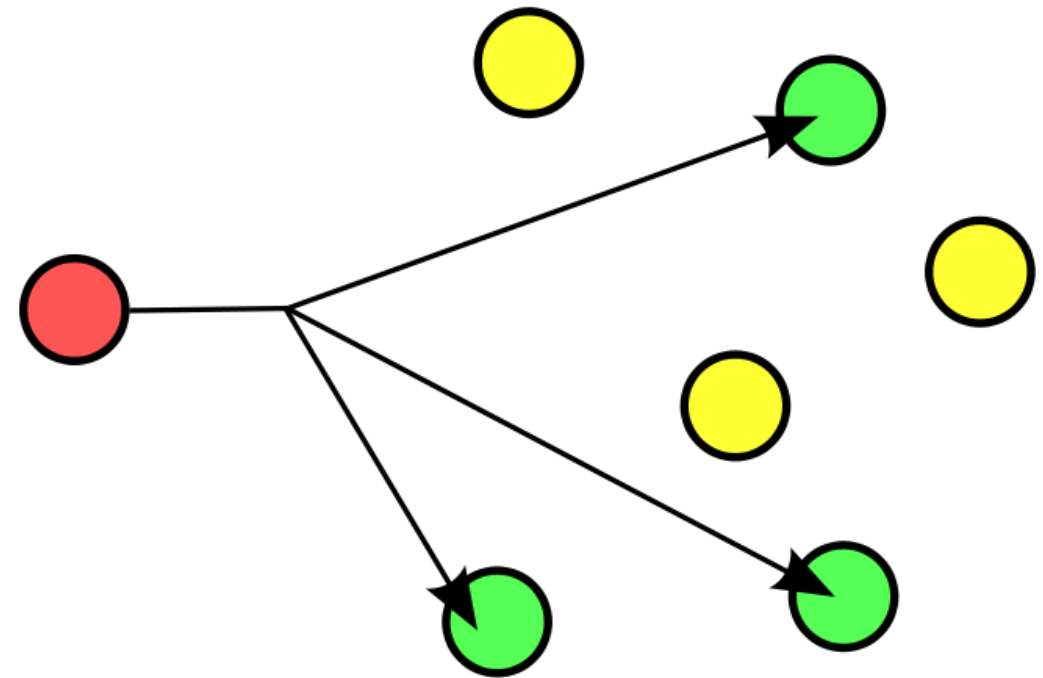
```
⊞ Frame 74: 342 bytes on wire (2736 bits), 342 bytes captured (2736 bits) on interface 0
⊞ Ethernet II, Src: HonHaiPr_c9:be:b7 (9c:2a:70:c9:be:b7), Dst: Broadcast (ff:ff:ff:ff:ff:ff)
⊞ Internet Protocol Version 4, Src: 172.20.67.87 (172.20.67.87), Dst: 255.255.255.255 (255.255.255.255)
⊞ User Datagram Protocol, Src Port: bootpc (68), Dst Port: bootps (67)
⊞ Bootstrap Protocol
```



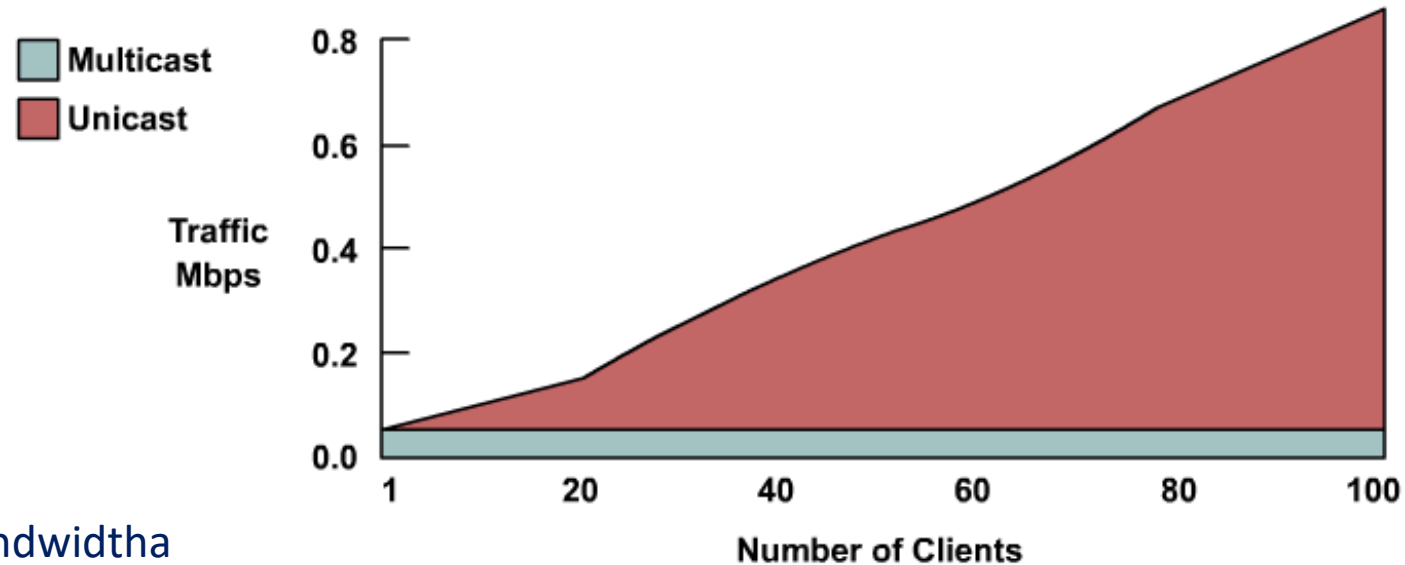
# Vrste komunikacije u mreži

- **Multicast (jedan na grupu)**-uobičajeno zaustavlja se na L3 uređajima (Router/Usmjernik), osim ako ti uređaji nisu konfigurirani da propuštaju/usmjeravaju multicast promet, kao što je slučaj s IP TV prometom
- Primjeri: IP TV, protokoli za usmjeravanje prometa u mreži i drugi „infrastrukturni protokoli” (RIP, EIGRP, OSPF, HSRP, VRRP...)

