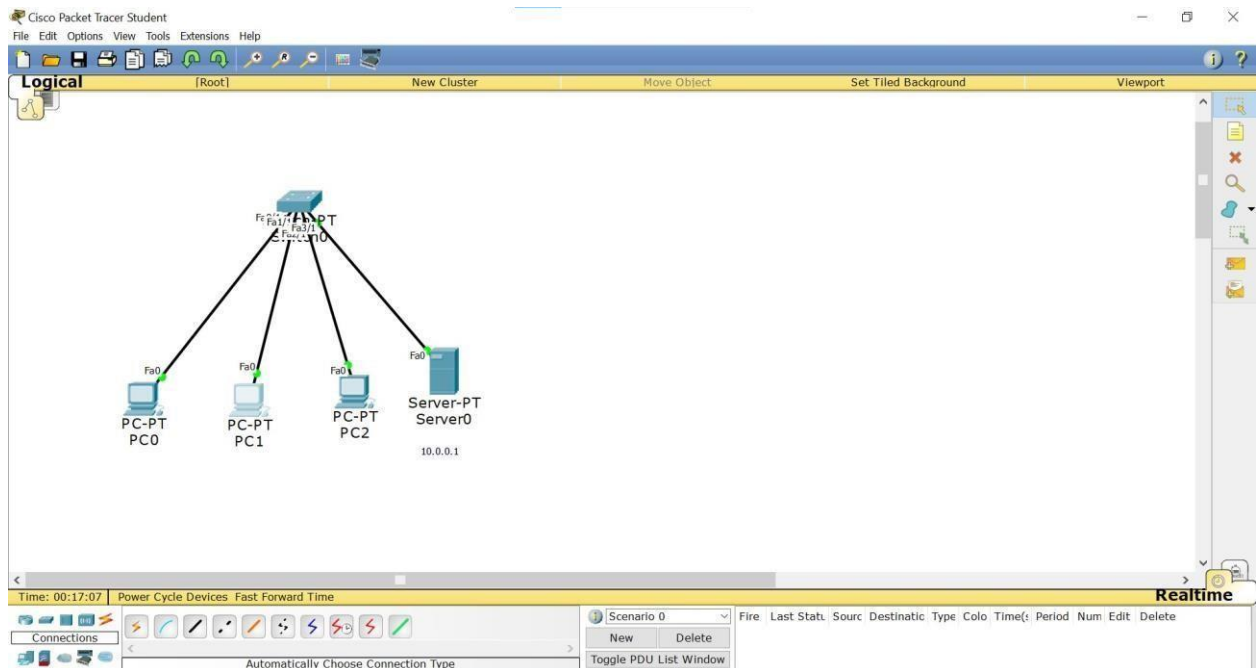


LAB 4

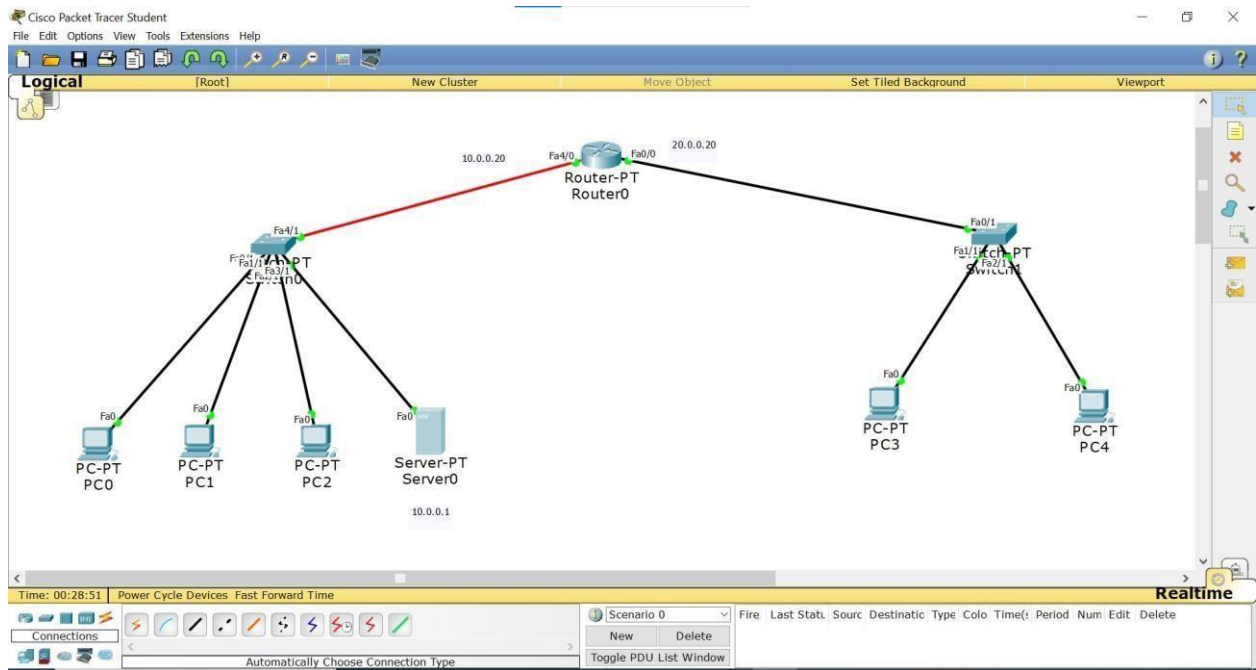
Configure DHCP within a LAN and outside LAN.

