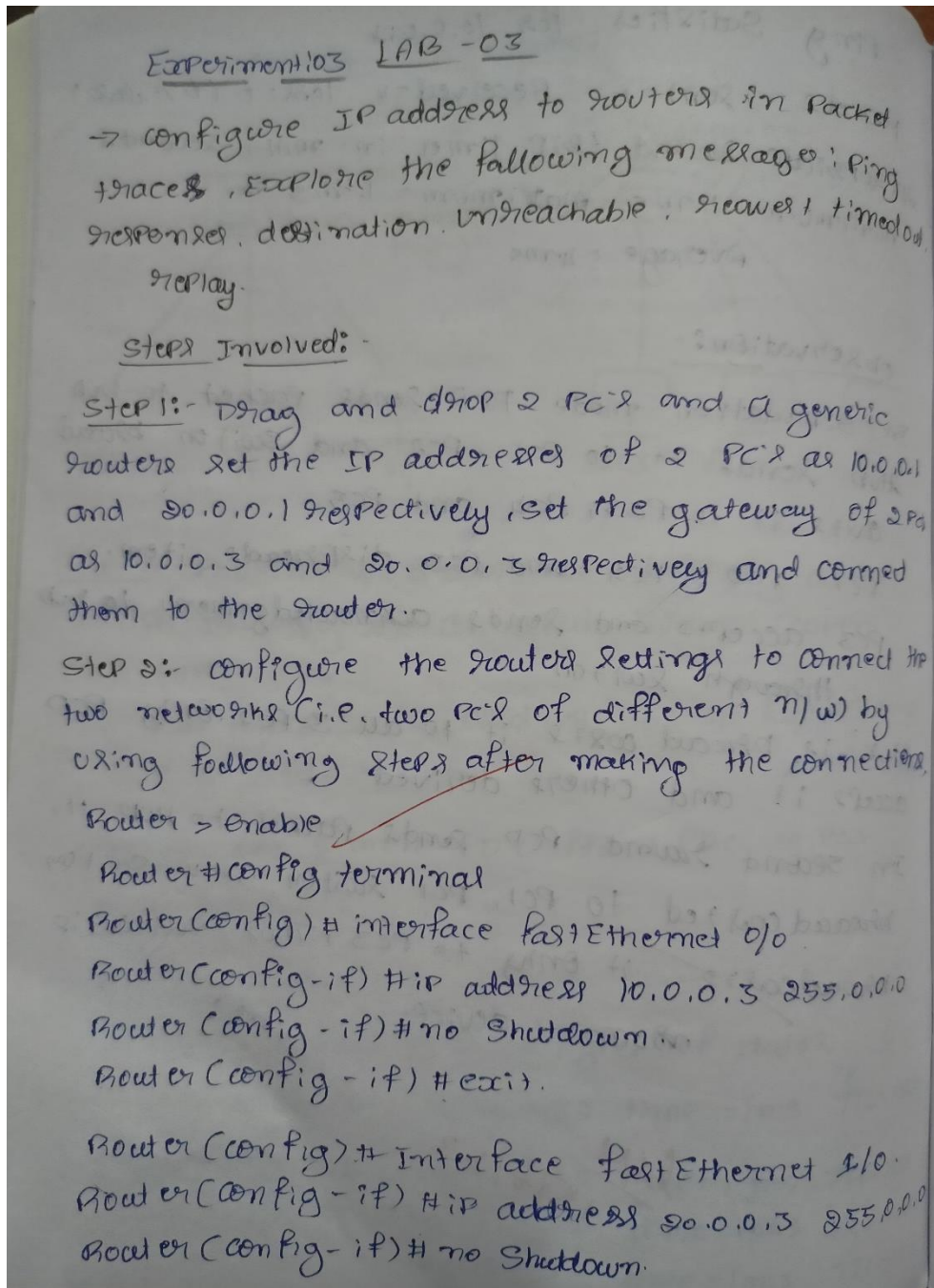


## LAB 3

**Configure default route to the Router.**

**OBSERVATION:**



Router(Config-if) # exit

Router(Config-if) # exit

Router #

Step 3: Send a simple PDU from with IP address 10.0.0.1 to PC1 with IP address 30.0.0.1 and confirms how many packets sent by using Ping command.

Step 4:-

Similarly, connect two more PC's with a router and configure by following above mentioned steps. Introduce one more router and connect it to the existing two routers of different network and configure it.