- 224.0.0.0 do 224.0.0.255 Reserved for special “well-known” multicast addresses. se ne prosljeđuju dalje od linka
- 224.0.1.0-238.255.255.255 Globally-scoped (Internet-wide) multicast addresses.
- 239.0.0.0-239.255.255.255 Organization-Local Scope



# Prednosti multicast komunikacije

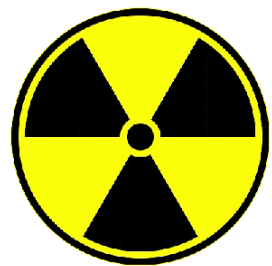
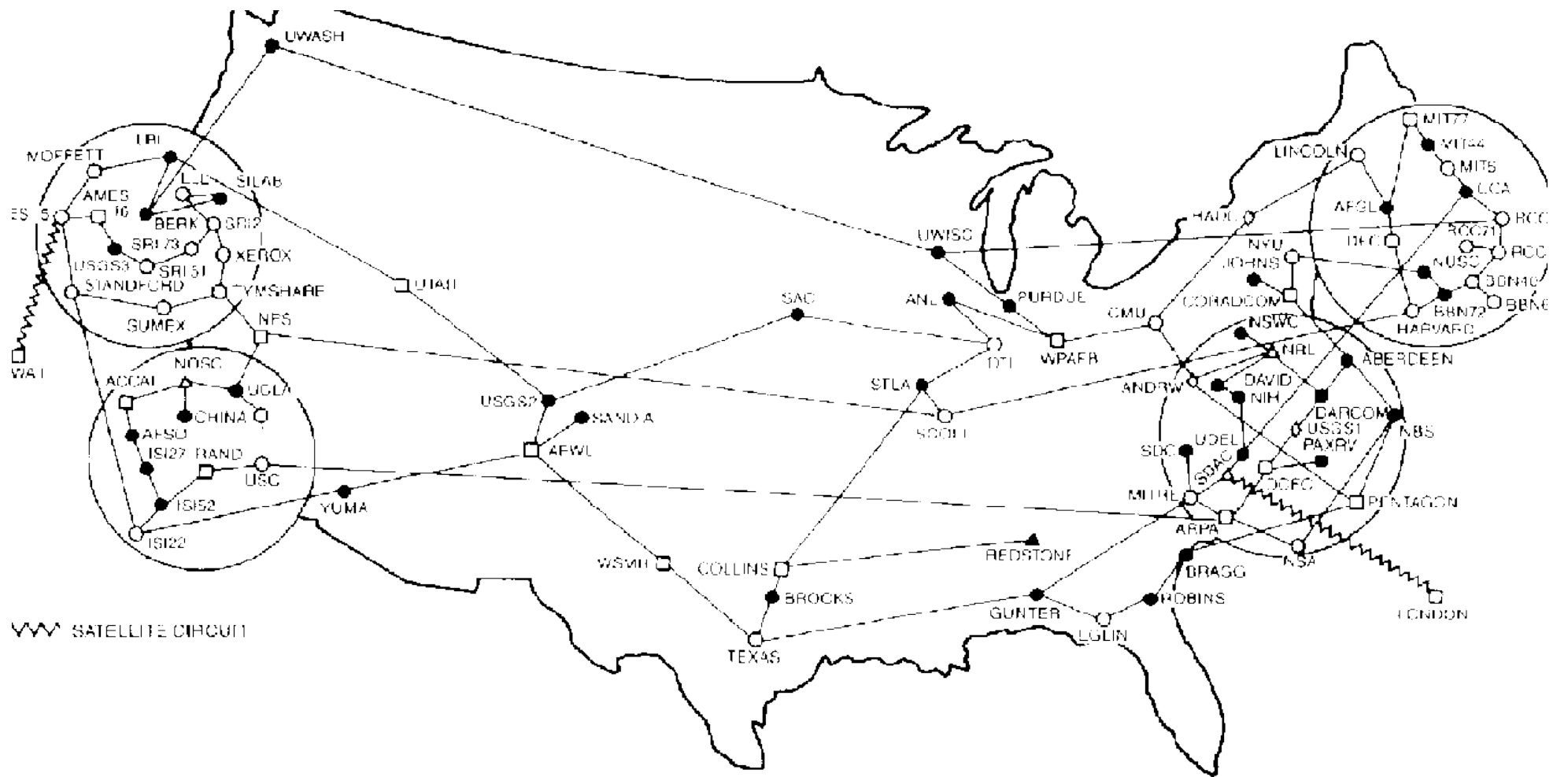


- Efikasnije korištenje Bandwidtha
- ✓ mrežna propusnost je bolje iskorištena, višestruki tokovi podataka se zamjenjuju sa jednim
- Manje opterećenje Servera
- ✓ Server ne mora za svakog klijenta slati poseban stream, što smanjuje trošenje resursa (CPU, RAM, Bandwidth....)
- Manje opterećenje mrežne opreme
- ✓ manji broj paketa znači i manje prosljeđivanja i procesuiranja
- Omogućava efikasnije korištenje distribuiranih aplikacija
- ✓ aplikacije i servisi koje su namijenjene većem broju korisnika nisu moguće u unicast izvedbi iz razloga što unicast nije skalabilan



?

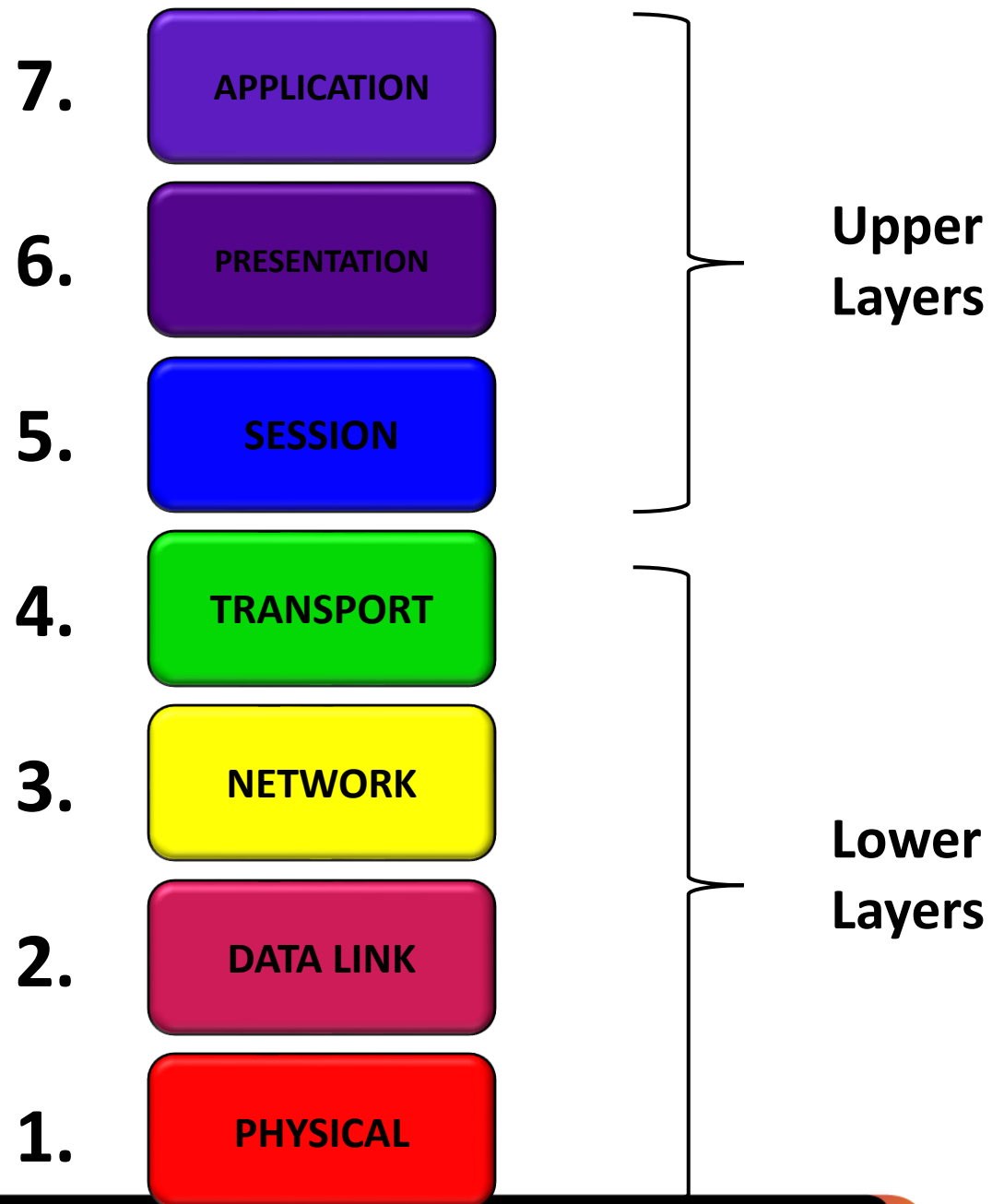
# Put prema Internetu-početak-telegraf-switchboard

