

WEEK 4

Configure DHCP within a LAN and outside LAN.

OBSERVATION:

Lab 4
Program 4.1

Aim: Configure DHCP within a LAN and outside LAN

Topology:

```
graph TD
    Switch-PT[Switch-PT] --- Fa0/10[Fa0/10] --- PC-PT_P10[PC-PT P10]
    Switch-PT --- Fa0/11[Fa0/11] --- PC-PT_P11[PC-PT P11]
    Switch-PT --- Fa0/12[Fa0/12] --- PC-PT_P12[PC-PT P12]
    Switch-PT --- Fa0/13[Fa0/13] --- Server-PT[Server-PT]
    Server-PT --- IP[10.0.0.1]
```

Procedure:

- Connect 3 PCs and 1 server to a switch using copper straight through cables.
- Click on server and go to Services tab, select DHCP and turn on the DHCP services.
- Set the IP address of the static IP address on 10.0.0.2 and click on Save button.
- Before this, set the IP address of server in Config tab under host ethernet on 10.0.0.1.
- Next click on P10 and go to desktop tab here.

Click on IP configuration - Select DHCP here. It will request for an IP address and successfully get the DHCP request also set the IP address.

Repeat this steps for other 2 PCs.

To send a packet across PCs go to PC's command prompt and type ping destination IP address.

PING OUTPUT:-

packet timer PC command line 10:

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=0ms TTL=128

Reply from 10.0.0.3: bytes=32 time=0ms TTL=128

Reply from 10.0.0.3: bytes=32 time=0ms TTL=128

Reply from 10.0.0.3: bytes=32 time=0ms TTL=128

Ping Status:-

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

Approximate round trip times in ms:

min=0ms max=0ms avg=0ms

Observation:-

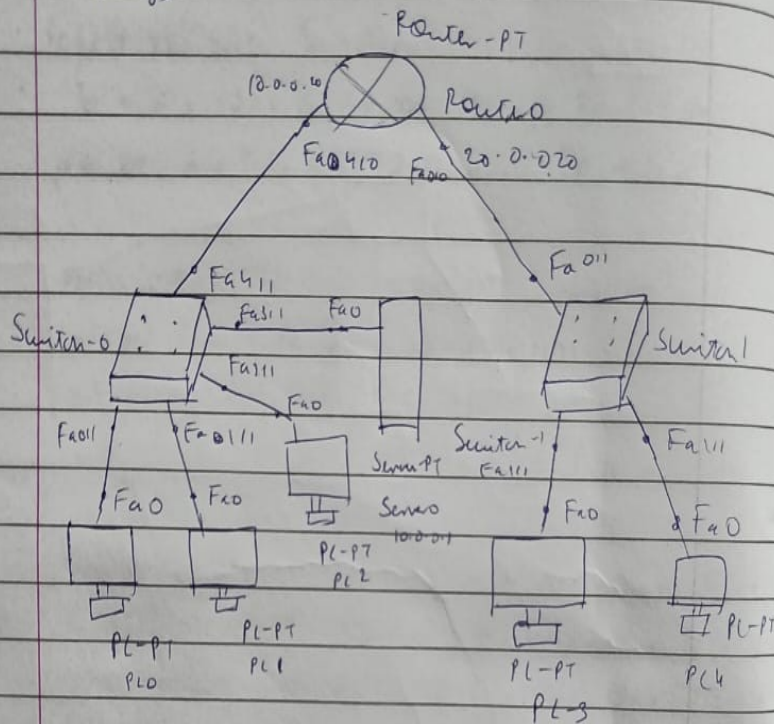
DHCP is used to dynamically assign an IP address to any device or node.

It is a client-server protocol to work with servers having a pool of unique IP addresses and also about client configuration parameters.

Program 4.21

Aim: Configure DMIP within LAN and outside LAN

Topology:



Procedure:

- Add a router, a switch and 2 PC's to 4.1 program network and connect router to both switches.
- Set the server IP address of server and with the help of server, set first 3 PCs IP addresses through DMIP.
- Set router IP address with following commands:
 - Step-1: No
 - Step-2: Enable
 - Step-3: Config
 - Step-4: Interface FastEthernet 0/0 4/10.

