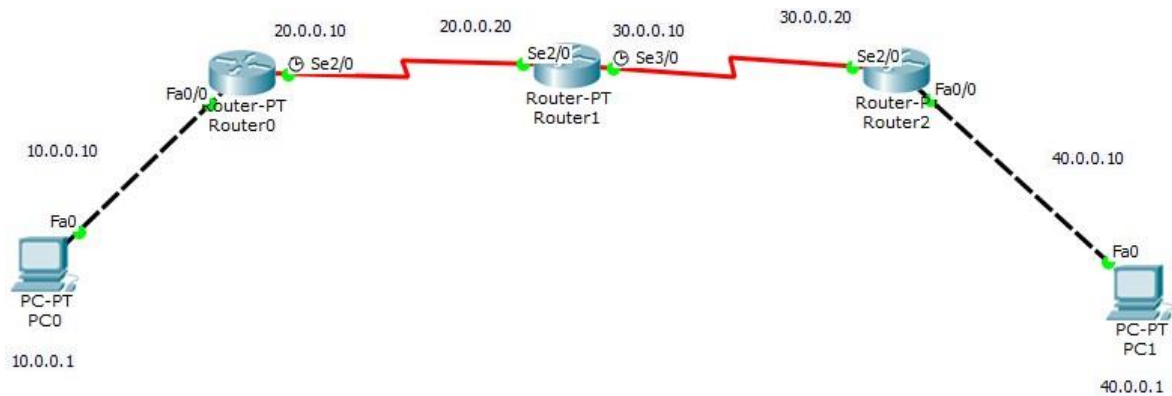


LAB 10:

Aim : Demonstrate the TTL/ Life of a Packet

Topology:

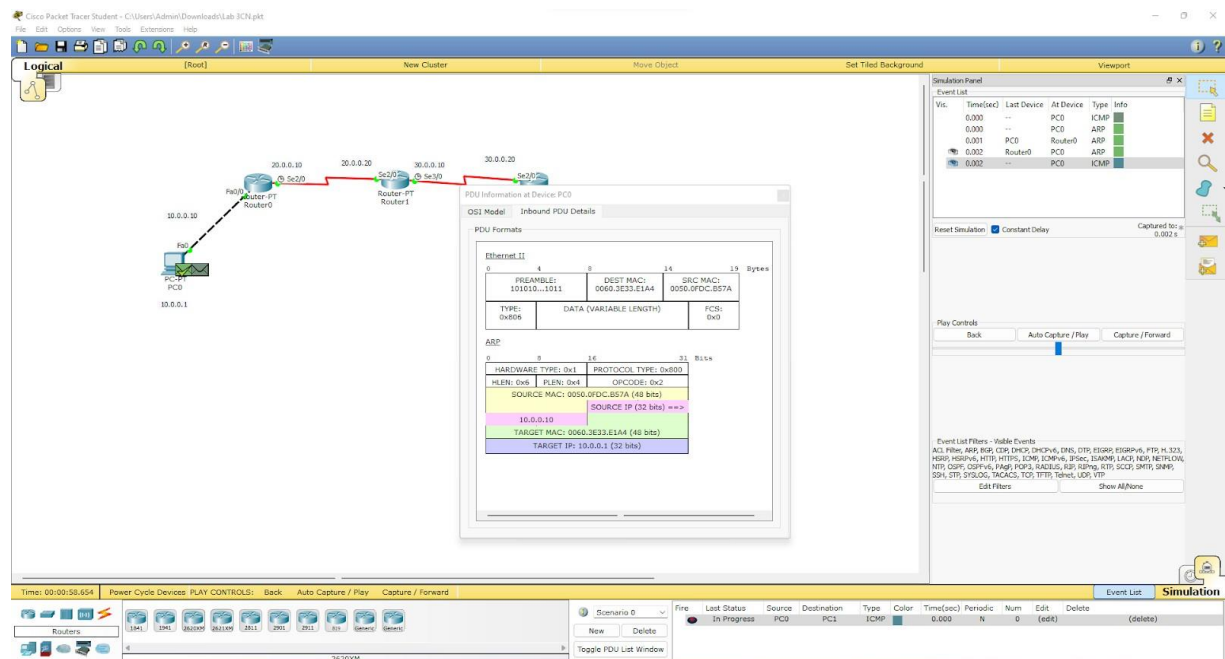
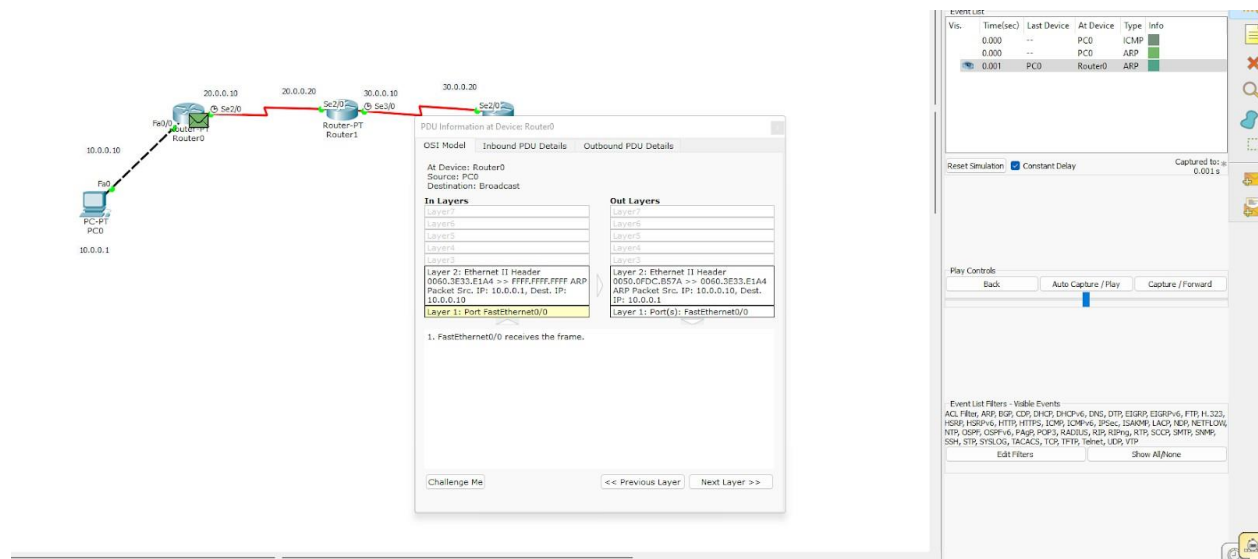


