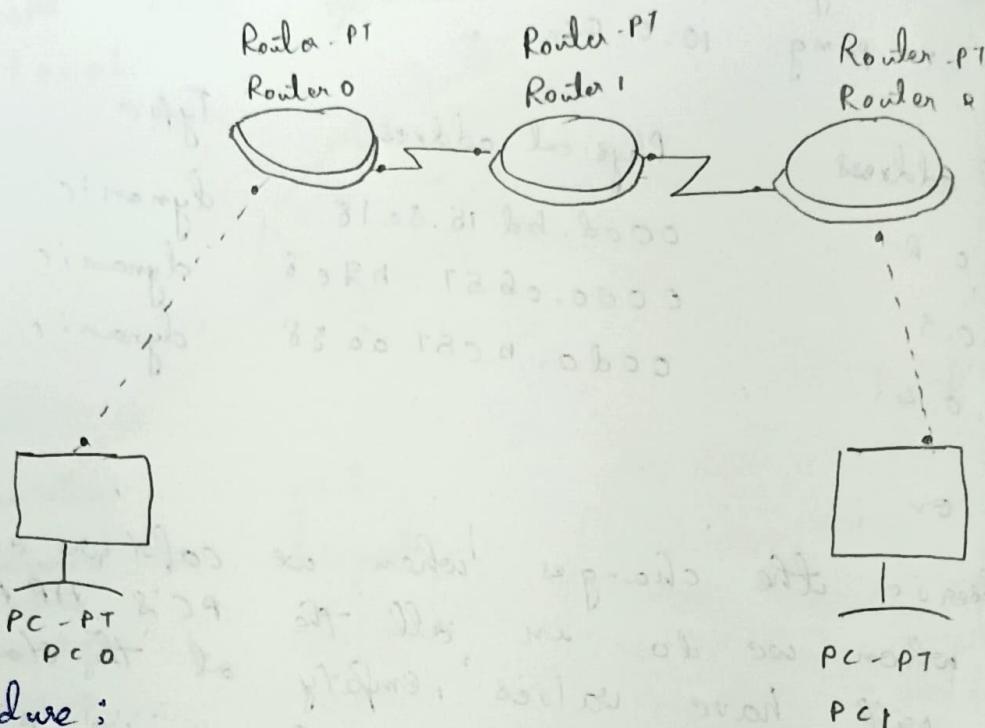


Aim : Demonstrate the TTL / life of a packet

Topology :



Procedure :

- Create a topology as shown above and config the PC's and routers as shown above static routing is done here
- Go to simulation mode.
- Send simple PDU from PC0 to PC1
- Click on capture / forward button to run it from one mode to other.
- view the inbound and outbound PDU details and on in each step by clicking on PDU

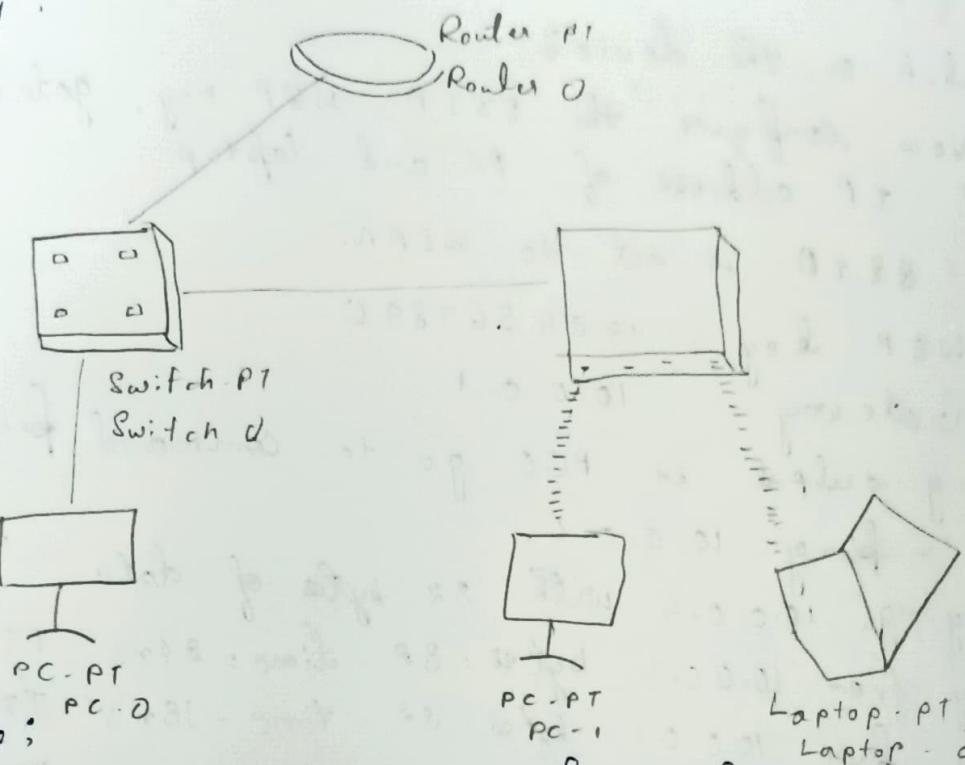
Observation :

