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**6th Edition**

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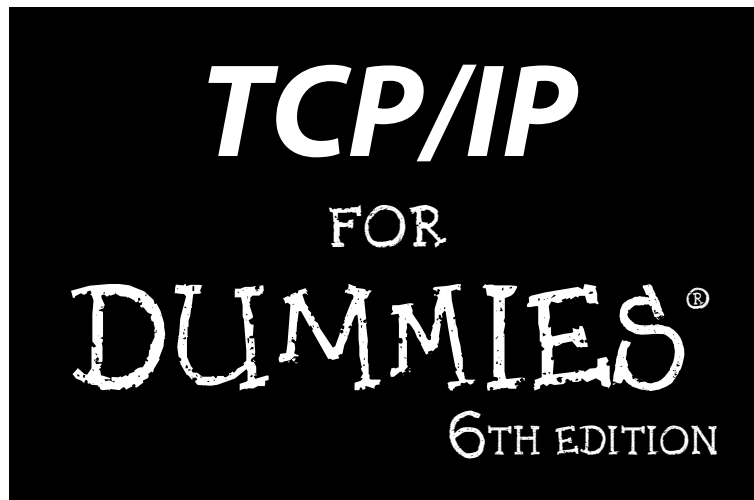
- Work with the newest TCP/IP standards and protocols
- Apply new information on wireless routers, VoIP, and mobile technologies
- Secure blog and social networking sites
- Use new methods to guard against phishing, spear-phishing, and vishing

**Candace Leiden**  
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Foreword by Scott Bradner,  
University Technology Security Officer,  
Harvard University & ICANN Trustee







**by Candace Leiden and Marshall Wilensky**

**Foreword by Scott Bradner**

University Technology Security Officer, Harvard University



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# About the Authors

Forced to learn about computers because she was afraid of slide rules, **Candace Leiden** has worked as a software developer, system administrator, and database designer and administrator. Formerly the president of Cardinal Consulting, Inc., Candace is now a systems and database performance consultant and instructional design consultant for international courseware in those areas. Her customers have included Cardinal Consulting, Compaq Computer, Digital Equipment Corporation, the United Nations, several major pharmaceutical corporations, Oracle Corporation, and Hewlett-Packard. Candace is an internationally recognized speaker on relational databases and the Linux and Unix operating systems. Candace is also the author of *Linux Bible* (Wiley Publishing). Candace met Marshall Wilensky in 1981, when they worked at the same company. She taught him everything he knows.

**Marshall Wilensky** has been wrangling computers and networks for more than 30 years (and still has fewer wrinkles than Candace and less gray hair). In corporate life, he has had the privilege of working for companies ranging from 25 people (who are 25 years old) to more than 300,000 worldwide. He has been a consultant, a programmer, a system administrator, and a network manager for large multivendor and multiprotocol networks, including those at the Harvard University Graduate School of Business Administration.

Marshall met Candace Leiden in 1981 when they worked at the same company. He taught her everything she knows. They are also, most importantly, married (to each other).

Candace and Marshall are both members-at-large of ICANN (Internet Corporation for Assigned Names and Numbers).



# *Dedication*

Candace dedicates this book to Marshall Wilensky (no one knows the meaning of the phrase “in sickness and in health” better than Marshall) and to Emily Duncan, who is wise beyond her years. Even though she has been through some tough times, Emily rules!

Marshall dedicates this edition of the book to his late parents, Leo and Estelle Wilensky, and to Roxcy Platte and the people who help him with the toughest subject he has ever tackled.

## **In memory of:**

Helen Louise Duncan

Christine Evans Staley

They are missed every day.

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# Table of Contents

<b><i>Introduction</i></b> .....	<b>1</b>
About This Book .....	1
Conventions Used in This Book .....	2
Foolish Assumptions .....	2
How This Book Is Organized .....	3
Part I: TCP/IP from Names to Addresses .....	3
Part II: Getting Connected .....	3
Part III: Configuring Clients and Servers: Web, E-Mail, and Chat .....	4
Part IV: Even More TCP/IP Applications and Services .....	4
Part V: Network Troubleshooting and Security .....	4
Part VI: The Part of Tens .....	5
Icons Used in This Book .....	5
Where to Go from Here .....	6
 <b><i>Part 1: TCP/IP from Names to Addresses</i></b> .....	 <b>7</b>
<b>Chapter 1: Understanding TCP/IP Basics</b> .....	<b>9</b>
Following Rules for the Internet: TCP/IP Protocols .....	10
Who's in charge of the Internet and TCP/IP? .....	10
Checking out RFCs: The written rules .....	12
Examining Other Standards Organizations That Add to the Rules .....	13
Distinguishing Between the Internet, an Internet, and an Intranet .....	13
Extending Intranets to Extranets .....	14
Introducing Virtual Private Networks .....	15
Exploring Geographically Based Networks .....	16
Networks connected by wires and cables .....	16
Wireless networks .....	17
The geography of TCP/IP .....	17
<b>Chapter 2: Layering TCP/IP Protocols</b> .....	<b>19</b>
Taking a Timeout for Hardware .....	19
Starting with network connection media .....	20
Colliding with Ethernet .....	20
Stacking the TCP/IP Layers .....	22
Layer 1: The physical layer .....	23
Layer 2: The data link layer .....	24
Layer 3: The internet layer .....	24
Layer 4: The transport layer .....	24
Layer 5: The application layer .....	25