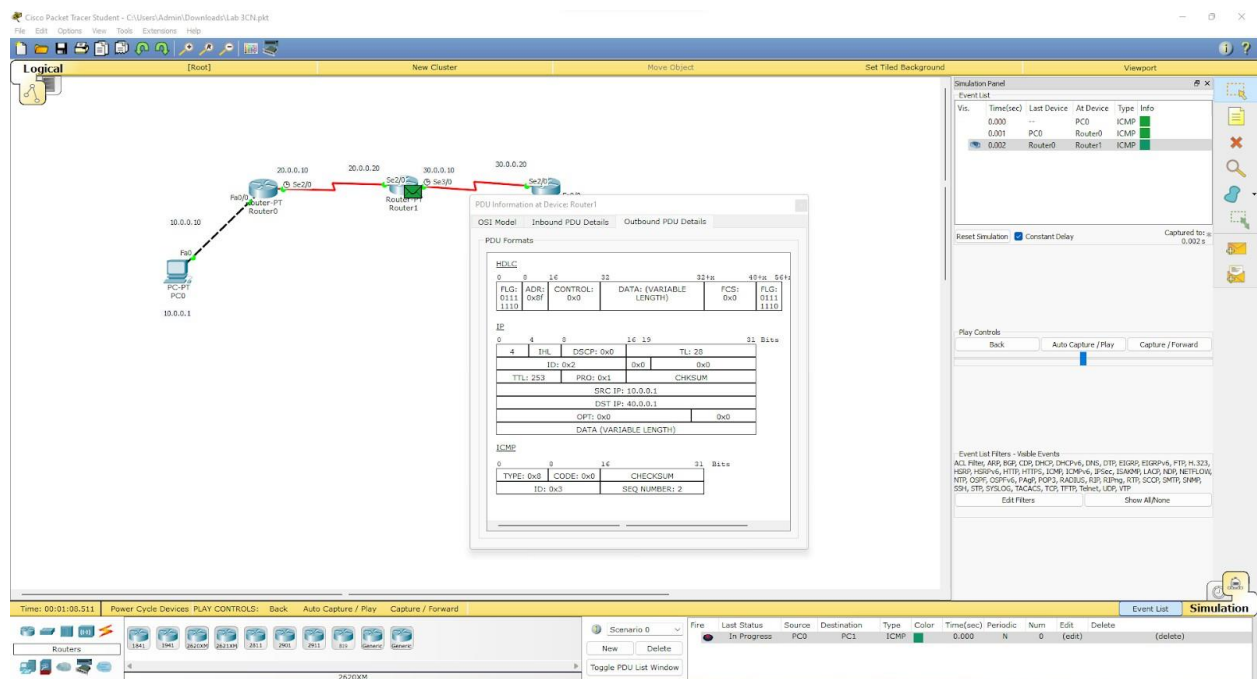
Configurations:

Configure the devices as per static / default / dynamic routing.
Above is done using static routing.