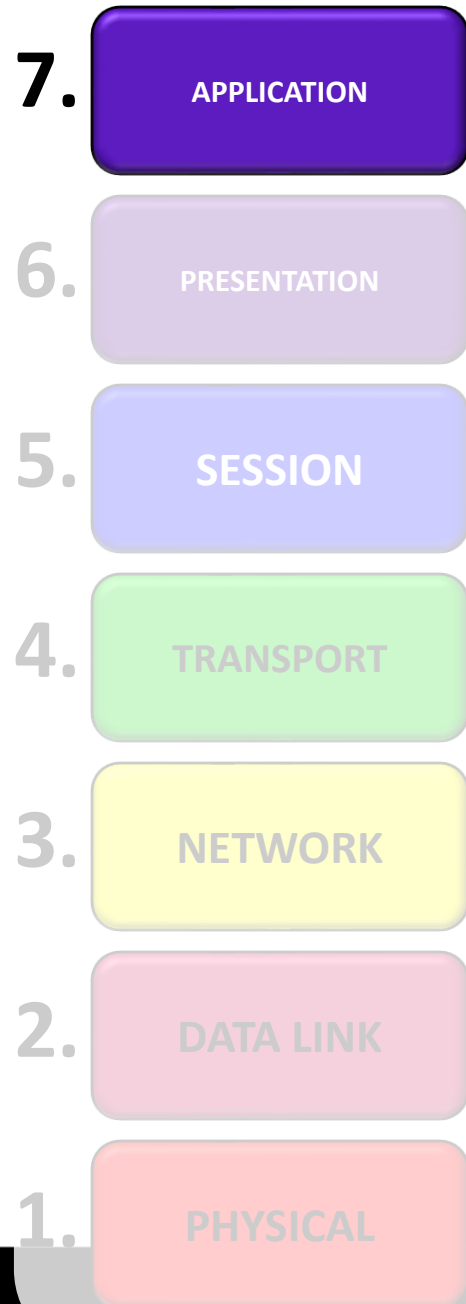




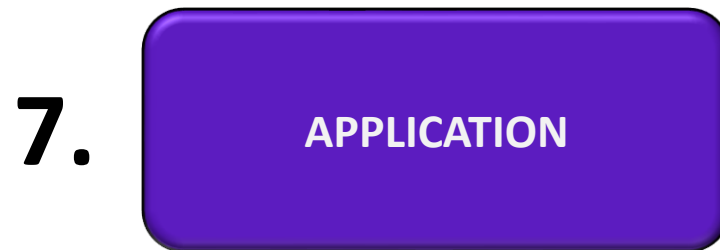
# OSI model

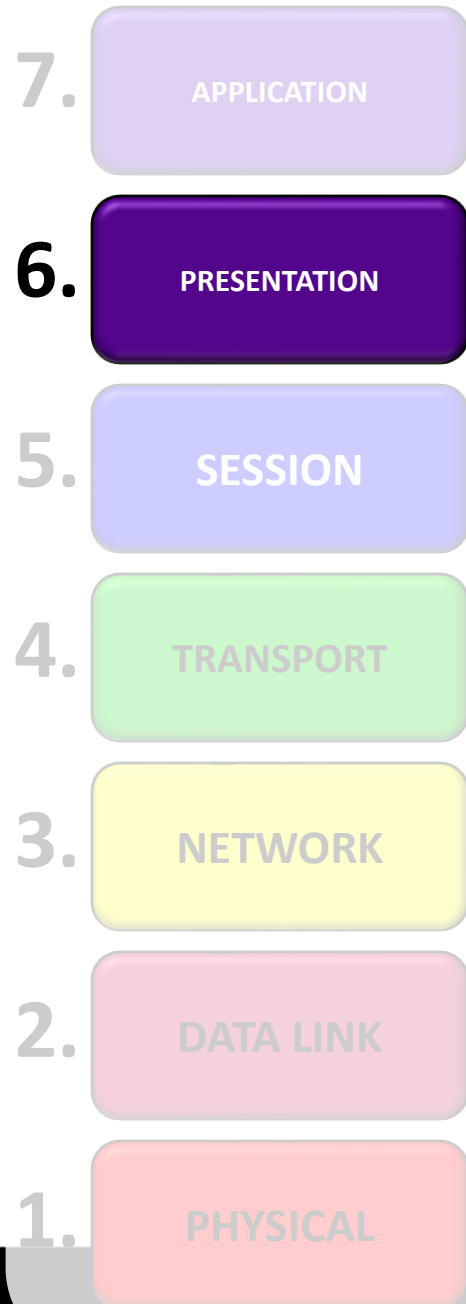
Open  
System  
Interconnection  
model



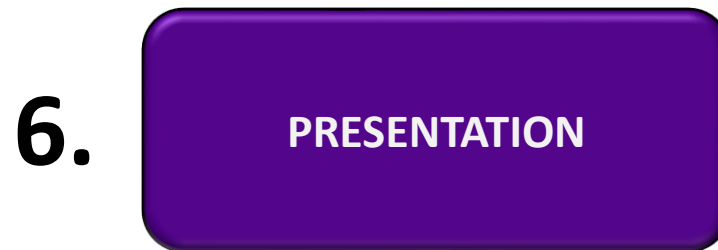


- Procedure za prijenos podataka
- Veza između korisnika i računala
- Identifikacija partnera komunikacije
- Određivanje raspoloživih resursa
- Sinkronizacija komunikacije