Chewing through Network Layers: A Packet's Journey.....	25
Understanding TCP/IP: More than just protocols .....	27
Determining whether your network has a protocol, an application, or a service.....	27
Plowing through the Protocol List (In Case You Thought Only Two Existed).....	28
Physical layer protocols .....	29
Data link layer protocols.....	29
Internet layer protocols .....	29
Transport layer protocols .....	31
Application layer protocols.....	36
<b>Chapter 3: Serving Up Clients and Servers .....</b>	<b>43</b>
Understanding the Server Side .....	43
Examining the server's job .....	44
Identifying types of servers .....	44
Using dedicated servers.....	45
Understanding the Client Side .....	45
Defining a client.....	45
Clients, clients everywhere .....	46
Answering the Question "Are You Being Served?" .....	46
Supporting TCP/IP with Client/Server and Vice Versa .....	47
Recognizing Other Internetworking Styles: Peer-to-Peer Computing .....	47
Determining whether peer-to-peer workgroups are still handy ....	48
P2P applications — P2P across the Internet .....	48
<b>Chapter 4: Nice Names and Appetizing Addresses .....</b>	<b>51</b>
What Did You Say Your Host's Name Is? .....	52
Playing the numbers game .....	52
Identifying a computer as uniquely yours .....	53
Translating names into numbers .....	54
Taking a Closer Look at IP Addresses.....	54
Savoring Classful Addressing.....	55
Recognizing the Parts of an IP Address .....	56
Class A is for a few enormous networks .....	57
Class B is for lots of big networks.....	57
Class C is for millions of small networks .....	57
Class D is for multicasting .....	57
Biting Down on Bits and Bytes.....	58
Obtaining an IP Address .....	60
Choosing whether to go public or stay private .....	60
Obeying the network police .....	61
Obtaining a globally unique IP address .....	61
Acquiring a static address .....	62
Getting dynamic addresses with DHCP .....	62
Finding out your IP address .....	62

Resolving Names and Addresses with DNS.....	64
Understanding the minimum amount of information about DNS.....	64
Using DNS to “Do Nifty Searches”.....	65
Describing Fully Qualified Domain Names (FQDNs) .....	65
Branching out into domains .....	66
Stalking new domains.....	68
Determining Whether the Internet Will Ever Fill Up .....	68
Choking on bandwidth .....	68
Panicking about not having enough addresses .....	69
Dishing Up More Kinds of Addresses .....	69
MAC: Media Access Control .....	69
Port numbers.....	70

## **Chapter 5: Need More Addresses? Try Subnetting and NAT . . . . . 73**

Working with Subnets and Subnet Masks .....	74
Defining subnet masks .....	76
Why a network has a mask when it has no subnets.....	76
Subnetting 101 .....	77
Letting the DHCP Protocol Do the Work for You .....	79
One administrator’s nightmare is another’s fantasy.....	80
Understanding how the DHCP protocol works — it’s client/server again .....	81
Being evicted after your lease expires .....	82
Sharing Addresses with Network Address Translation (NAT).....	83
Understanding how NAT works .....	83
Securing NAT.....	84
Using NAT and DHCP to work together .....	84
Swallowing NAT incompatibilities .....	86
Digesting NAT-PT (Network Address Translation-Protocol Translation) .....	87

## **Part 11: Getting Connected ..... 89**

### **Chapter 6: Configuring a TCP/IP Network — the Software Side . . . 91**

Installing TCP/IP? Probably Not .....	91
Detecting whether TCP/IP is installed.....	92
Determining whether it’s IPv4, IPv6, or both .....	92
Savoring TCP/IP right out of the box.....	93
Six Steps to a Complete TCP/IP Configuration.....	94
Step 1: Determining whether your computer is a client or server or both .....	95
Step 2: Gathering client information .....	95
Step 3: Setting up your NIC(s) .....	95



