

## LAB 8

To construct a simple LAN and understand the concept and operation of Address Resolution Protocol (ARP).

### OBSERVATION:

Lab-1

5/8/23

aim: to construct simple LAN and understand the concept and operation of Address Resolution Protocol (ARP)

Diagram illustrating a simple LAN topology:

- Server-PT (10.0.0.10) is connected to Switch-PT.
- Switch-PT is connected to PC0 (10.0.0.1), PC1 (10.0.0.2), PC2 (10.0.0.3), and PC3 (10.0.0.3).

Steps:

- Step 1: Create a topology of 4 PCs and 1 server and connect.
- Step 2: Set IP address to all devices as shown in the topology.
- Step 3: Use inspect tool to click on devices to see ARP table.
- Step 4: In command prompt of PC0 write arp-a to see the arp table.
- Step 5: In CLI of switch  
switch > enable  
switch > show ip arp  
Mac Address table is empty.
- Step 6: Go to simulation mode  
ping the server from PC0  
Use capture button in simulation panel to go step by step changes in ARP.

PC0 > ping 10.0.0.10  
Observation: In the first turn the packet is  
broadcast called by the switch. It is  
accepted only by server and rejected by  
others.  
then the actual acknowledgement is sent only to  
PC0. Now, the switch has learnt.

Ping output:

pinging 10.0.0.10 with 32 bytes of data.

Reply from 10.0.0.10: bytes=32 time=8ms TTL=128  
Reply from 10.0.0.10: bytes=32 time=8ms TTL=128  
Reply from 10.0.0.10: bytes=32 time=8ms TTL=128  
Reply from 10.0.0.10: bytes=32 time=8ms TTL=128

ping statistics for 10.0.0.10

packets sent=4, Received=4, lost=0.

Approximate round trip times in milliseconds  
Minimum=4ms, Maximum=8ms, Average=5ms