- Formatiranje podataka
- Kompresija
- Enkripcija i dekrepcija



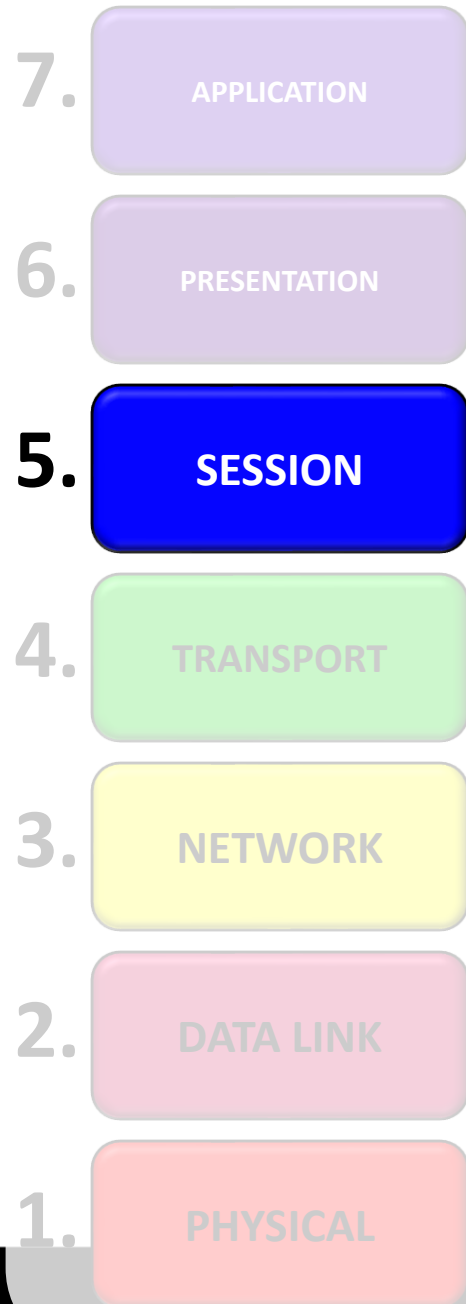
**.txt .doc .docx .jpg .png**

Dođi kući na čaj od šipka.

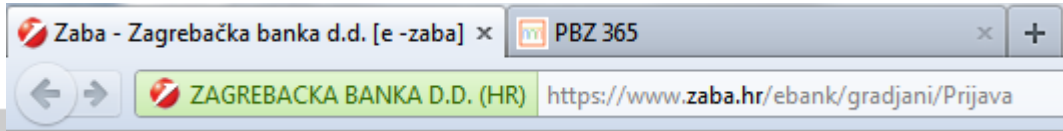
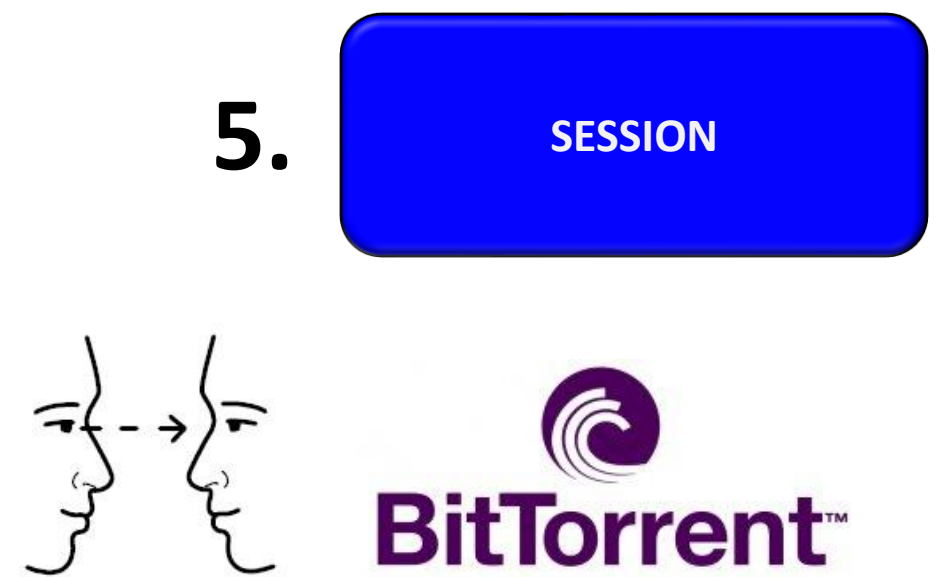


