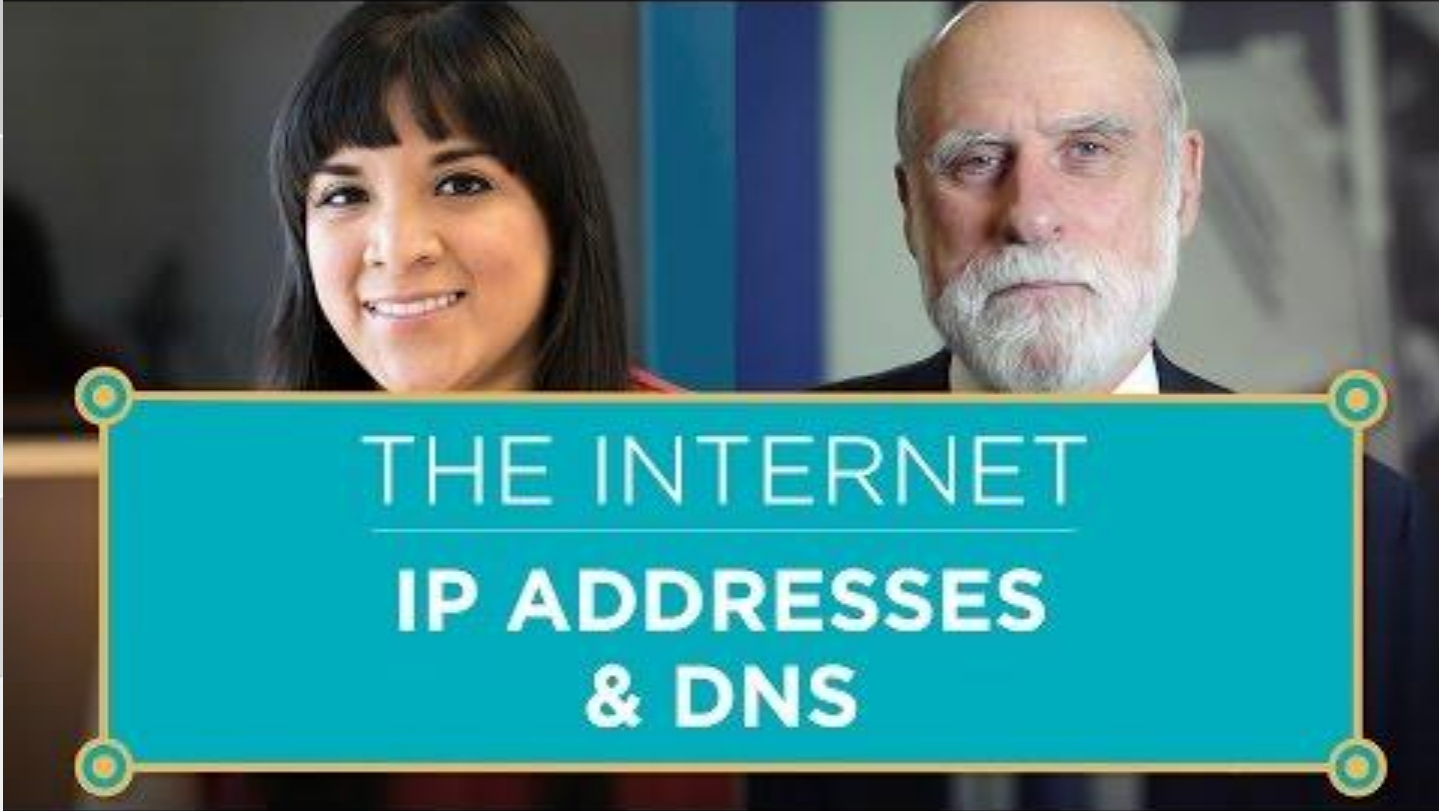


# IP, DNS, and You



# IP Address

“Internetworking Protocol” Address

A series of numbers used as a unique identifier for each device connected to the network.