Step 4: Deciding on a static IP address or a DHCP leased address .....	96
Step 5: Choosing how your host will translate names into IP addresses .....	97
Step 6: Gathering server information .....	97
Setting TCP/IP Client Properties.....	97
Configuring TCP/IP on a Mac OS X client.....	98
Configuring TCP/IP on a Linux or Unix client.....	100
Configuring a TCP/IP client on Windows Vista .....	102
Configuring a TCP/IP client on Windows XP .....	103
Setting TCP/IP Server Properties.....	104
Installing TCP/IP from Scratch.....	105
Feasting on Network Files.....	107
The local hosts file.....	107
The trusted hosts file, hosts.equiv .....	109
Freddie's nightmare: Your personal trust file .....	110
The services file .....	111
Daemons Aren't Devils.....	113
Relishing your daemons.....	113
Finding the daemons on your computer .....	113
<b>Chapter 7: Networking SOHO with Wireless .....</b>	<b>115</b>
Gulping the Minimum Hardware Details .....	116
NICs.....	116
Routers .....	117
Setting Up a Home Wireless Network in Four Steps .....	118
Step 1: Choose your wireless hardware.....	118
Step 2: Connect your wireless router .....	120
Step 3: Set up your wireless router .....	121
Step 4: Connect your computers .....	124
Securing Your Network.....	124
Securing the wired side.....	125
Securing the wireless side .....	125
Broadband for Everyone? We Hope .....	128
Level 1: Using wireless hotspots.....	128
Level 2: Paying for broadband wireless service .....	129
Level 3: Going anywhere you want to connect to the Internet with WiMAX .....	129
<b>Chapter 8: Advancing into Routing Protocols .....</b>	<b>131</b>
Understanding Routing Lingo .....	132
Routing Through the Layers — the Journey of a Packet.....	135
A new message heads out across the Net .....	135
The message visits the router .....	137
Into an Internet router and out again.....	139
Reaching the destination .....	140

Getting a Handle on How Routers Work .....	143
Getting Started with Routers.....	146
Swallowing Routing Protocols .....	148
Nibbling on IGP protocols.....	149
Exterior Gateway Protocols (EGP) .....	152
Understanding How BGP Routers Work .....	154
Juicing Up Routing with CIDR .....	154
C Is for Classless .....	156
CIDR pressing the routing tables .....	157
You say “subnet,” aggregating.net says “aggregate”.....	159
Securing Your Router.....	159
Coring the apple with Denial of Service (DoS) Attacks.....	160
Hijacking routers.....	160
Eavesdropping on BGP.....	161
It’s so sad .....	161
S-BGP (Secure BGP): Proposals to make BGP routing secure.....	161

## **Chapter 9: IPv6: IP on Steroids. .... 163**

Say Hello to IPv6 .....	163
Digesting IPv4 limitations .....	164
Absorbing IPv6 advantages .....	164
If It Ain’t Broke, Don’t Fix It — Unless It Can Be Improved .....	165
Wow! Eight Sections in an IPv6 Address? .....	165
Why use hexadecimal? .....	166
There’s good news and there’s bad news .....	166
Take advantage of IPv6 address shortcuts.....	167
Special IPv6 Addresses .....	169
IPv6 — and the Using Is Easy.....	169
Checking out the network with autodiscovery .....	170
Ensuring that your address is unique.....	171
Automatically assigning addresses .....	172
Realizing that autoregistration says “Let us serve you” .....	172
IPv6 Installation .....	173
Configuring IPv6 on Windows XP and Windows Server 2003.....	173
Welcoming IPv6 to Mac OS X.....	175
Getting started with IPv6 in Unix and Linux.....	175
Other Delicious IPv6 Morsels.....	176
Security for all .....	176
Faster, better multimedia .....	178
Support for real-time applications.....	178
Improved support for mobile computing .....	178
Share the Planet — IPv6 and IPv4 Can Coexist.....	179
Stacking IPv4 and Iv6.....	179
Tunneling IPv6 through IPv4 .....	180
Whew — You Made It!.....	180

**Chapter 10: Serving Up DNS (The Domain Name System) . . . . . 181**

Taking a Look at the DNS Components .....	182
Going Back to DNS Basics.....	183
Revisiting Client/Server with DNS .....	184
Dishing up DNS client/server definitions.....	184
Snacking on resolvers and name servers .....	184
Who's in charge here? .....	186
Serving a DNS client's needs .....	186
Oops! Can't help you .....	187
Who's Responsible for Name and Address Information? .....	187
Understanding Servers and Authority .....	189
Primary name server: Master of your domain .....	189
Secondary name servers.....	190
Caching servers.....	192
Understanding Domains and Zones .....	193
Problem Solving with Dynamic DNS (DYNDNS) .....	195
Diving into DNSSEC (DNS Security Extensions).....	195
Why does DNS need DNSSEC? .....	196
Glimpsing behind the scenes of DNSSEC .....	197

***Part III: Configuring Clients and Servers:  
Web, E-Mail, and Chat..... 199***

**Chapter 11: Digesting Web Clients and Servers. . . . . 201**

Standardizing Web Services .....	201
Deciphering the Languages of the Web .....	202
HTML .....	202
HTML 4 .....	204
XML.....	205
XHTML.....	205
HTML + MIME = MHTML .....	205
Java and other Web dialects .....	205
Hypertext and hypermedia.....	206
Understanding How Web Browsing Works .....	207
Serving up a Web page .....	207
Storing user information as cookies.....	209
Managing cookies with your browser .....	210
Dishing up multimedia over the Internet.....	212
Feeding Web Pages with Atom and RSS.....	214
Reducing the Web's Wide Waistline to Increase Speed.....	215
Proxy Serving for Speed and Security.....	218
Caching pages .....	219
Improving security with filtering .....	220
Setting up a proxy client .....	220
Finishing touches.....	223