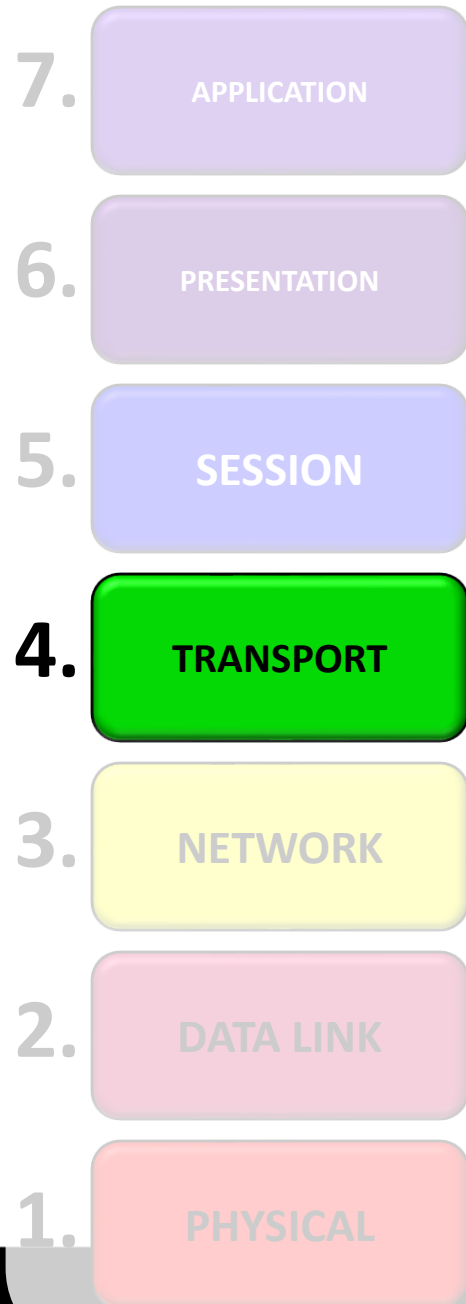
Dođi kući na čaj od šipka





- Uspostava komunikacije
- Održavanje komunikacije
- Zatvaranje komunikacije

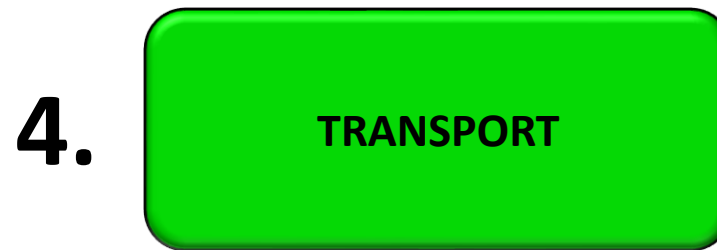


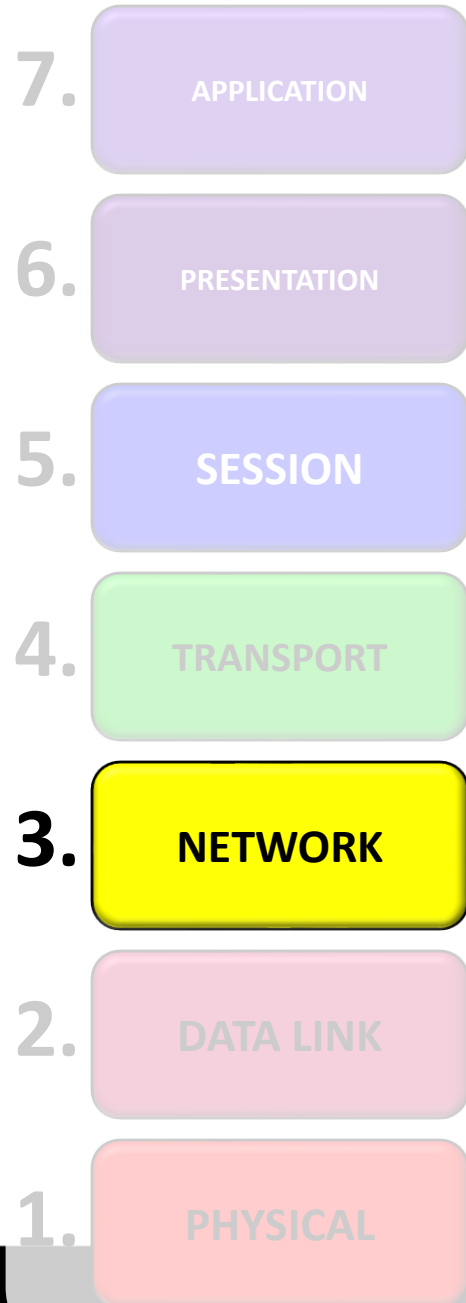


- Pouzdanost komunikacije
- Kontrola protoka podataka
- Izbjegavanje zagušenja

**TCP** – transmission control protocol

**UDP** – user datagram protocol





# • ROUTING

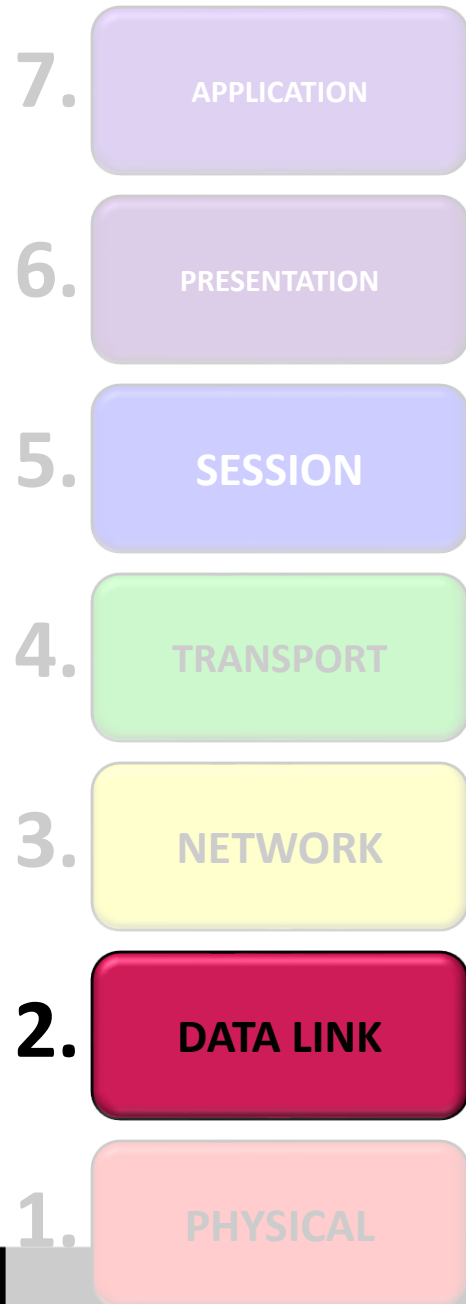
Internet Protocol (IPv4 i IPv6)

IP adresa: 192.168.0.11



**3.**





# • SWITCHING

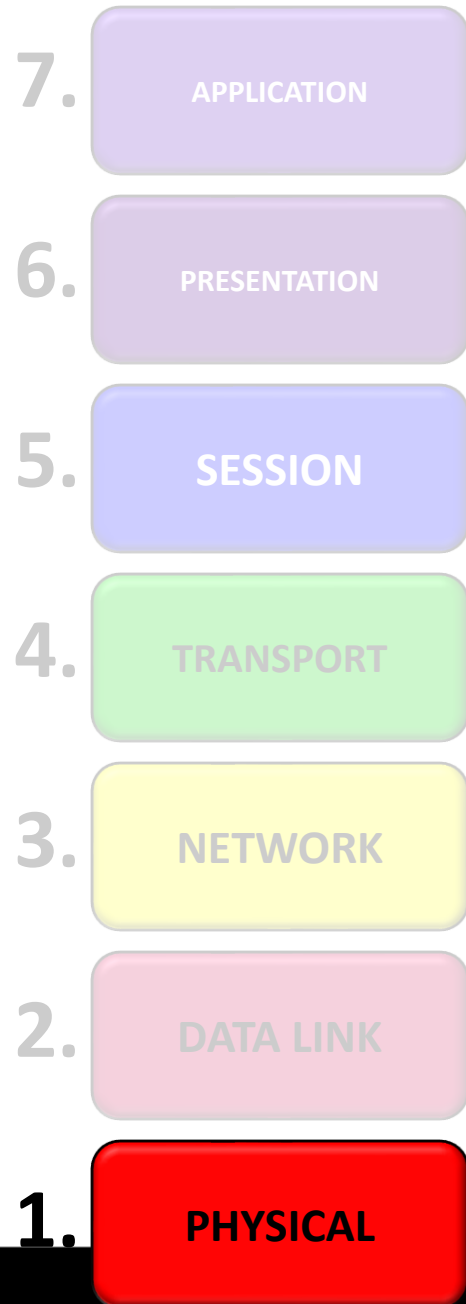
- Kontrola pristupa mediju
- Kontrola grešaka...