- The TTL is reduced by one when the packet crosses every router.
- If TTL becomes 0, packet will be dropped

## Lab - 08 [ii]

Obj : To construct a WLAN and make the nodes communicate wirelessly

Topology :



Procedure :

- Create the topology as shown above.
- Configure the PC's as normally we do configure  
PC 3
- IP addresses : 0.0.0.2
- Configure router 0
- Set the IP address as 10.0.0.1 for fa 0/0
- Configure the Access point - PT in config of  
port .1
- SSID - WLAN

Select WEP and give any 10-digit number  
as password 1234567890

- To configure PC 4 and Laptop with wireless  
standard
- Switch off the device

- \* Drag the existing PT-MOB1-NM-1.0M to do place it on its mentioned name.
- \* Drag the WMP300N wireless interface to any port.
- Switch on the device

- \* Now configure the 88I0, WEP key, gateway and IP address of PC and laptop.

The 88I0 is set to WLAN.

WEP key = 1234567890

Gateway = 10.0.0.1

Pinging output in PC0 go to command prompt

PC > ping 10.0.0.4

Pinging 10.0.0.4 with 32 bytes of data

Reply from 10.0.0.4 bytes=32 time=24ms TTL=11

Reply from 10.0.0.4 bytes=32 time=15ms TTL=11

Reply from 10.0.0.4 bytes=32 time=5ms TTL=11

Reply from 10.0.0.4 bytes=32 time=18ms TTL=11

- PING statistics for 10.0.0.4

packets sent = 4, Received = 4 Lost = 0  
round trip time in ms

- Approximate round trip time in ms  
min = 5ms max = 24ms Average = 15

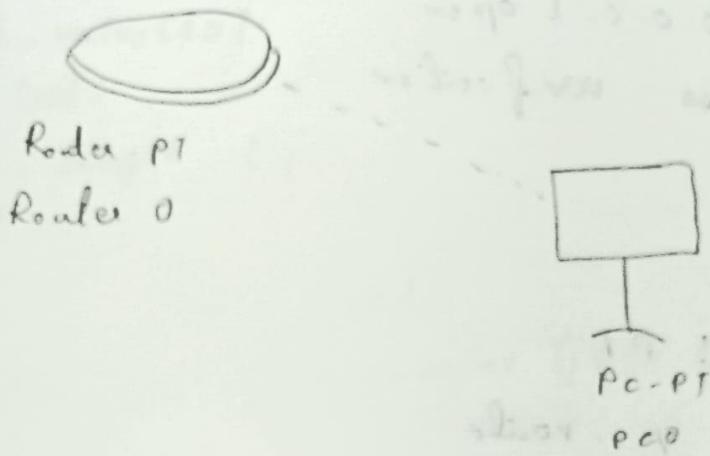
- Observation : We can ping each and every device. So we can observe that wireless connection is done successfully.