PDU Details:

Simple PDU sent from PC0 to PC1 in simulation mode.





Cisco Packet Tracer Student - C:\Users\Admin\Downloads\Lab 3CN.pkt

File Edit Options View Tools Extensions Help

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

PDU Information at Device: Router2

OSI Model Inbound PDU Details Outbound PDU Details

PDU Formats

HDLC

0	7	15	31	32-63	64-65535
FLAG: 0111	ADDR: 0x0f	CONTROL: 0x0	DATA: (VARIABLE LENGTH)	FCS: 0x0	FLAG: 0111
0110					1100

ID

0	4	8	15	16	31	32-65535
4	0x0	DSCP: 0x0		TTL: 255		
		ID: 0x0	0x0		0x0	
		PRO: 0x1			CHECKSUM	
		SRC IP: 10.0.0.1				
		DST IP: 40.0.0.1				
		OPT: 0x0			0x0	
		DATA: (VARIABLE LENGTH)				

ICMP

0	7	15	31	32-65535
TYPE: 0x0	CODE: 0x0	CHECKSUM		
ID: 0x0		SEQ NUMBER: 2		

Simulation Panel

Event List

Vis.	Time(sec)	Last Device	At Device	Type	Info
0.000		PC0	Router0	ICMP	
0.001		PC0	Router0	ICMP	
0.002		Router0	Router1	ICMP	
0.003		Router1	Router2	ICMP	

Reset Simulation ☒ Constant Delay Captured to: 0.003 s

Play Controls Back Auto Capture / Play Capture / Forward

Event List Filters - Viable Events

ACL Filter, ARP, RARP, CD, DHCP, DHCPv6, DNS, DTLS, ESP, ESPv6, FTP, H.323, IGMP, IGMPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, LACP, NTP, NETFLOW, NTP, OSPF, OSPFv3, PAg, POP3, RADIUS, RDP, RDPv6, RTSP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, VTP

Edit Filters Show AllNone

Time: 00:01:08.512 Power Cycle Devices PLAY CONTROLS: Back Auto Capture / Play Capture / Forward

Scenario 0

Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete

In Progress PC0 PC1 ICMP 0.000 N 0 (edit) (delete)

Toggle PDU List Window

Cisco Packet Tracer Student - C:\Users\Admin\Downloads\Lab 3CN.pkt

File Edit Options View Tools Extensions Help

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

PDU Information at Device: Router2

OSI Model Inbound PDU Details Outbound PDU Details

PDU Formats

HDLC

0	7	15	31	32-63	64-65535
FLAG: 0111	ADDR: 0x0f	CONTROL: 0x0	DATA: (VARIABLE LENGTH)	FCS: 0x0	FLAG: 0111
0110					1100

ID

0	4	8	15	16	31	32-65535
4	0x0	DSCP: 0x0		TTL: 255		
		ID: 0x0	0x0		0x0	
		PRO: 0x1			CHECKSUM	
		SRC IP: 10.0.0.1				
		DST IP: 40.0.0.1				
		OPT: 0x0			0x0	
		DATA: (VARIABLE LENGTH)				

ICMP

0	7	15	31	32-65535
TYPE: 0x0	CODE: 0x0	CHECKSUM		
ID: 0x0		SEQ NUMBER: 2		

Simulation Panel

Event List

Vis.	Time(sec)	Last Device	At Device	Type	Info
0.000		PC0	Router0	ICMP	
0.001		PC0	Router0	ICMP	
0.002		Router0	Router1	ICMP	
0.003		Router1	Router2	ICMP	
0.004		Router2	PC1	ICMP	
0.005		PC1	Router2	ICMP	

Constant Delay Captured to: 0.005 s

Auto Capture / Play Capture / Forward

Event List Filters - Viable Events

ACL Filter, ARP, RARP, CD, DHCP, DHCPv6, DNS, DTLS, ESP, ESPv6, FTP, H.323, IGMP, IGMPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, LACP, NTP, NETFLOW, NTP, OSPF, OSPFv3, PAg, POP3, RADIUS, RDP, RDPv6, RTSP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, VTP