Steps: IP address 10.0.0.20 255.0.0.0

Step 6: No shut

Step 7: Exit

Step 8: Interface fast Ethernet 0/0

Step 9: IP address 20.0.0.20 255.0.0.0

Step 10: No shut

Step 11: Exit

Step 12: Exit

Step 13: Show IP route

→ Go to server and set gateway as 10.0.0.20

→ Again go to router CLI and follow these commands

Step 14: Config T

Step 15: interface fast Ethernet 0/0

Step 16: ip helper-address 10.0.0.1

Step 17: No shut

Step 18: Exit

• Now go to server services and add one more pool name as server pool, start IP address as 20.0.0.1 and default gateway as 20.0.0.20. Click add and save.

• Now set other 2 PCs IP addresses by going to this desktop IP configuration and selecting DHCP which will automatically generate its IP address.

• Network is complete and can send packets from any PC to other by typing ping destination IP address in their respective command prompts.

2

Ping output:

Packet Tracer PC commands time

PC> ping 20.0.0.2

pinging 20.0.0.2 with 32 bytes of data:

Request timed out

Reply from 20.0.0.2: bytes=32 Time=0ms TTL=127

Reply from 20.0.0.2: bytes=32 Time=0ms TTL=127

Reply from 20.0.0.2: bytes=32 Time=0ms TTL=127

Ping Stats:

Packets sent=4 Received=0 (0% loss)

Approx. round trip times in ms:

Min=0ms, max=0ms, Avg=0ms

Observation

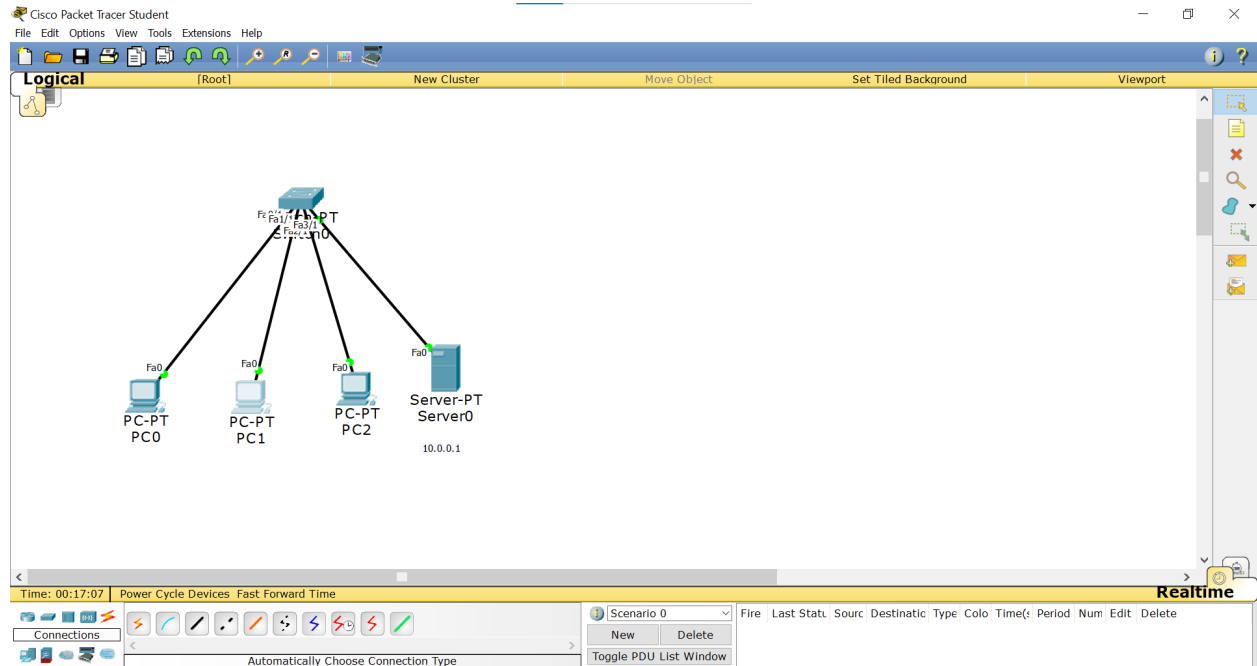
• DHCP is used to assign IP addresses dynamically to different devices

• To assign continuous IP addresses we create same pool where we assign starting IP address and a default gateway number.