An IPv4 address (dotted-decimal notation)

**172 . 16 . 254 . 1**  
↓ ↓ ↓ ↓  
10101100.00010000.11111110.00000001

Country

Network

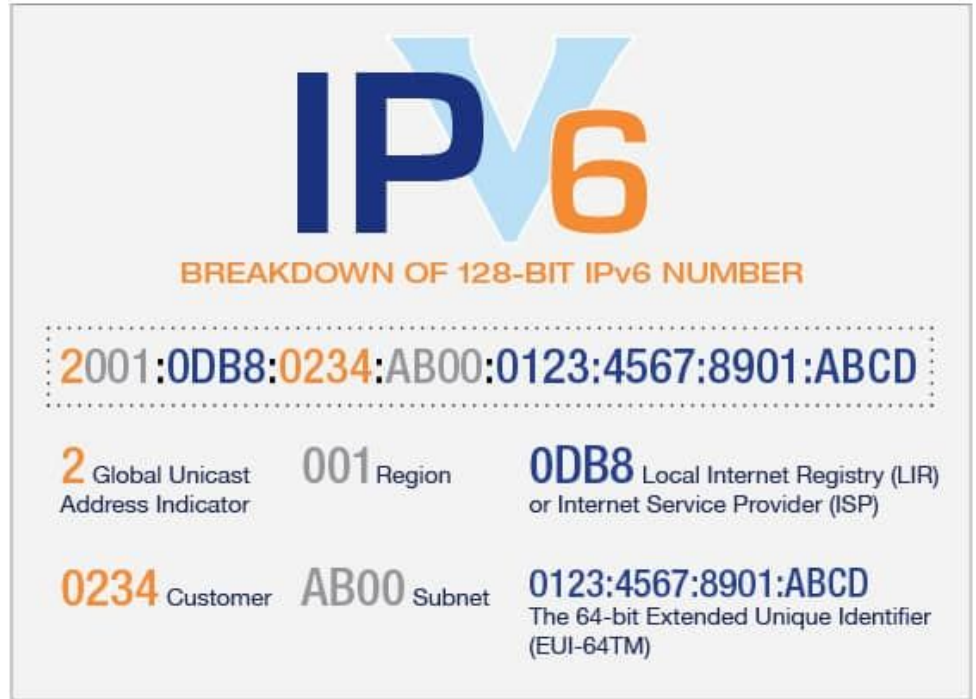
Subnetwork

Device

# IPv6

A new IP address format that allows for billions more unique addresses.

(Enough for every grain of sand on Earth)



<http://www.worldipv6launch.org/infographic/>

# What's My IP? <https://www.whatismyip.com/>

## Global / Public IP Address?

Identifies the location of your device on the world network  
<http://imgtfy.com/?q=what%27s+my+IP%3F>

## Local / Private IP Address?

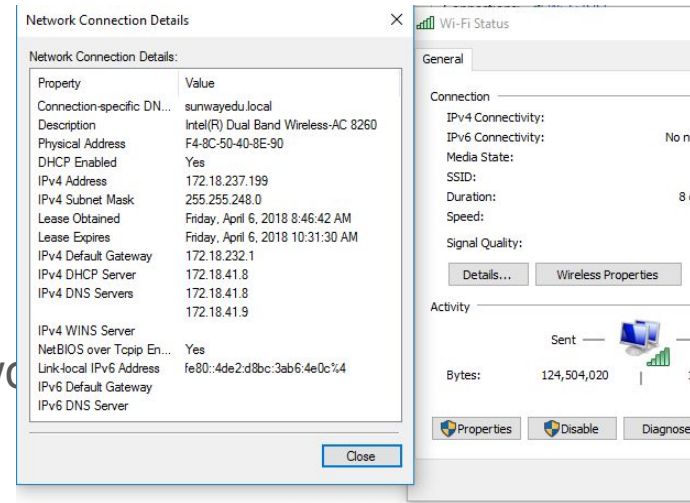
Identifies your device in the local network you are connected to. If at a school or company there can be hundreds of devices all connected to the same local network so they each need unique local addresses.