Show AllNone

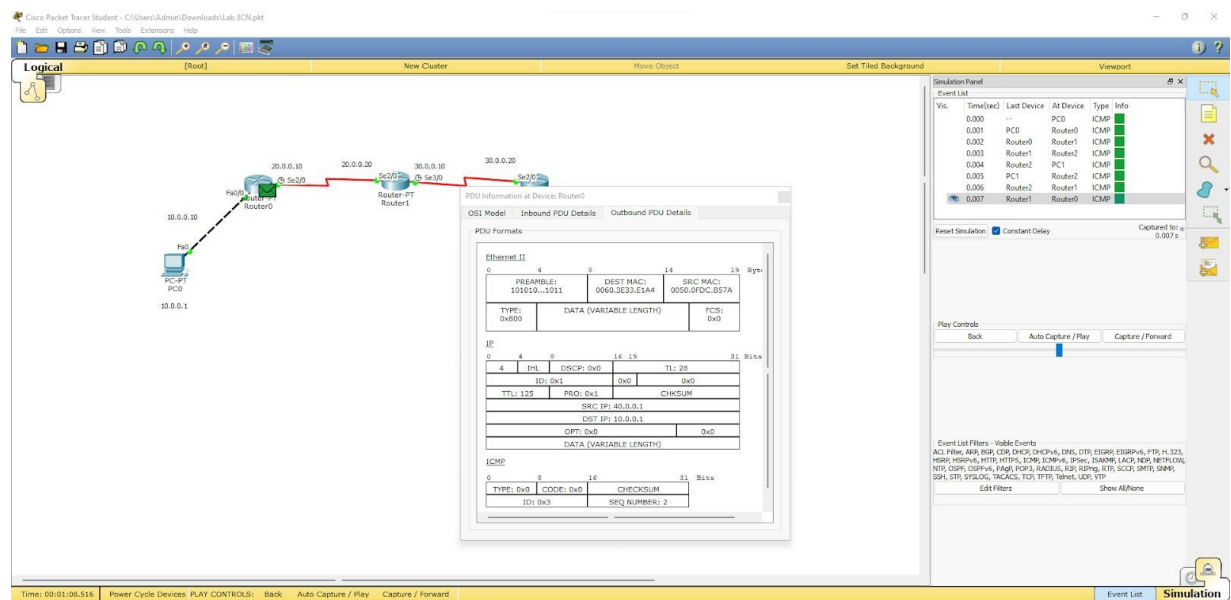
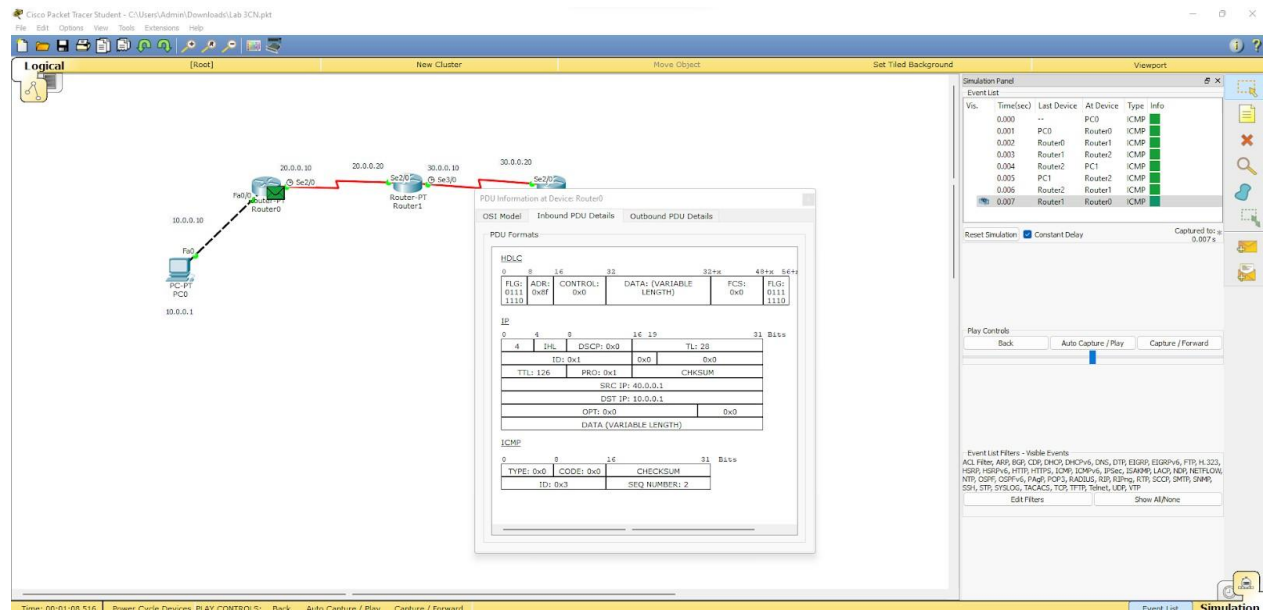
Time: 00:01:08.514 Power Cycle Devices PLAY CONTROLS: Back Auto Capture / Play Capture / Forward