ETHERNET protocol

MAC sdresa 001C:001B:001A

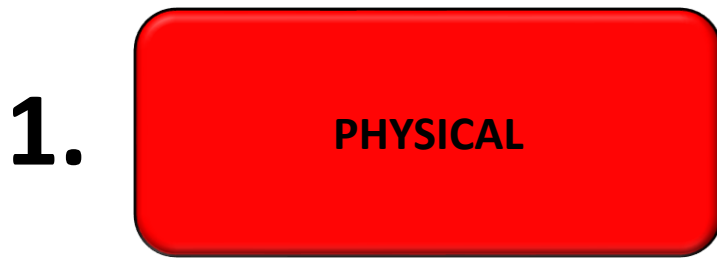
**2.**





- Električni signali
- Kablovi
- Konektori

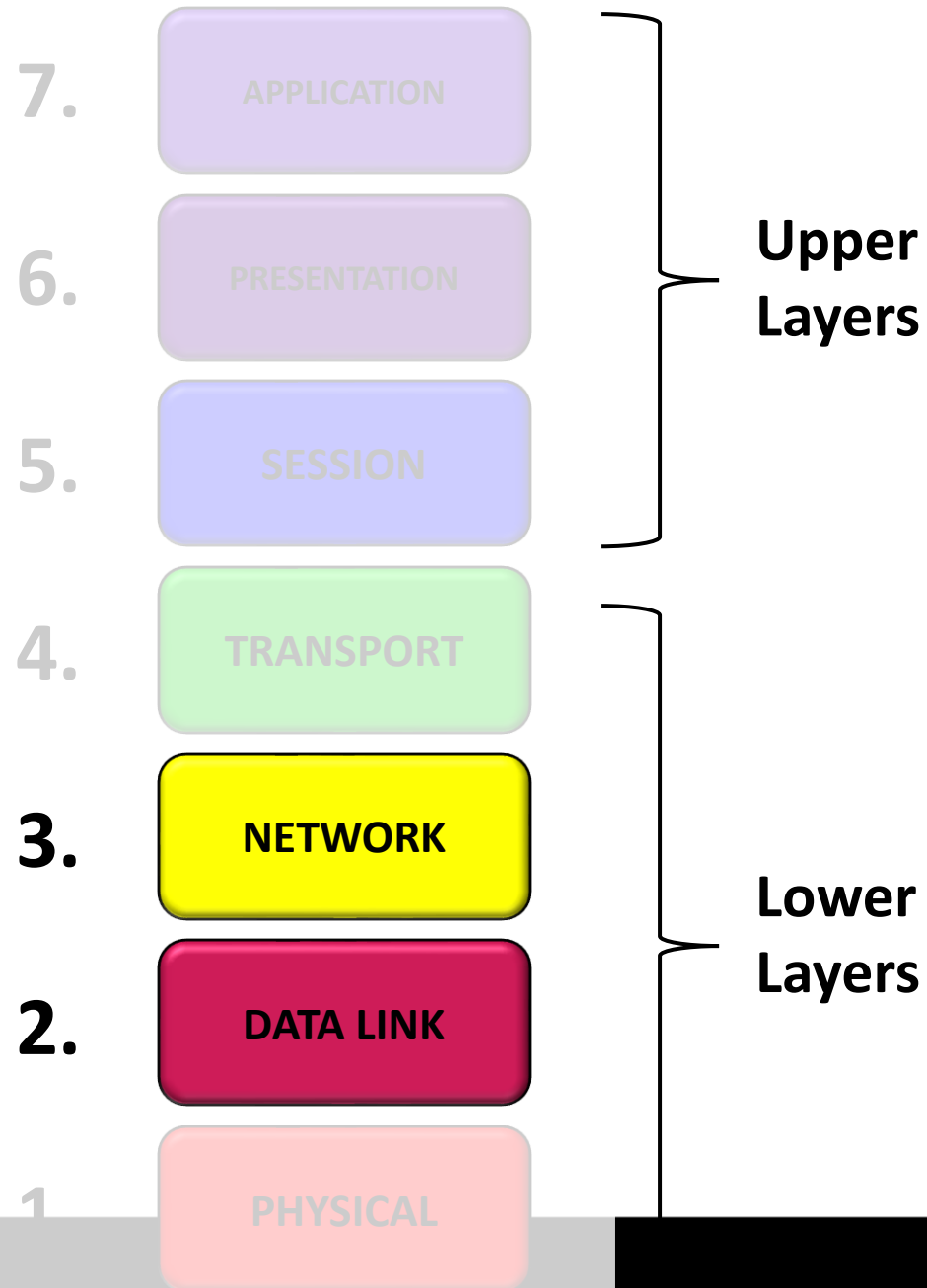
5 V 600 MHz 850 nm



# OSI model

- Referenti model koji opisuje način na koji se odvija komunikacija između dva računala.