---

Setting Up a Caching Proxy Server .....	223
Outlining the general steps for installing and configuring squid .....	223
Configuring squid for Microsoft Windows Server 2008 .....	224
Browsing Securely .....	228
Ensuring that a site is secure .....	228
Using your browser's security features .....	229
Setting Up a Web Server .....	230
Setting up the Apache HTTP Server .....	231
Speeding up Apache .....	234
Making Apache more secure .....	234
Adding Security to HTTP .....	235
Taking a look at HTTPS .....	236
Getting up to speed on SSL .....	236
Stepping through an SSL Transaction .....	237
Using Digital Certificates for Secure Web Browsing .....	238
 <b>Chapter 12: Minimum Security Facilities. ....</b>	<b>239</b>
What's the Worst That Could Happen? .....	239
Jump-Starting Security with the Big Three .....	240
Installing a personal firewall .....	241
Vaccinating your system with the anti-s .....	242
Encrypting data so snoopers can't read it .....	243
Adding a Few More Basic Protections .....	243
 <b>Chapter 13: Eating Up E-Mail .....</b>	<b>245</b>
Getting the Big Picture about How E-Mail Works .....	245
Feasting on E-Mail's Client-Server Delights .....	246
E-mail clients .....	246
E-mail clients versus Web mail clients .....	247
E-mail servers .....	247
Postfix: Configuring the fastest-growing MTA .....	249
Sharpening the Finer Points of Mail Servers .....	252
Transferring e-mail by way of store-and-forward .....	253
Transferring e-mail by way of DNS MX records .....	254
Understanding How SMTP Works with MTAs .....	255
Defining E-Mail Protocols .....	255
Adding More Protocols to the Mix .....	256
POP3 .....	256
IMAP4 .....	257
HTTP .....	258
LDAP .....	258
DNS and its MX records .....	258

**Chapter 14: Securing E-Mail .....261**

Common Sense: The Most Important Tool in Your Security Arsenal...	261
Being Aware of Possible Attacks .....	262
Phishing.....	263
Popping up and under.....	263
Getting spied on.....	263
Meeting malware.....	265
Bombing.....	265
Have you got anything without spam? Spam, spam, spam! .....	266
Spoofing.....	267
Finding Out Whether You're a Victim.....	267
Playing Hide-and-Seek with Your E-Mail Address.....	268
Layering Security.....	269
Layer 1: Letting your ISP protect your network.....	269
Layer 2: Building your own walls.....	270
Layer 3: Securing e-mail on the server side.....	271
Layer 4: Securing e-mail on the client side .....	274
Layer 5: Suitely extending e-mail security.....	278
Using Secure Mail Clients and Servers.....	278
Setting up a secure IMAP or POP client .....	279
Setting up a secure mail server.....	281
Encrypting e-mail.....	281

**Chapter 15: Beyond E-Mail: Social Networking and Online Communities.....285**

Thumbing to Talk About.....	286
Choosing a Communication Method.....	287
Getting together with IRC .....	288
Jabbering with XMPP .....	288
Feeding Your Craving for News .....	289
Getting Even More Social.....	290

**Part IV: Even More TCP/IP Applications and Services ..... 291****Chapter 16: Mobile IP — The Moveable Feast .....293**

Going Mobile .....	294
Understanding How Mobile IP Works .....	294
Sailing into the Future: Potential Mobile IPv6 Enhancements .....	296
Mobilizing Security.....	297
Understanding the risks.....	297
Using basic techniques to protect your mobile devices .....	298



<b>Chapter 17: Saving Money with VoIP (Voice Over Internet Protocol)</b>	<b>299</b>
Getting the Scoop on VoIP	299
Getting Started Using VoIP	300
Step 1: Get broadband	300
Step 2: Decide how to call	301
Step 3: Make the call	302
Step 4: Convert the bits back into voice (with VoIP software)	303
Step 5: Converse	303
Yo-Yo Dieting: Understanding How VoIP Packets Move through the Layers	304
Trekking the Protocols from RTP to H.323	304
Talking the talk with the TCP/IP stack and more	305
Ingesting VoIP standards from the ITU	306
Vomiting and Other Vicious VoIP Vices	306
Securing Your Calls from VoIP Violation	306
You, too, can be a secret agent	307
Authenticating VoIP-ers	307
Keeping voice attacks separate from data	308
Defending with firewalls	308
Testing Your VoIP Security	308
<b>Chapter 18: File and Print Sharing Services</b>	<b>309</b>
Defining Basic File Sharing Terms	309
Using FTP to Copy Files	310
Understanding how FTP works	310
Using anonymous FTP to get good stuff	311
Choosing your FTP client	312
Transferring the files	312
Securing FTP file transfers	315
Using rcp or scp to Copy Files	316
Sharing Network File Systems	317
Nifty file sharing with NFS (Network File System)	317
Solving the buried file update problem with NFSv4	318
Examining the mount Protocol	319
Automounting	320
Configuring an NFS Server	320
Step 1: Edit the exports file	321
Step 2: Update the netgroup file	321
Step 3: Start the daemons	322
Configuring an NFS Client	323