TOPOLOGY:

PROGRAM 4.1:



PROGRAM 4.2:



OUTPUT:

PROGRAM 4.1:

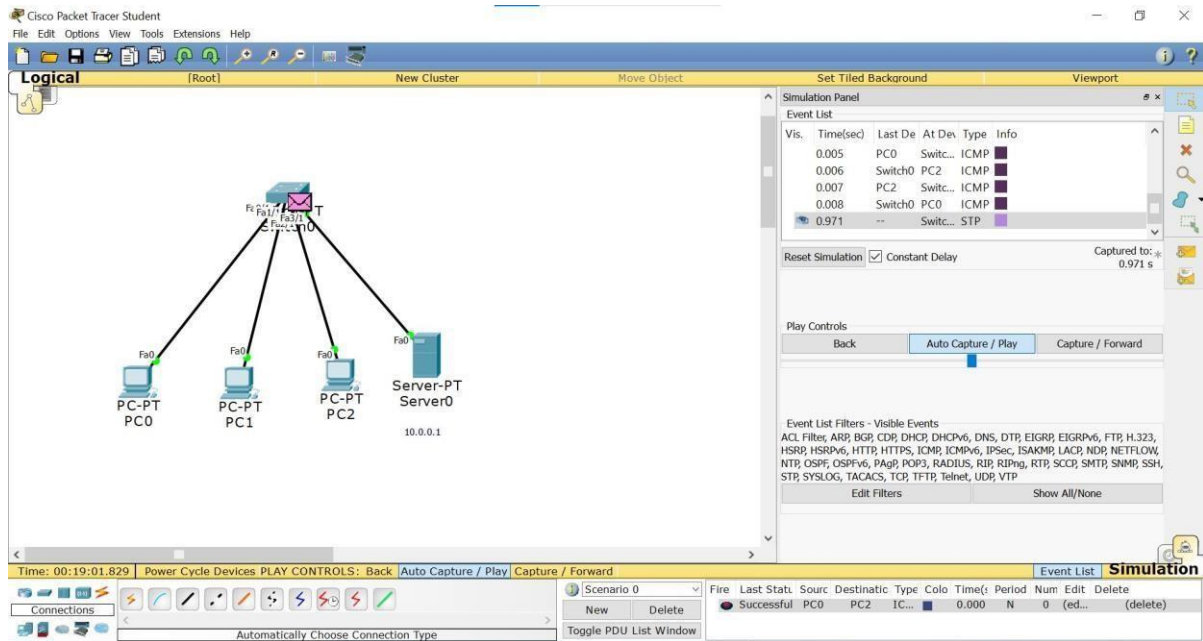
```
PC0
Physical Config Desktop Custom Interface
Command Prompt
Packet Tracer PC Command Line 1.0
PC>ping 10.0.0.3

Pinging 10.0.0.3 with 32 bytes of data:

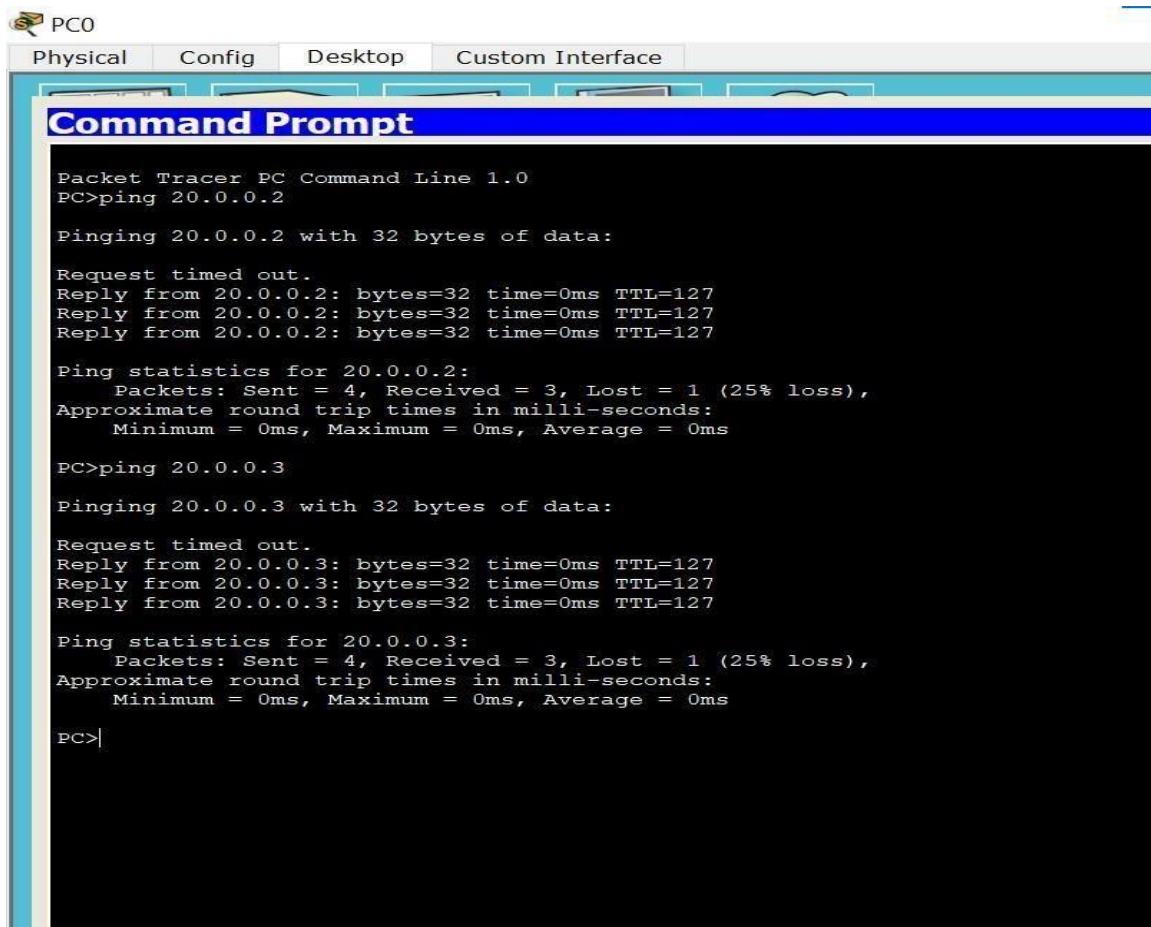
Reply from 10.0.0.3: bytes=32 time=0ms TTL=128
Reply from 10.0.0.3: bytes=32 time=0ms TTL=128
Reply from 10.0.0.3: bytes=32 time=1ms TTL=128
Reply from 10.0.0.3: bytes=32 time=0ms TTL=128

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:



Cisco Packet Tracer Student - C:\Users\ysrmo\OneDrive - Base PU College\Desktop\4thsem\CN\CN_LAB\lab4.2.pkt

File Edit Options View Tools Extensions Help

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

Simulation Panel

Event List

| Vis. | Time(sec) | Last De | At Dev | Type | Info |
|------|-----------|---------|----------|------|------|
| | 2.992 | Switch0 | Serve... | STP | |
| | 2.992 | Switch0 | Rout... | STP | |
| | 2.992 | Switch0 | PC0 | STP | |
| | 2.992 | Switch0 | PC1 | STP | |
| | 2.992 | Switch0 | PC2 | STP | |

Reset Simulation ☒ Constant Delay Capturing...

Play Controls

Back Auto Capture / Play Capture / Forward

Event List Filters - Visible Events

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

Edit Filters Show All/None

Time: 00:32:11.943 Power Cycle Devices PLAY CONTROLS: Back Auto Capture / Play Capture / Forward

Connections

Scenario 0

New Delete

Fire Last Stat. Sourc Destination Type Colo Time(Period Num Edit Delete

Successful PC0 PC3 IC... 0.000 N 0 (ed... (delete)

Topology Diagram List Window

Simulation