Step 5:-

Now if you Ping from the PC with IP address 10.0.0.1 as  $\rightarrow$  Ping 40.0.0.1 the response will be destination unreachable. Although it seemed there's a connection between these two PC's indirectly via routers. But every router may not have information regarding every network present in the topology so these PC's cannot communicate. To eliminate this, we should use static routing to teach every router manually.

Step 6:

We can do static routing for router 2 by the following steps.

Router # config 1

Router(config)# ip route 10.0.0.0 255.0.0.0 50.0.0.1

Router(config)# ip route 20.0.0.0 255.0.0.0 50.0.0.1

Router(config)# ip route 30.0.0.0 255.0.0.0 60.0.0.1

Router(config)# ip route 40.0.0.0 255.0.0.0 60.0.0.1

Router(config)# exit

Router #

Step 7:

We can view all the networks connected to a router as follows:

Router # show ip route

Codes: C - connected, S - static

S 10.0.0.0/8 [2/0] via 50.0.0.1

S 20.0.0.0/8 [2/0]

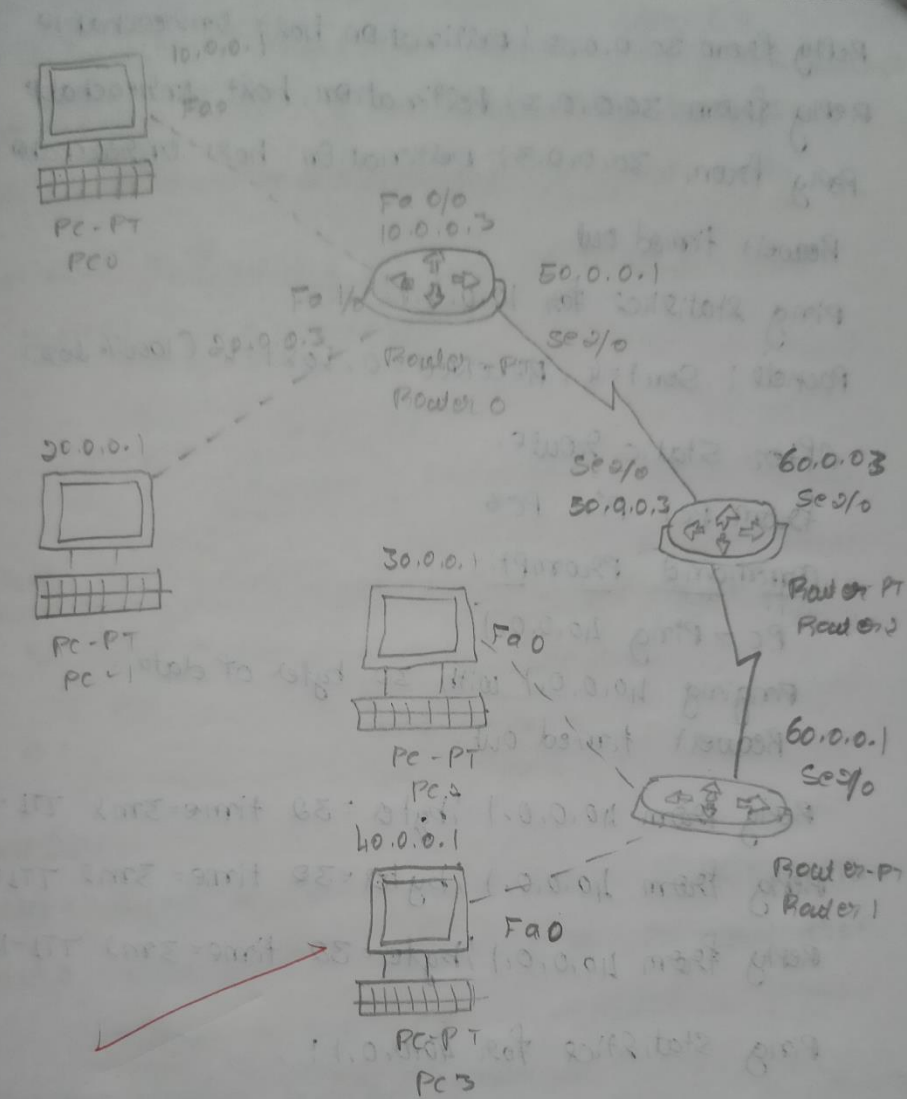
S 30.0.0.0/8 [2/0]