→ When connection is established there are wireless signal lines connecting access points and end devices.

Lab. 08 [iii]

Aim : To understand the operation of telnet by accessing the router in same room from a PC

## Topology :



## Procedure :

- Create the topology as shown above.
- Connect the devices using crossover cross-one
- Configure the PC
  - IP address : 10.0.0.2
  - Gateway : 10.0.0.1
- Go to CLI mode in Router 0

Router > on

Router # config #

Router (config) # hostname r1  
r1 (config) # enable secret pass1.

r1 (config) # interface fa 0/0

r1 (config) # ip address 10.0.0.1 255.0.0.0

r1 (config-if) # no shutdown

r1 (config-if) # line vty 0-5

r1 (config-if) # login

R1 (config-line) # password po

R1 (config-line) # exit

ping output in PC 0

We can successfully ping 10.0.0.1 from PC0

PC > telnet 10.0.0.1

trying 10.0.0.1 open

user access verification

password :

R1 > On

password : R1

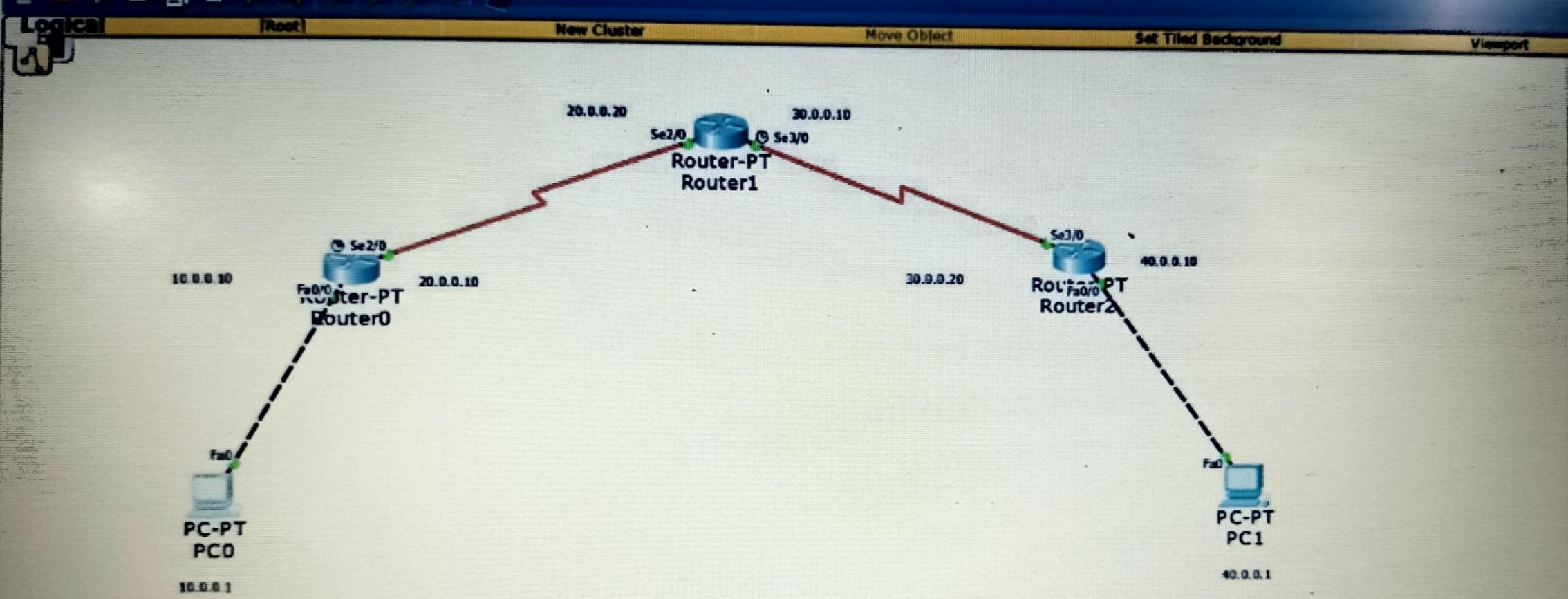
R1 # show ip route

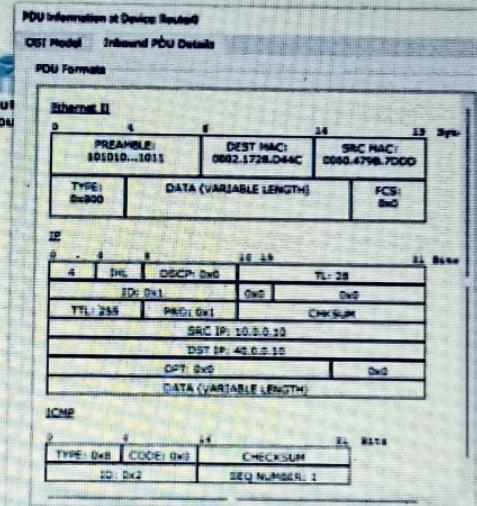
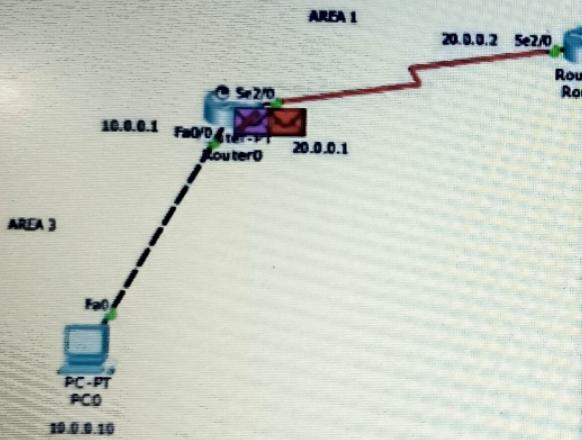
C 10.0.0.0/8 is directly connected. fa 0/0

Observations:

→ We can observe that the admin in PC is a user commands as run in Router CLT and the result from the PC

→ So with the help of TELNET, we can access the Router in Server Room from a PC.

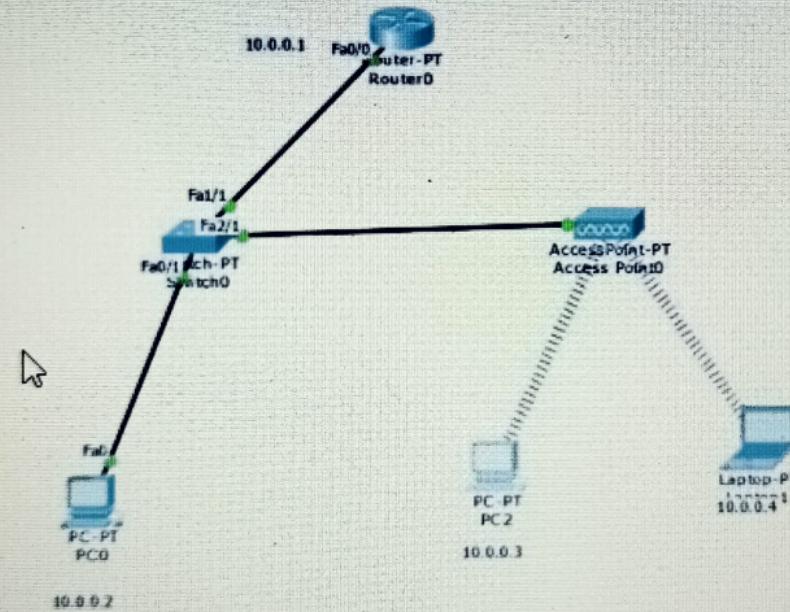




Wa.	Timestamp	Last Device	All Devices	Type	Info
0.000	-	PCB	PCB	PCB	
0.001	-	PCB	PCB	PCB	
0.002	-	PCB	PCB	PCB	
0.003	-	PCB	PCB	PCB	
0.004	-	PCB	PCB	PCB	
0.005	-	PCB	PCB	PCB	
0.006	-	PCB	PCB	PCB	
0.007	-	PCB	PCB	PCB	
0.008	-	PCB	PCB	PCB	
0.009	-	PCB	PCB	PCB	
0.010	-	PCB	PCB	PCB	