**Mac Terminal:**

**type “ifconfig” <ENTER>  
or ipconfig getifaddr**

**PC Command Line:**

**type “ipconfig” <ENTER>**



# TCP/IP

In the early days, if you wanted to play a multiplayer game with someone, you had to connect your computers directly by sharing IP addresses.

**BLAST**  
*FROM THE PAST*





# TCP

TCP stands for “Transmission Control Protocol”

A set of rules that describe how two or more devices should communicate

It makes sure that no data is lost while devices are communicating on the network.



“*Why so much LAAAAG Bro?*” TCP checks for and slows the game when there is:



- ❖ “Packet Loss”: when a group of data is completely lost and needs to be resent
- ❖ “Jitter”: when data is received in the wrong order and needs to be sorted out.

<https://blog.parsecgaming.com/whats-actually-causing-my-brain-to-detect-lag-in-games-73dbf4430834>



# DNS

“Domain Name System”

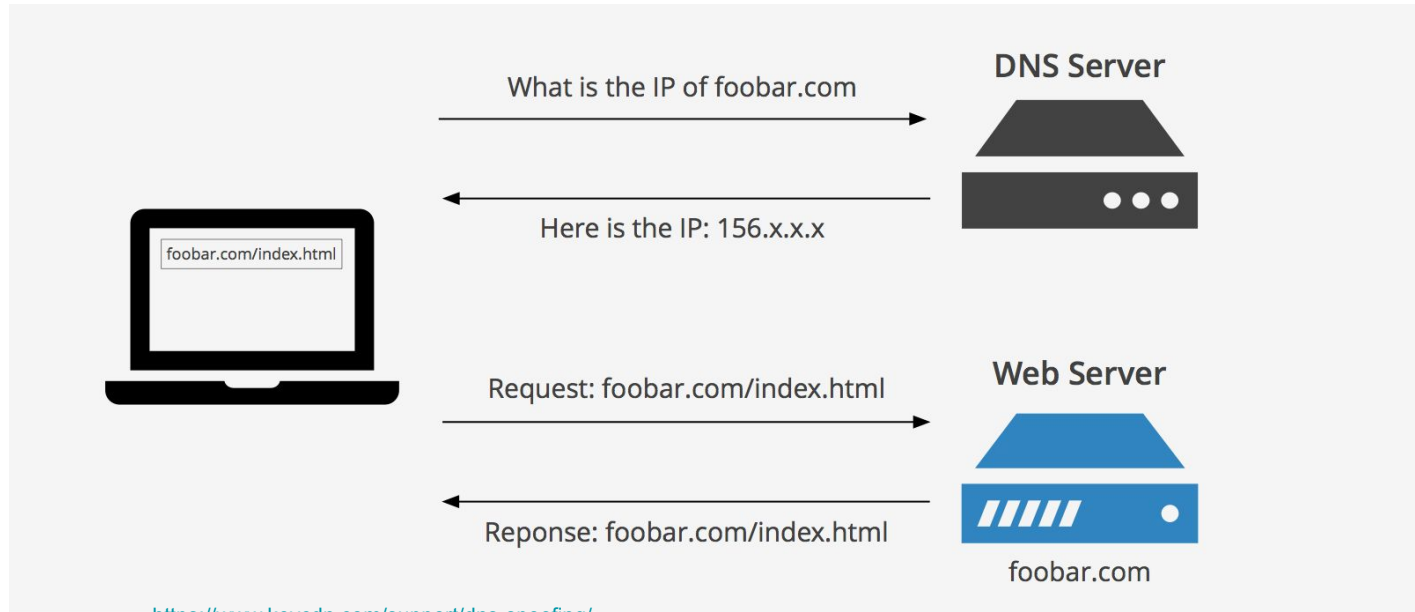
Translates domain requests to IP addresses that can be used to find a computer or server on the network.

Allows you to write “[www.google.com](http://www.google.com)” and converts it to a public IP address.