S 40.0.0.0/8 [2/0]

C 50.0.0.0/8 is directly connected, Serial 2/0

C 60.0.0.0/8 is directly connected, Serial 2/0





Before making Static route from PC2  
Ping 10.0.0.1

Command Prompt

PC → Ping 10.0.0.1

Pinging 10.0.0.1 with 32 bytes of data:

Reply from 30.0.0.3: Destination host unreachable  
Reply from 30.0.0.3: Destination host unreachable  
Reply from 30.0.0.3: Destination host unreachable  
Request timed out.

Ping statistics for 10.0.0.1:

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

After static route.

From PC1 P1 to PC3

Command Prompt:-

PC > Ping 40.0.0.1

Pinging 40.0.0.1 with 32 bytes of data:

Request timed out.

Reply from 40.0.0.1: bytes = 32 time = 3ms TTL = 125

Reply from 40.0.0.1: bytes = 32 time = 3ms TTL = 125

Reply from 40.0.0.1: bytes = 32 time = 3ms TTL = 125

Ping statistics for 40.0.0.1:

Packets: Sent = 4, Received = 3, Lost = 1 (25% loss)

len

The screenshot displays the Cisco Packet Tracer Student interface. The main workspace shows a network topology with three routers (Router0, Router1, Router2) and two PCs (PC0, PC1). Router0 is connected to Router1, which is connected to Router2. PC0 is connected to Router0, and PC1 is connected to Router2. The Event List panel on the right shows a simulation event at 12.680 seconds involving Router2 PC1 and Router2. The bottom status bar shows 'Time: 00:26:11.346' and 'Power Cycle Devices PLAY CONTROLS: Back Auto Capture / Play Capture / Forward'.

**Event List**

Vis.	Time(sec)	Last De	At De	Type	Info
	0.008	Router0	PC0	ICMP	
	12.679	--	Router...	CDP	
	12.679	--	Router...	CDP	
	12.680	Router2	PC1	CDP	
	12.680	Router2	Router...	CDP	

**Simulation Panel**

Event List

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

0.008 Router0 PC0 ICMP

12.679 -- Router... CDP

12.679 -- Router... CDP

12.680 Router2 PC1 CDP

12.680 Router2 Router... CDP

Reset Simulation ☒ Constant Delay Capturing...

**Play Controls**

Back Auto Capture / Play Capture / Forward

**Event List Filters - Visible Events**

ACL Filter, ARP, BGP, CDP, DHCP, DHCPv6, DNS, DTP, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, LACP, NBP, NETFLOW, NTP, OSPF, OSPFv6, PAgg, POP3, RADIUS, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCR, TFTP, Telnet, UDP, VTP

Edit Filters Show All/None

**Time: 00:26:11.346** Power Cycle Devices **PLAY CONTROLS:** Back Auto Capture / Play Capture / Forward

**Scenario 0** Fire Last Statu Sourc Destinatio Type Colo Time(: Period Num Edit Delete

Successful PC0 PC1 IC... 0.000 N 0 (ed... (delete)

**Connections**

**Topology**

**Tools**

**Event List** **Simulation**

**Command Prompt**

Packet Tracer PC Command Line 1.0

PC>ping 40.0.0.1

Pinging 40.0.0.1 with 32 bytes of data:

Request timed out.

Reply from 40.0.0.1: bytes=32 time=2ms TTL=125

Reply from 40.0.0.1: bytes=32 time=16ms TTL=125

Reply from 40.0.0.1: bytes=32 time=2ms TTL=125

Ping statistics for 40.0.0.1:

Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),

Approximate round trip times in milli-seconds:

Minimum = 2ms, Maximum = 16ms, Average = 6ms

PC>ping 40.0.0.1

Pinging 40.0.0.1 with 32 bytes of data:

Reply from 40.0.0.1: bytes=32 time=21ms TTL=125

Reply from 40.0.0.1: bytes=32 time=9ms TTL=125

Reply from 40.0.0.1: bytes=32 time=2ms TTL=125

Reply from 40.0.0.1: bytes=32 time=4ms TTL=125

Ping statistics for 40.0.0.1:

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

Approximate round trip times in milli-seconds:

Minimum = 2ms, Maximum = 21ms, Average = 9ms

PC>|