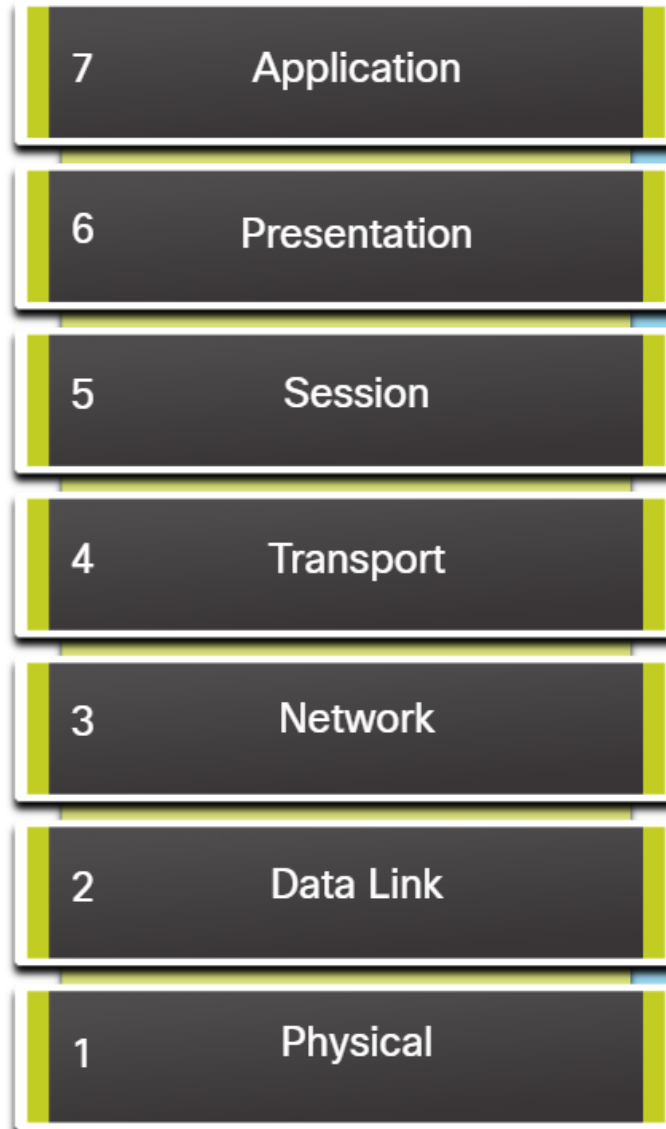
ROUTING • IP  
SWITCHING • ETHERNET



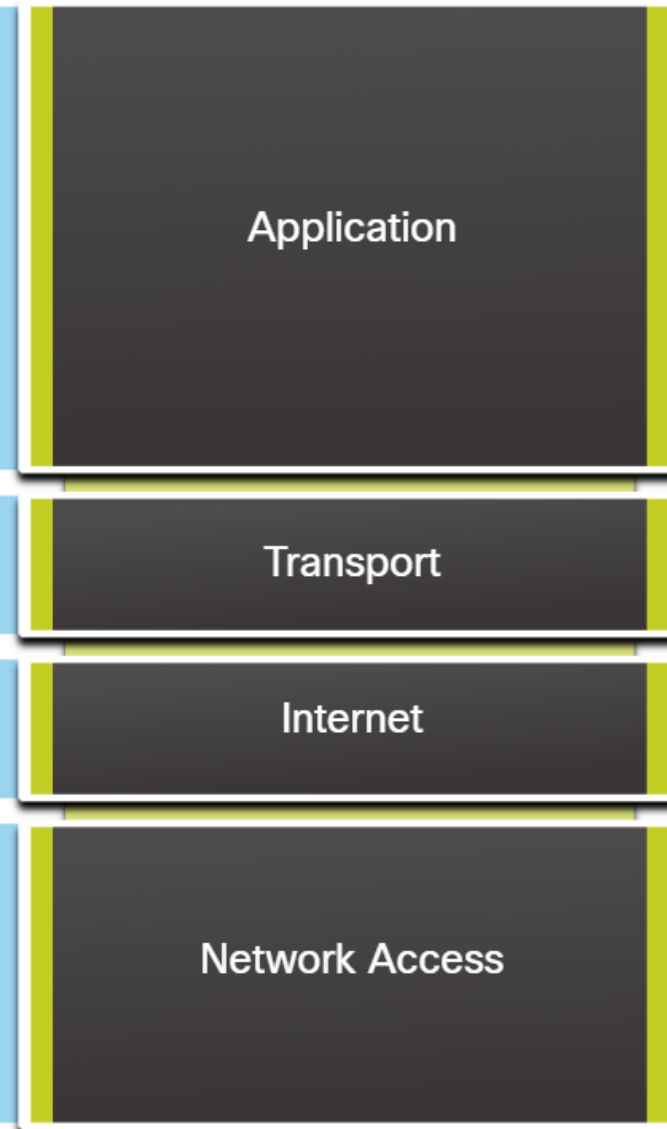
Please **Do Not Throw Sausage Pizza Away !!**



## OSI Model



## TCP/IP Model



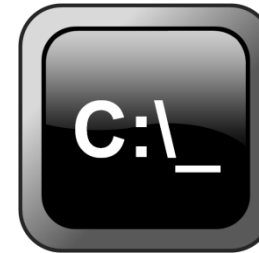


# CMD.EXE

Start



cmd.exe



# WIRESHARK

\*Ethernet

File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help



icmp

| No.  | Time      | Source       | Destination  | Protocol | Length | Info   |
|------|-----------|--------------|--------------|----------|--------|--|
| 437  | 9.411436  | 192.168.0.16 | 8.8.8.8      | ICMP     | 74     | Echo (ping) request id=0x0001, seq=330/18945, ttl=128 (reply in 438)     |
| 438  | 9.435588  | 8.8.8.8      | 192.168.0.16 | ICMP     | 74     | Echo (ping) reply id=0x0001, seq=330/18945, ttl=113 (request in 437)     |
| 483  | 10.421933 | 192.168.0.16 | 8.8.8.8      | ICMP     | 74     | Echo (ping) request id=0x0001, seq=331/19201, ttl=128 (reply in 484)     |
| 484  | 10.445469 | 8.8.8.8      | 192.168.0.16 | ICMP     | 74     | Echo (ping) reply id=0x0001, seq=331/19201, ttl=113 (request in 483)     |
| 501  | 11.433613 | 192.168.0.16 | 8.8.8.8      | ICMP     | 74     | Echo (ping) request id=0x0001, seq=332/19457, ttl=128 (reply in 502)     |
| 502  | 11.459854 | 8.8.8.8      | 192.168.0.16 | ICMP     | 74     | Echo (ping) reply id=0x0001, seq=332/19457, ttl=113 (request in 501)     |
| 512  | 12.446651 | 192.168.0.16 | 8.8.8.8      | ICMP     | 74     | Echo (ping) request id=0x0001, seq=333/19713, ttl=128 (reply in 513)     |
| 513  | 12.469439 | 8.8.8.8      | 192.168.0.16 | ICMP     | 74     | Echo (ping) reply id=0x0001, seq=333/19713, ttl=113 (request in 512)     |
| 851  | 42.489192 | 192.168.0.16 | 8.8.8.8      | ICMP     | 106    | Echo (ping) request id=0x0001, seq=334/19969, ttl=1 (no response found!) |
| 852  | 42.489474 | 192.168.0.1  | 192.168.0.16 | ICMP     | 70     | Time-to-live exceeded (Time to live exceeded in transit)                 |
| 853  | 42.490451 | 192.168.0.16 | 8.8.8.8      | ICMP     | 106    | Echo (ping) request id=0x0001, seq=335/20225, ttl=1 (no response found!) |
| 854  | 42.490622 | 192.168.0.1  | 192.168.0.16 | ICMP     | 70     | Time-to-live exceeded (Time to live exceeded in transit)                 |
| 855  | 42.491168 | 192.168.0.16 | 8.8.8.8      | ICMP     | 106    | Echo (ping) request id=0x0001, seq=336/20481, ttl=1 (no response found!) |
| 856  | 42.491337 | 192.168.0.1  | 192.168.0.16 | ICMP     | 70     | Time-to-live exceeded (Time to live exceeded in transit)                 |
| 1010 | 48.073919 | 192.168.0.16 | 8.8.8.8      | ICMP     | 106    | Echo (ping) request id=0x0001, seq=337/20737, ttl=2 (no response found!) |
| 1011 | 48.082184 | 10.208.8.1   | 192.168.0.16 | ICMP     | 70     | Time-to-live exceeded (Time to live exceeded in transit)                 |
| 1012 | 48.085571 | 192.168.0.16 | 8.8.8.8      | ICMP     | 106    | Echo (ping) request id=0x0001, seq=338/20993, ttl=2 (no response found!) |
| 1013 | 48.096034 | 10.208.8.1   | 192.168.0.16 | ICMP     | 70     | Time-to-live exceeded (Time to live exceeded in transit)                 |
| 1014 | 48.099399 | 192.168.0.16 | 8.8.8.8      | ICMP     | 106    | Echo (ping) request id=0x0001, seq=339/21249, ttl=2 (no response found!) |
| 1015 | 48.109082 | 10.208.8.1   | 192.168.0.16 | ICMP     | 70     | Time-to-live exceeded (Time to live exceeded in transit)                 |
| 1132 | 53.664766 | 192.168.0.16 | 8.8.8.8      | ICMP     | 106    | Echo (ping) request id=0x0001, seq=340/21505, ttl=3 (no response found!) |
| 1133 | 53.673489 | 100.64.0.89  | 192.168.0.16 | ICMP     | 110    | Time-to-live exceeded (Time to live exceeded in transit)                 |
| 1134 | 53.676774 | 192.168.0.16 | 8.8.8.8      | ICMP     | 106    | Echo (ping) request id=0x0001, seq=341/21761, ttl=3 (no response found!) |
| 1135 | 53.685555 | 100.64.0.89  | 192.168.0.16 | ICMP     | 110    | Time-to-live exceeded (Time to live exceeded in transit)                 |