# DNS Servers



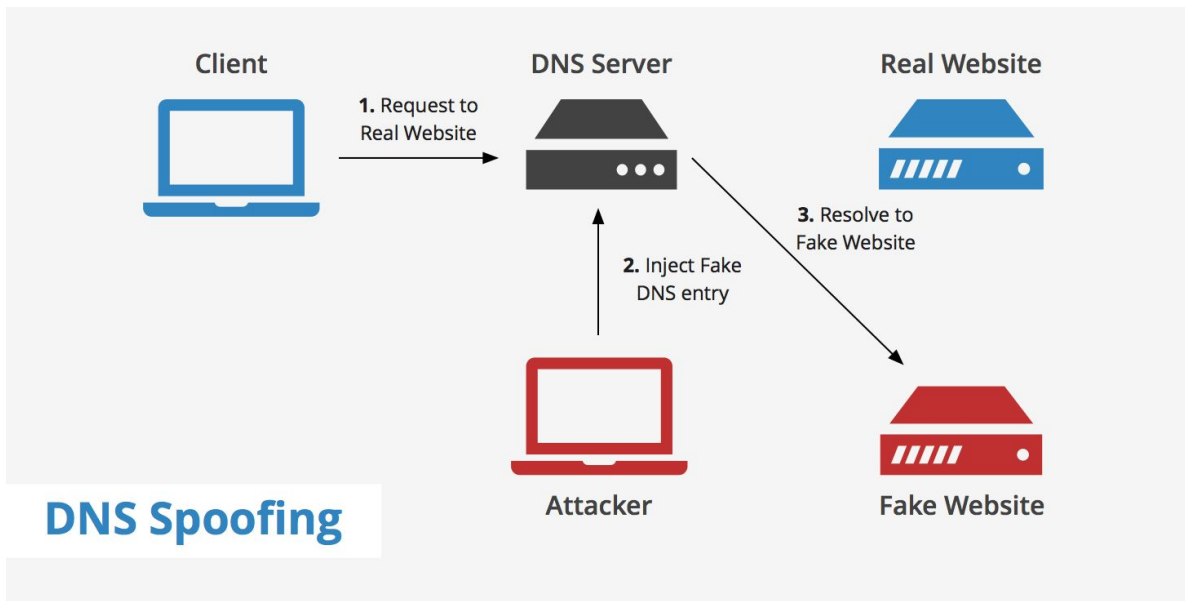
<https://www.keycdn.com/support/dns-spoofing/>

An application running on a computer or server that plays the role of translating DNS requests.



# DNS “Spoofing”

A malicious attack where the client (end user) is sent to a fake website because the DNS entry has been changed.





# **Cybersecurity / Computer Security**

Technologies, processes and controls that are designed to protect systems, networks and data from cyber attacks.

Effective cyber security reduces the risk of cyber attacks, and protects organisations and individuals from the unauthorised exploitation of systems, networks and technologies.

<https://www.itgovernance.co.uk/what-is-cybersecurity>



Image from: <https://www.masstlc.org/6-cybersecurity-topics-to-watch/>

1. Choose 2 topics from the list below.
2. Do some research, and then write 2 scenarios that describe what is happening **from the victim's point of view**.
3. Post your 2 scenarios on Google Classroom.
4. Reply to TWO other people. Guess what their scenarios are examples of and describe what you would do in that situation.

<https://www.silverbug.it/blog/10-types-of-cyber-crimes...-and-another-10-youve-never-heard-of>

**Don't reveal what your topics are when you post your stories!**

**Other students need to guess what they are.**

DNS Spoofing

Identity Theft

DDoS Attacks

Online Scams

Social Media Hack and Spamming

Phishing

Wi-Fi Eavesdropping

Software Piracy

# Vocabulary Review

Go back through the slides and make sure you understand these words:

## Vocabulary Words Learned

- ☐ IP Address
- ☐ IPv6
- ☐ TCP
- ☐ DNS
- ☐ DNS Servers
- ☐ DNS Spoofing
- ☐ Cybersecurity

## Cybersecurity Risks

- ☐ DNS Spoofing
- ☐ Identity Theft
- ☐ DDoS Attacks
- ☐ Online Scams
- ☐ Social Media Hack and Spamming
- ☐ Phishing
- ☐ Wi-Fi Eavesdropping
- ☐ Software Piracy