Picking Up Some NFS Performance Tips .....	324
Hardware tips .....	324
Server tips .....	325
Client tips .....	325
Weighing performance against security .....	325
Getting NFS Security Tips .....	325
Sharing Files Off the Stack .....	326
Using Windows network shares .....	326
Using Samba to share file and print services .....	327
Working with Network Print Services .....	328
Valuing IPP features .....	329
Setting up Windows Server 2008 print servers over IPP .....	330
Printing with the Common Unix Print System (CUPS) .....	331

## **Chapter 19: Sharing Compute Power ..... 333**

Sharing Network Resources .....	333
Accessing Remote Computers .....	334
Using a telnet client .....	334
“R” you ready for more remote access? .....	335
Executing commands with rsh and rexec .....	335
Securing Remote Access Sessions .....	336
Taking Control of Remote Desktops .....	337
Sharing Clustered Resources .....	338
Clustering for high availability .....	338
Clustering for load balancing .....	338
Clustering for supercomputing .....	339
Sharing Compute Power with Grid and Volunteer Computing .....	339

## **Part V: Network Troubleshooting and Security ..... 341**

### **Chapter 20: Staying with Security Protocols ..... 343**

Determining Who Is Responsible for Network Security .....	344
Following the Forensic Trail: Examining the Steps for Securing Your Network .....	344
Step 1: Prescribing Preventive Medicine for Security .....	345
Step 2: Observing Symptoms of Malware Infection .....	347
Uncovering more contagions .....	348
Step 3: Diagnosing Security Ailments with netstat, ps, and Logging ....	355
Monitoring network use with ps .....	355
Nosing around with netstat .....	357
Examining logs for symptoms of disease .....	362
Syslog-ing into the next generation .....	363
Microsoft proprietary event logging .....	370

**Chapter 21: Relishing More Meaty Security . . . . . 373**

Defining Encryption.....	374
Advancing Encryption with Advanced Encryption Standard (AES) .....	375
Peering into Authentication .....	376
Do you have any ID? A digital certificate will do .....	377
Getting digital certificates.....	377
Using digital certificates.....	378
Checking your certificates .....	379
Coping with certificate problems .....	380
IPSec (IP Security Protocol): More Authentication.....	381
Kerberos — Guardian or Fiend? .....	382
Understanding Kerberos concepts.....	382
Playing at Casino Kerberos.....	383
Training the dog — one step per head .....	384
Setting up a Kerberos server step by step .....	385
Setting up a Kerberos client step by step.....	387

**Chapter 22: Troubleshooting Connectivity and Performance Problems . . . . . 389**

Chasing Network Problems from End to End .....	390
Getting Started with Ping.....	390
Pinging away with lots of options.....	391
And now, for “some-ping” completely different:	
Running ping graphically .....	393
Death by ping .....	395
Diagnosing Problems Step by Step.....	396
Pinging yourself and others.....	396
Using nslookup to query a name server .....	401
Using traceroute (tracert) to find network problems .....	403
Simplifying SNMP, the Simple Network Management Protocol.....	406
Just barely describing how SNMP works.....	406
Using SMNP programming free .....	407

***Part VI: The Part of Tens . . . . . 411*****Chapter 23: Ten More Uses for TCP/IP . . . . . 413****Chapter 24: Ten More Resources for Information about TCP/IP Security . . . . . 417*****Index . . . . . 421***

# Foreword

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**F**or both good and ill, modern society around the world has been transformed by the Internet. But the Internet was not the first data communications network, not by a long shot. So what was it about the Internet that enabled the revolution? In a very basic way, it was the use of TCP/IP. TCP/IP enabled the Internet to be the first data network where the use could be driven by the users and not controlled by the carriers. TCP/IP is an end-to-end protocol. The network is there to carry the bits from any device at the edge of the network to any other device. This stands in stark contrast to X.25, frame relay, ATM, and other carrier-managed data networks, where the carrier determined who you could talk to, and in an even starker contrast to the phone network, where the carrier determined what you could do.

This end-to-end architecture has resulted in an amazing proliferation of applications because the network does not get in the way of individual entrepreneurs developing the next great thing and running it over the Internet. It also did not get in the way of millions of people putting up their own Web pages, or, with somewhat more controversy, swapping music and movie files. Even if you take into account the Internet boom and subsequent bust, the Internet, and TCP/IP, are here to stay. And, while here, they will continue to radically change the way we interact with employers, service providers, each other, and the world at large.