**Our Courses**  
**Book**      **Age-Crossing Day**      **Course Manual**

**David Lee Morris - Home Pages**  
All files and software for Macintosh, DOS, BBS, BBSes, BBSing, FTR, H-2B,  
Hobby, Home, Internet, John, Jophie, TPAK, TPAKs, LACK, NCP, Netnews,  
NCP, CCP, Central Park, POTS, Angle, NCP, NCP, NCP, SCD, SCD, SCD,  
SCH, SCD, SCD,



## Command Prompt

```
Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),
```

```
PC>ping 10.0.0.3
```

```
Pinging 10.0.0.3 with 32 bytes of data:
```

```
Request timed out.
```

```
Ping statistics for 10.0.0.3:
```

```
Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),
```

```
PC>ping 10.0.0.3
```



```
Pinging 10.0.0.3 with 32 bytes of data:
```

```
Reply from 10.0.0.3: bytes=32 time=21ms TTL=128
```

```
Reply from 10.0.0.3: bytes=32 time=7ms TTL=128
```

```
Reply from 10.0.0.3: bytes=32 time=9ms TTL=128
```

```
Reply from 10.0.0.3: bytes=32 time=10ms TTL=128
```

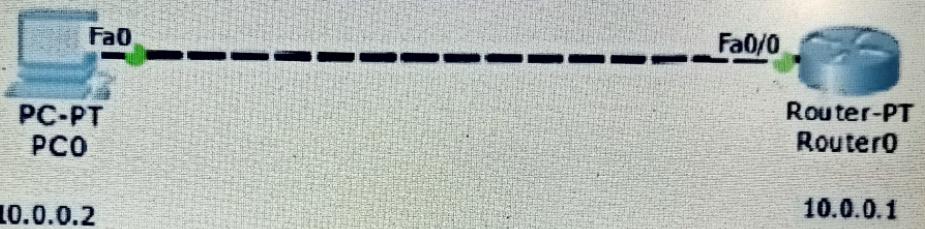
```
Ping statistics for 10.0.0.3:
```

```
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
```

```
Approximate round trip times in milli-seconds:
```

```
Minimum = 7ms, Maximum = 21ms, Average = 11ms
```

```
PC>
```



PC>ping 10.0.0.1 -l 100 -c 4

Pinging 10.0.0.1 with 100 bytes of data

Reply from 10.0.0.1 bytes=100 time=0ms TTL=255  
Reply from 10.0.0.1 bytes=100 time=0ms TTL=255  
Reply from 10.0.0.1 bytes=100 time=0ms TTL=255

Fing statistics for 10.0.0.1:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

Approximate round trip times in milli-seconds:

Minimum = 0ms, Maximum = 1ms, Average = 0ms

PC>telnet 10.0.0.1

Trying 10.0.0.1 ...Open

#### User Access Verification

Password:

\* Password: timeout expired!

[Connection to 10.0.0.1 closed by foreign host]

PC>telnet 10.0.0.1

Trying 10.0.0.1 ...Open

#### User Access Verification

Password:

Password:

Password:

[Connection to 10.0.0.1 closed by foreign host]

PC>telnet 10.0.0.1

Trying 10.0.0.1 ...Open

#### User Access Verification

Password:

enable

Password:

#

rls#show ip route

Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, N - BGP

D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area

N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2

E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP

L1 - IS-IS level-1, L2 - IS-IS level-2, IA - IS-IS inter area

\* - candidate default, U - per-user static route, o - ODR

P - periodic downloaded static route

Gateway of last resort is not set

C 10.0.0.0/8 is directly connected, FastEthernet0/0