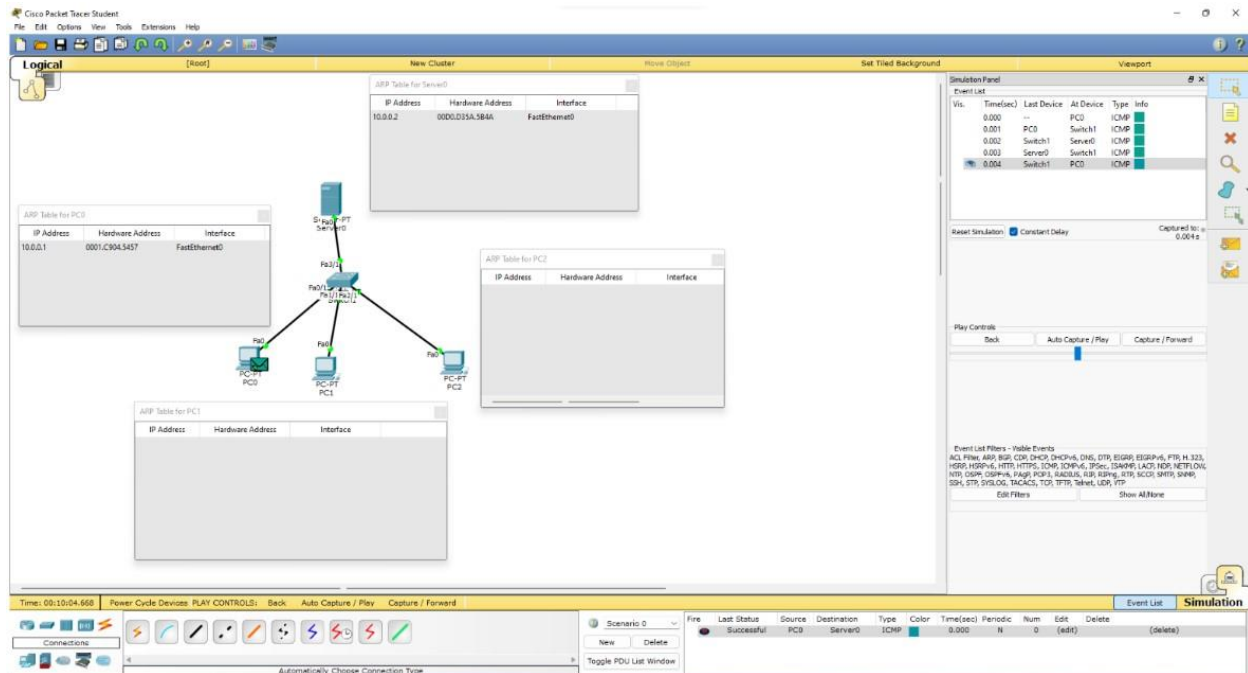
PC > arp -a

Internet Address	Physical address	Type
10.0.0.10	000aui ba. b18d	Dynamic

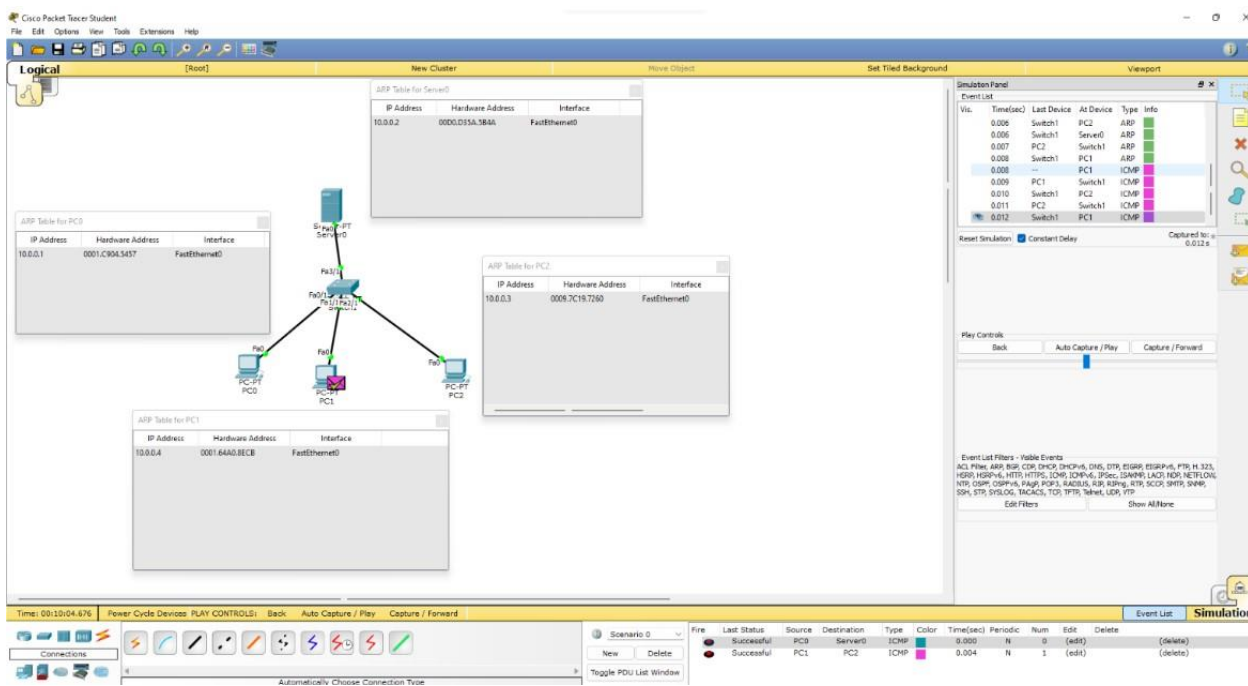
Observation:

We can see mac address table of switch in CLI.  
We can observe that after ARP request is  
broadcast  
later ICMP packets are sent.

## TOPOLOGY:



## OUTPUT:



Cisco Packet Tracer Student

File Edit Options View Tools Extensions Help

Logical [Root] New Cluster Move Object Set Tied Background Viewport

Simulation Panel

Event List

Vis. Time(sec) Last Device At Device Type Info

0.000 PC0 ICMP Captured to 0.000 s

Switch1

Physical Config CLI

### IOS Command Line Interface

```

Switch>show ip interface fastEthernet0/1, changed state to up
VLINEPROTO-3-UPDOWN: Line protocol on Interface FastEthernet0/1, changed state to up
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VLINEPROTO-3-UPDOWN: Line protocol on Interface FastEthernet0/1, changed state to up
Switch>arp-a
Translating "arp-a"...domain name (255.255.255.255)
% Unknown command or computer name, or unable to find computer address
Switch>show mac address-table
Mac Address Table
-----
Vlan    Mac Address      Type      Ports
----    -
1       0001.61a0.3a0b   DYNAMIC   Fa2/1
1       0001.6904.0407   DYNAMIC   Fa2/1
1       0008.7c19.7160   DYNAMIC   Fa3/1
1       00a0.d31a.5b4a   DYNAMIC   Fa3/1
Bottom
  
```

Copy Paste

Time: 00:12:48.033 Power Cycle Devices PLAY CONTROLS: Back Auto Capture / Play Capture / Forward

Connections

Scenario 0

New Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
In Progress	PC0	Server0	ICMP		0.000	N	0	(edit)	(delete)	
Successful	PC1	PC2	ICMP		0.004	N	1	(edit)	(delete)	

Simulation