> Frame 513: 74 bytes on wire (592 bits), 74 bytes captured (592 bits) on interface \Device\NPF\_{AD0DC399-0FDE-42A5-9E28-581B7FDE22A8}, id 0  
> Ethernet II, Src: HonHaiPr\_94:10:53 (fc:01:7c:94:10:53), Dst: ASRockIn\_92:09:2a (70:85:c2:92:09:2a)  
> Internet Protocol Version 4, Src: 8.8.8.8, Dst: 192.168.0.16  
> Internet Control Message Protocol

# CMD.EXE-osnovne naredbe

➤ ipconfig

➤ ipconfig /all

➤ route print (netstat -r)

➤ arp -a

➤ telnet

➤ tracert

➤ ping

➤ netstat -a

➤ Nslookup

➤ ipconfig /flushdns

➤ ipconfig /release

➤ Ipconfig /renew

➤ tracert

➤ Tracert 178.79.149.215

➤ Tracert -d 178.79.149.215

➤ Tracert -h 10 178.79.149.215

➤ Tracert -h 10 -d 178.79.149.215

➤ telnet

➤ telnet 178.79.149.215 80

➤ ping

➤ Ping -n 7 178.79.149.215

➤ Ping -a 178.79.149.215

➤ Ping -t 178.79.149.215

➤ Ping -l 1500 178.79.149.21

➤ Ping -w 10 178.79.149.215

# Priprema za vježbu

***What is OSI model (10 min)***

<https://www.cloudflare.com/learning/ddos/glossary/open-systems-interconnection-model-osi/>

***What is wireshark (5min)***

[https://www.wireshark.org/docs/wsug\\_html\\_chunked/ChapterIntroduction.html#ChIntroWhatIs](https://www.wireshark.org/docs/wsug_html_chunked/ChapterIntroduction.html#ChIntroWhatIs)

***What is OSI Model? (9 min)***

[https://www.youtube.com/watch?v=llk7UXzV\\_Qc](https://www.youtube.com/watch?v=llk7UXzV_Qc)

***Wireshark Tutorial for Beginners (14 min)***

<https://www.youtube.com/watch?v=TkCSr30UojM>

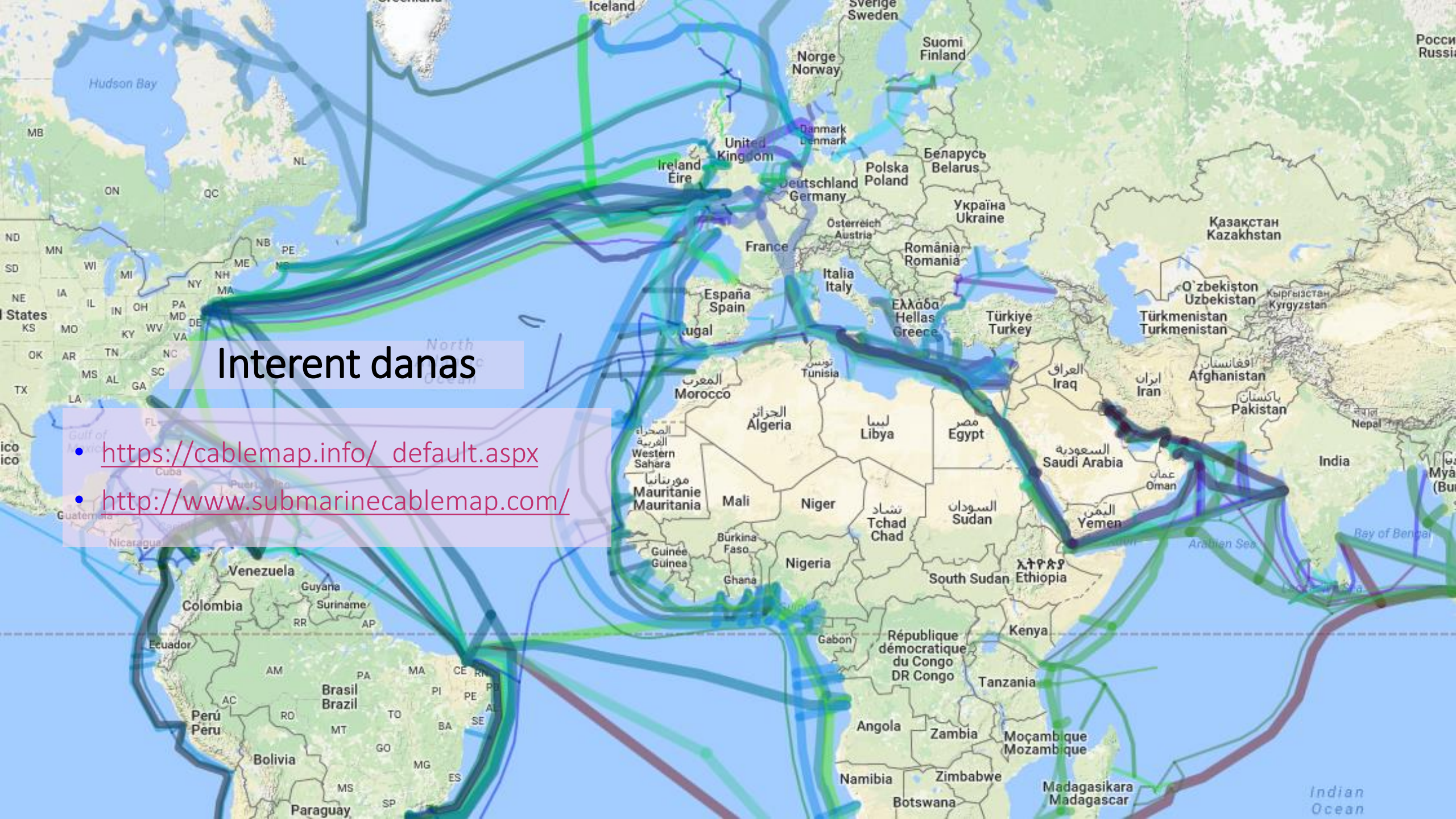
# CIX (Croatian Internet exchange)



<https://www.cix.hr/clanice/clanice>

# Interent danas

- <https://cablemap.info/default.aspx>
- <http://www.submarinecablemap.com/>





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**Hvala na  
pažnji!**