Scenario 0

Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete

In Progress PC0 PC1 ICMP 0.000 N 0 (edit) (delete)

Toggle PDU List Window



Cisco Packet Tracer Student - C:\Users\Admin\Downloads\Lab 3CN.pkt

File Edit Options View Tools Extensions Help

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

PDU Information at Device: PC0

PDU Format: Inbound PDU Details

Ethernet II

0	8	16	24	32
Destination MAC: 0000.3E3D.E1A4		Source MAC: 0000.0FDC.B57A		
Type: 0x000		Data (Variable Length)		Checksum: 0x0

IP

0	4	8	12	16	20	24	28	32
Version: 4		Header Length: 20		Type of Service: 0x0		Total Length: 32		Checksum: 0x0
TTL: 128		Protocol: 0x1		Source IP: 10.0.0.1		Destination IP: 10.0.0.1		
Offset: 0x0		Flags: 0x0		Window: 0x0		Checksum: 0x0		
Length: 0x0		Checksum: 0x0		Sequence Number: 2				

ICMP

0	8	16	24	32
Type: 0x0		Code: 0x0		Checksum: 0x0
Identifier: 0x0		Sequence Number: 2		

Simulation Panel

Event List

Vis.	Time(sec)	Last Device	Alt Device	Type	Info
	0.000	PC0	Router0	ICMP	
	0.001	PC0	Router0	ICMP	
	0.002	Router0	Router1	ICMP	
	0.003	Router1	Router2	ICMP	
	0.004	Router2	PC1	ICMP	
	0.005	PC1	Router2	ICMP	
	0.006	Router2	Router1	ICMP	
	0.007	Router1	Router0	ICMP	
	0.008	Router0	PC0	ICMP	

Reset Simulation Constant Delay Captured for: 0.008 s

Play Controls: Back Auto Capture / Play Capture / Forward

Event List Filters - Visible Events: ACL, Ping, ARP, RST, CDP, DHCP, DHCPv6, DNS, OTF, OSPF, OSPFv6, FTP, H.323, HTTP, HTTPS, ICMP, ICMPv6, IPsec, LDAP, LACP, NTP, NETFLOW, NIS, SNMP, SNMPv6, PAgg, POP3, RADIUS, RDP, RDPv6, RTR, SCCP, SMTP, SSH, SSHv6, SIP, SIPv6, TACACS, TFTP, TFTPv6, Telnet, VDP, VDPv6

Edit Filters Show All/None

Time: 00:01:05.517 Power Cycle Devices: PLAY CONTROLS: Back Auto Capture / Play Capture / Forward

Scenario 0

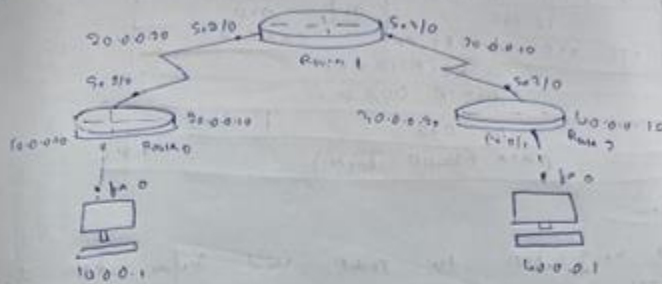
New Delete

Toggle PDU List Window

Simulation

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

P.A. :-
 Demonstrate the TTL / hop of a packet
 topology :-



Procedure

1. Create a topology as shown above two PCs and 3 Routers
2. Set the IP address and gate ways for PCs
3. Configure Routers
4. In simulation mode send a simple PDU from one PC to another
5. Use capture button to capture every packet
6. Click on the PDU data during every time to see the packet's outbound @ PDU details

Output

0	4	8	12	16	20
4	1HL	PSLP			TL:QS
	10 0x5		0x	0x0	
TTL	0x5	PRO:0x1			CHRSUM
	SRC IP: 10.0.0.1				
	DST IP: 0.0.0.0				
	OPT	0x0			0x0
	DATA (checksum omitted)				

Observation

- 1) The TTL value is decremented by 1 before being discarded.
- 2) Data TTL field is sent to sender and received by each router along the path to its destination.
- 3) When IP router receives the TTL value is 0, it should discard and send an ICMP message.