You can easily go through life without having to understand how this Internet thing works because it will continue to work even if you do not understand it. I do not have any meaningful understanding of the Theory of Relativity yet make use of its implications every day.

*TCP/IP For Dummies*, 6th Edition, is for those of you who aren't just curious about how things work, but who want to actually understand what's behind the curtain. (Hint: It's not the Wizard of Oz.)

Scott Bradner  
University Technology Security Officer, Harvard University

# Introduction

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**T**CP/IP is the glue that holds together the Internet and the World Wide Web. To be well connected (network-wise, that is), sooner or later you have to become familiar with TCP/IP applications and services. If you want to understand what TCP/IP is, what it's for, why you need it, and what to do with it, and you just don't know where to start — this book is for you.

If you're on a network, whether you know it or not, odds are, you're working with TCP/IP and its many pieces and parts. We help you understand how it all fits together. We also give you plenty of hands-on tips so that you can get all those pieces and parts set up and running.

We take the mystery out of TCP/IP by giving you down-to-earth explanations for all the buzzwords and technical jargon that TCP/IP loves.

This isn't a formal tutorial; skip around and taste TCP/IP in little bites. If you need to impress your boss and colleagues with buzzwords, you can find out just enough to toss them around intelligently with the technocrats at meetings and parties. Or, you can go further and discover how to set up and use the most important features and tools. If you want the full TCP/IP banquet, you can explore the technical tasks that take place behind the scenes to make the Internet and the Web work. It's right here in your hands.

## About This Book

We hope you find *TCP/IP For Dummies*, 6th Edition, to be a fun and fast way to dive into the guts of the Internet. The book is both an introduction to the basics and a reference to help you work with Internet applications and tools on all kinds of connected computers. We added and updated the latest Internetworking protocols and servers — with examples from Microsoft Windows Server 2008, Windows 7, Windows Vista, Windows XP, Linux, Unix, and Mac OS X. Here are just a few of the subjects we describe:

- ✓ Uncover the relationships among TCP/IP, the Net, and the Web.
- ✓ Get up and running and *keep* running on the Internet, whether you have a small network or a big enterprise network and whether it's wired or wireless.

- ✓ Install and configure TCP/IP client and server applications and services.
- ✓ Phone home without the phone or the bill, thanks to VoIP.
- ✓ Build and enforce security everywhere on your network.
- ✓ Get in on all the newest Internet security protocols and trends.
- ✓ Boldly go to the next generation: IPv6.

This book is loaded with information. But don't try to read it from cover to cover in one sitting — you may hurt yourself. If your head explodes and bits and bytes go flying, please don't blame us.

## *Conventions Used in This Book*

All commands that you need to enter yourself appear either in bold, **like this**, or on a separate line, like this:

```
COMMAND to type
```

To enter this command, you type **COMMAND to type** exactly as you see it here and then press Enter.



When you type commands, be careful to use the same upper- and lowercase letters that we show you. (Some computer systems are fussy about this issue.)

When we want you to move through a series of menus or buttons, we say “Click” once and then point to the next place with a command arrow (⇨).

Whenever we show you something that's displayed onscreen (such as an error message or a response to your input), it looks like this:

```
A TCP/IP message on your screen
```

## *Foolish Assumptions*

In writing this book, we tried not to make too many assumptions about you. We figure that you've done a little Web browsing and e-mailing. Our only assumption is that you're not really a dummy — you're just trying something new. Good for you!

## *How This Book Is Organized*

This book contains five parts, each of which contains several chapters. We don't expect you to read the whole book from cover to cover, but please feel free to do so. Instead, you can glance at the table of contents for the topic you're interested in and go from there. The layout of the book is easy to follow. Here's a quick look at what you can find in each major part.

### *Part I: TCP/IP from Names to Addresses*

Part I starts at the beginning with the buzzwords and how TCP/IP and the Internet are joined at the hip. You also find out that, contrary to its name, TCP/IP is so much more than just two protocols. We give you a quick look at the most important protocols, and you get to see all the lingo that should take you far through this century.

You'll find that as much as people like names, computers like numbers even more. After you get some of the buzzwords under your belt, the chapters in Part I explain what an Internet protocol (IP) address is, how to build one, how to use it, and how to be frugal and save enough Internet addresses for someone else. We clue you in on different ways to make IP addresses go further. No worries — the Internet won't get full.

### *Part II: Getting Connected*

After you know how IP addresses are constructed, we move on to setting up your TCP/IP network, both wired and wireless, to connect to the world (the Internet). In this part of the book, we show you how hardware and software work together to make a network. We discuss just the minimum hardware you need to understand.

Then we throw in IPv6, which puts you ahead of most people in understanding the next generation of Internet addresses. If you're not ready to go where no one (well, hardly anyone) has gone before, don't worry — you can skip Chapter 9 entirely.