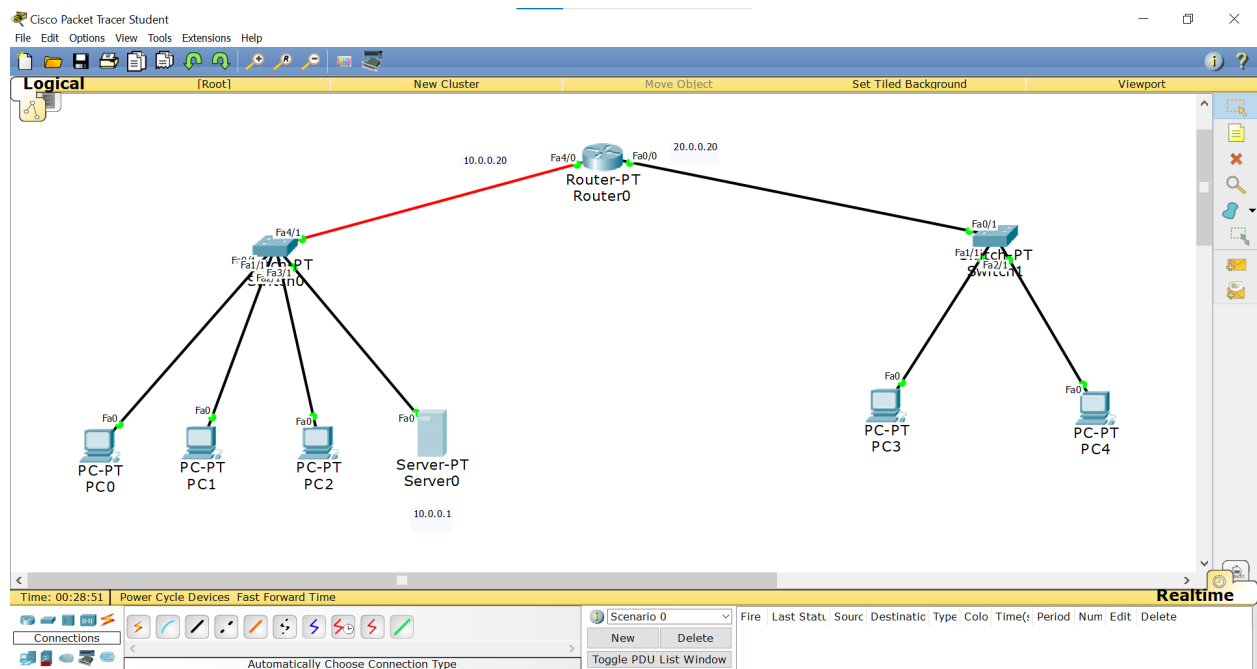
20/2/23

TOPOLOGY:

PROGRAM 4.1:

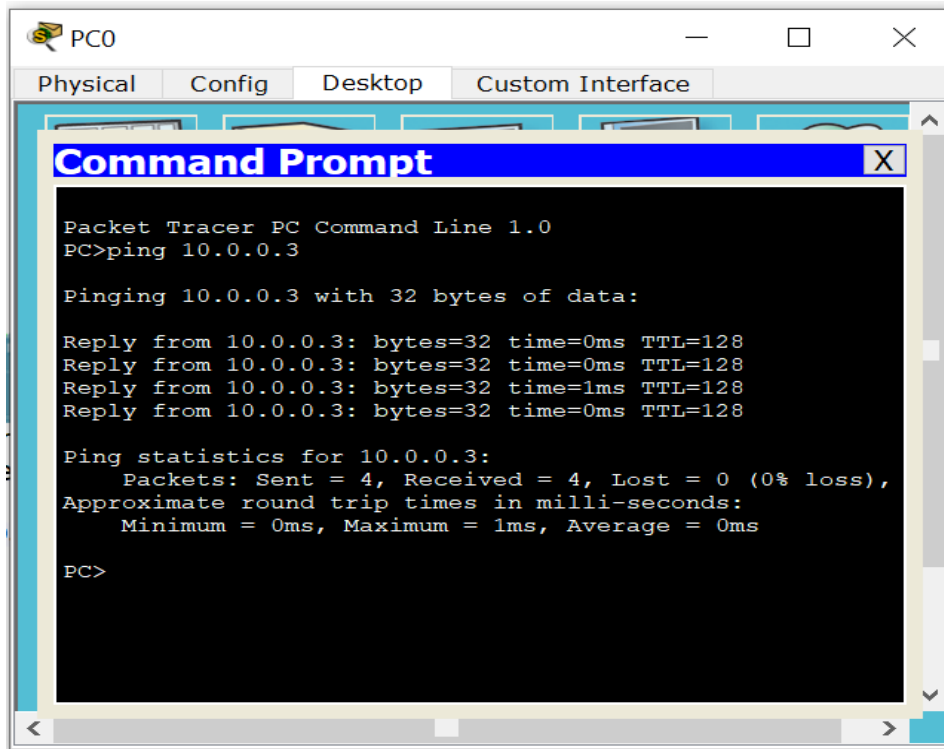


PROGRAM 4.2:



OUTPUT:

PROGRAM 4.1:



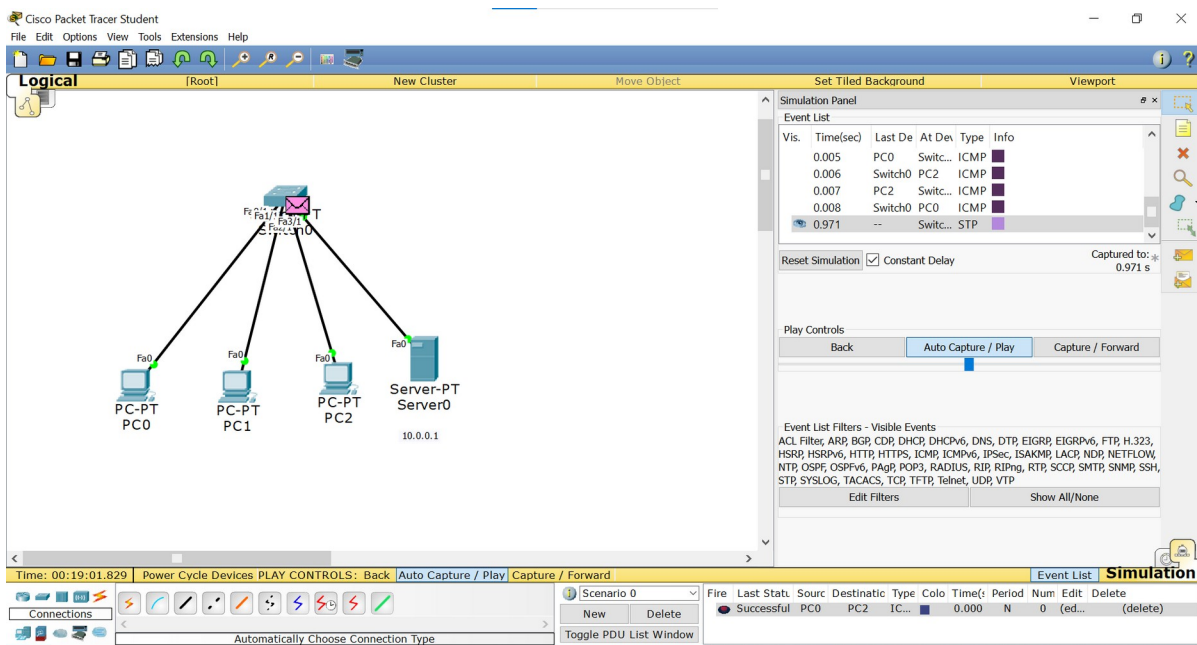
```
Packet Tracer PC Command Line 1.0
PC>ping 10.0.0.3

Pinging 10.0.0.3 with 32 bytes of data:

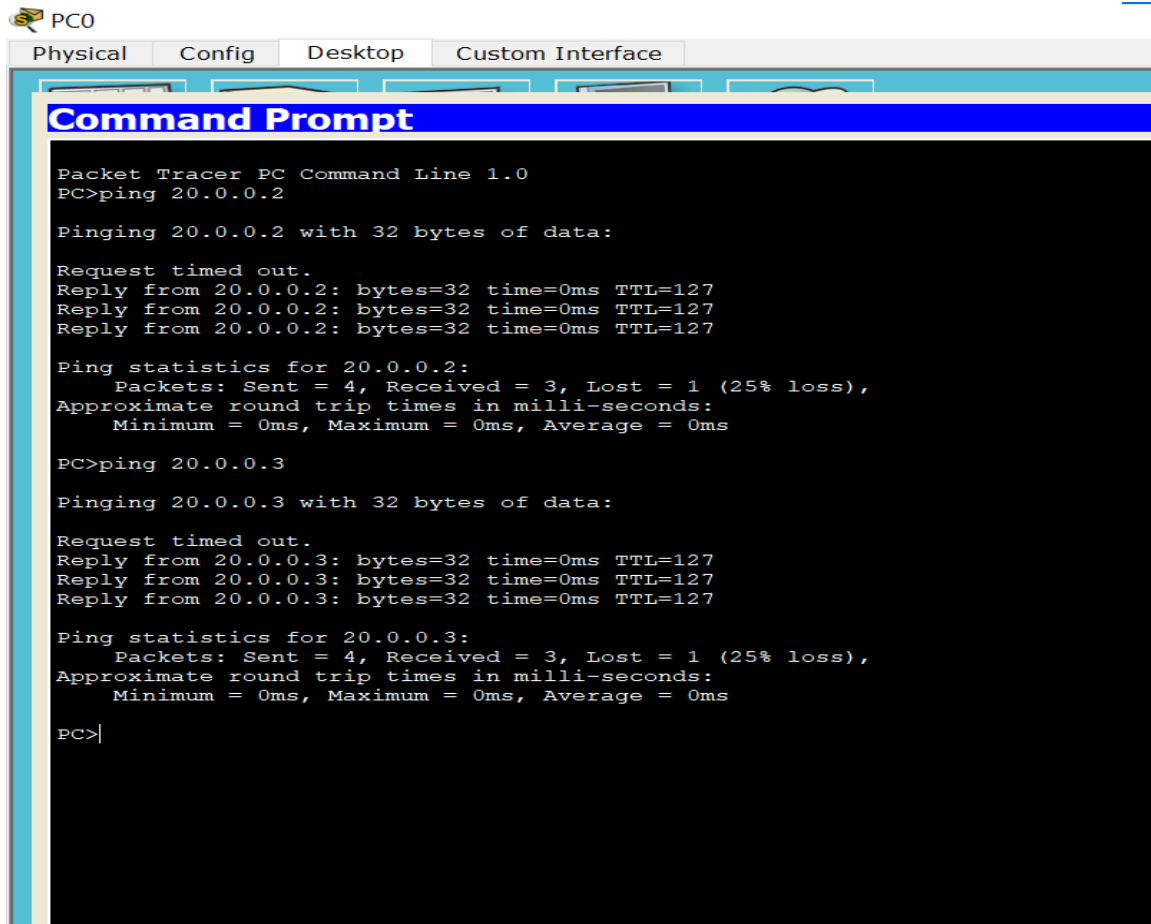
Reply from 10.0.0.3: bytes=32 time=0ms TTL=128
Reply from 10.0.0.3: bytes=32 time=0ms TTL=128
Reply from 10.0.0.3: bytes=32 time=1ms TTL=128
Reply from 10.0.0.3: bytes=32 time=0ms TTL=128

Ping statistics for 10.0.0.3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 1ms, Average = 0ms

PC>
```



PROGRAM 4.2:



The screenshot shows a Packet Tracer PC Command Prompt window. The window has tabs for Physical, Config, Desktop, and Custom Interface. The Command Prompt displays the following text:

```
Packet Tracer PC Command Line 1.0
PC>ping 20.0.0.2

Pinging 20.0.0.2 with 32 bytes of data:

Request timed out.
Reply from 20.0.0.2: bytes=32 time=0ms TTL=127
Reply from 20.0.0.2: bytes=32 time=0ms TTL=127
Reply from 20.0.0.2: bytes=32 time=0ms TTL=127

Ping statistics for 20.0.0.2:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

PC>ping 20.0.0.3

Pinging 20.0.0.3 with 32 bytes of data:

Request timed out.
Reply from 20.0.0.3: bytes=32 time=0ms TTL=127
Reply from 20.0.0.3: bytes=32 time=0ms TTL=127
Reply from 20.0.0.3: bytes=32 time=0ms TTL=127

Ping statistics for 20.0.0.3:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

PC>|
```