## ***Part III: Configuring Clients and Servers: Web, E-Mail, and Chat***

TCP/IP is a big set of protocols, services, and applications. Whether you're aware of it or not, you use TCP/IP applications and services to do everything from reading news to exchanging e-mail and online conversations with your friends to copying good stuff like games, technical articles, and even TCP/IP itself. This section explains how these applications and services work behind the scenes with client/server technology. The numerous hands-on sections help you configure popular applications and services for both clients and servers.

Security is one of the stars of Part III. Hackers love to try to break into your Web, e-mail, and chat applications, and we love to show you how to thwart their every move. We throw in a quick-start security guide to get you going. If you're interested in online shopping or banking, we walk you through a secure Internet credit card transaction.

## ***Part IV: Even More TCP/IP Applications and Services***

"How could there possibly be more?" you might ask. Well, we told you that TCP/IP consists of much more than just a couple of protocols — for example, there's Mobile IP, for when you take your laptop to your favorite café rather than to your office. If you have a smartphone or organizer, such as a Palm or BlackBerry, you need to know this stuff. But wait! There's more. How about saving big bucks on phone calls? With or without a phone? Voice over Internet Protocol, or just VoIP, lets you make calls, even international ones, for free. Finally, Part IV covers remote access applications, from sharing files to working on someone else's computer when you're 5,000 miles away.

## ***Part V: Network Troubleshooting and Security***

Part V delves into some advanced topics. If you're a system or network administrator, you may need to know more than just the basics about network hardware. We hope that after you install and configure TCP/IP and your network applications, nothing ever goes wrong for you, but stuff happens. Part V steps you through a basic troubleshooting procedure so that you can figure out what went wrong and where. Then you can fix it.



The rest of Part V is devoted to security. You find practical security tips, and you can delve deeper, to see how to use encryption, authentication, digital certificates, and signatures. You get hands-on advice for setting up a software firewall and the Kerberos authentication server.

## *Part VI: The Part of Tens*

You may already know that every *For Dummies* book has one of these parts. In it, you can find security tips, Internet traffic factoids, advice about places to go and things to do (even if you never leave your computer), and more security pointers. And all this happens in, roughly, sets of ten.

## *Icons Used in This Book*



Signals nerdy technofacts that you can easily skip without hurting your TCP/IP education. But if you're even a part-time techie, you probably love this stuff.



Indicates nifty shortcuts that make your life easier.



Lets you know that a loaded gun is pointed directly at your foot. Watch out!



Marks information that's important to commit to memory. To siphon off the most important information in each chapter, just skim through these icons.



Marks important TCP/IP security issues. *Lots* of security icons are in this book.

## *Where to Go from Here*

Check out the table of contents or the index and decide where you want to start. If you're an information technology manager, you're probably interested in buzzwords and you know why everyone is on the TCP/IP bandwagon. If you're a system or network administrator, start with Chapter 2 or 4, where we describe the major protocols and what they do. Chapters 12, 14, 20, and 21 talk about Internet security — a topic that's for everyone concerned that their personal data is at risk.

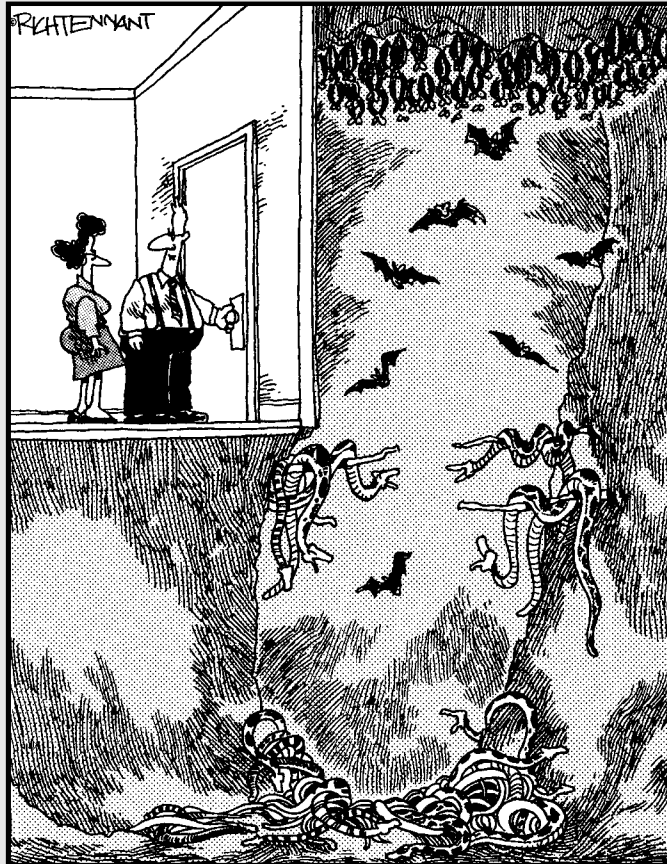
Or, you can just turn the pages one by one. We don't mind. Really.

# Part I

# TCP/IP from Names to Addresses

The 5<sup>th</sup> Wave

By Rich Tennant



"This part of the test tells us whether you are personally suited to the job of network administrator."

## *In this part . . .*

**Y**ou can't play the game if you don't know the rules. And TCP/IP is the set of rules, or *protocols*, for networks. TCP/IP is the software underpinning of the Internet and its World Wide Web. TCP/IP also includes services and applications that work with the protocols. Before we get into the hairy details of the protocols themselves, we give you some background on the people and committees who decide the direction of TCP/IP's growth. Did you know that you can be part of these groups? We tell you how. You also become familiar with TCP/IP and Internet buzzwords.

Part I then delves into the ingredients of the TCP/IP suite: the protocols and services themselves and IP addressing. You see how the protocols fit into the layers of the TCP/IP network model, and you take a look at the most important ones. TCP/IP is a *suite* because it consists of more protocols than the two it's named for, plus a set of services and applications. The TCP/IP protocols, services, and applications in the suite work together just like the rooms in a hotel suite or the pieces in a furniture suite work together. The set of protocols is also referred to as a *stack*.

From there, we go into Internet addressing.

People love names. Computers love numbers. You'll hear this in each part of this book.

If your computer is named Woodstock, for example, the Internet may think of it as 198.162.1.4. You get to see how to build and understand these numeric addresses. Also, if you're worried because you think that the Internet is running low on addresses, Part I eases your worries by cluing you in to a couple of different ways to make IP addresses go further: subnetting and NAT (Network Address Translation).

Bear in mind that TCP/IP stays alive by morphing regularly — at times, daily. So, the list of protocols we describe here — the Internet's rules — will be even longer by the time you read this book.

# Chapter 1

## Understanding TCP/IP Basics

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### *In This Chapter*

- ▶ Protocols in this chapter: IP, TCP, IPSec, PPTP, L2TP
  - ▶ Introducing TCP/IP
  - ▶ Defining a protocol
  - ▶ Understanding RFCs — the protocol documentation
  - ▶ Differentiating between intranets, extranets, and Virtual Private Networks (VPNs)
  - ▶ Figuring out who's in charge of TCP/IP and the Internet
  - ▶ Investigating different types of networks that rely on TCP/IP software
- 

**Y**ou bought or borrowed this book, or maybe you're just flipping through it to pick up some information and tips about TCP/IP and its pieces and parts. Transmission Control Protocol/Internet Protocol, or TCP/IP, is the internationally accepted software for networking in general and, specifically, for making the Internet's services possible.

As you read this book, you get a behind-the-scenes look at how TCP/IP makes the Internet work. You also see how to use TCP/IP to set up your own home, office, or even international network. This chapter gets started by defining a protocol in general and TCP/IP protocols specifically. Proposals known as Requests for Comment, or *RFCs*, document how TCP/IP should function. You may wonder who's in charge of defining these protocols that rule the Internet. The answer is: lots of people who join international committees. This chapter describes the main Internet governing committees and what they do.

The Internet is one giant worldwide network that consists of tens of thousands of other networks. We give you an idea in this chapter of the different kinds of networks that connect via TCP/IP into the Internet.

## The TCP/IP pronunciation guide

Pronouncing TCP/IP is easy — you just say the name of each letter and ignore the slash (/). Ready? It sounds like this:

“Tee cee pee eye pee”

Skip the silly jokes, please. We’ve made them all. By the way, some people find five letters too much to pronounce, so they just say “IP” to refer to the whole thing.

## Following Rules for the Internet: TCP/IP Protocols

A *protocol* is a set of behavior-related rules that people follow. Some protocols are formally defined. For example, when people meet and greet each other, they might say, “Enchante de faire votre connaissance” or “How do you do”? We also hear our niece, Emily, and her friends saying “Hey, dude!” All these examples are widely accepted behaviors for people to start communicating — they are protocols. The more formal greetings are written down in etiquette books. “Hey, dude” has become accepted (at least by people much younger than we are) because of its wide use. Common ways of connecting aren’t enough, though. After you meet, you need a common language in order to communicate. Just as people connect and communicate in accepted ways, computers connect and communicate with each other and with you. In the world of computers and networks, TCP/IP is a common language used for both connection and communication.

Although TCP/IP sounds like it consists of just two protocols, it’s a whole set of protocols for connecting computers to the Internet. This set of protocols is the TCP/IP *stack*, or *protocol suite*. We describe in Chapter 2 the most well-known protocols in the TCP/IP stack. Before we get to the protocols themselves, the following sections look at who’s in charge of the Internet and who decides what gets to be a standard part of the TCP/IP protocol suite. You also get familiar with Requests for Comments (RFCs), the documents that describe TCP/IP standards.

## Who’s in charge of the Internet and TCP/IP?

You’re in charge. Or, you might say that everyone is, and no one is, in charge of the Internet and TCP/IP. No one person, organization, corporation, or government owns or controls the TCP/IP protocols or the Internet. Moreover, no