

## LAB 9

To construct a VLAN and make a pc communicate among VLAN.

### OBSERVATION:

VLAN 3/8/23 36

virtual LAN

Aim: to construct a VLAN & make the PCs communicate among VLAN

Topology:-

Procedure:-

- To construct a new VLAN, we use class 'c' type addresses
- create a topology as seen above  
choose the 1841 router
- First PC0 & PC1 will be in physical LAN & PC2 & PC3 will be in VLAN
- configure Router i.e., set IP address for the Fa 0/0 interface as 192.168.1.1.

- And set IP address of PC0 & PC1 as 192.168.1.2 & 192.168.1.3 & gateway as 192.168.1.1.

→ now we can check that PC0 & PC1 can communicate with each other.

→ For PC2 & PC3 set IP as 192.168.20.2 & 192.168.20.3 & gateway as 192.168.20.1

⇒ switch configuration

→ In switch go to config & select VLAN data

- base. set VLAN no & name:-

ex: VLAN number 20

VLAN Name NewVlan.

→ click on add.

→ select the interface. i.e fa6/1 (near the switch from router) & make it trunk

→ VLAN trunking allows switches to forward frames from different VLANs over a single link called trunk.

→ this is done by adding an additional header information called tag to the ethernet frame. the process of adding this small header is called VLAN tagging.

→ And make (select) the interface that are connected to the switch.

→ Here it is fa 2/1 & fa 3/1 & select & make VLAN as 20: new vlan.

VLAN [ 20 ]

- ☐ 1 : default
- ☒ 20 : newvlan

### Router configuration:

→ open config select VLAN database enter the no & name of vlan created.

go to CLI

Router (vlan) # exit.

Apply completed.

Exiting.

Router # config t.

Router (config) # interface fa 0/0/1

Router (config-subif) # encapsulation dot1q 2

Router (config-subif) # ip address 192.168.20.1

Router (config-subif) # no shut. 255.255.255.0

### Now ping

from PC0 to PC3

> ping 192.168.20.3



you will get a successful transmission from  
PC0 to PC3.

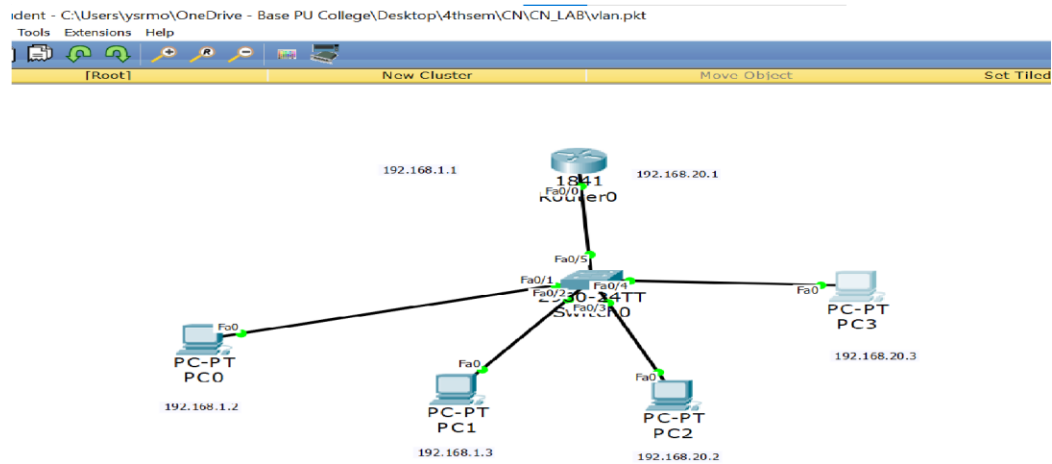
39

### Observation:-

even though we are using a single router,  
we can use multiple different ~~networks~~ networks.  
And these networks will work as virtual  
networks. And we can communicate from  
physical LAN to VLAN & vice versa.

Line

## TOPOLOGY:



## OUTPUT:

PC0

Physical Config Desktop Custom Interface

**Command Prompt**

```
Packet Tracer PC Command Line 1.0
PC>ping 192.168.20.3

Pinging 192.168.20.3 with 32 bytes of data:

Request timed out.
Reply from 192.168.20.3: bytes=32 time=0ms TTL=127
Reply from 192.168.20.3: bytes=32 time=5ms TTL=127
Reply from 192.168.20.3: bytes=32 time=0ms TTL=127

Ping statistics for 192.168.20.3:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 5ms, Average = 1ms

PC>
```

Cisco Packet Tracer Student - C:\Users\ysrmo\OneDrive - Base PU College\Desktop\4thsem\CN\CN\_LAB\vlan.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	
	0.004		Switch0	PC2	ICMP	
	0.005		PC2	Switch0	ICMP	
	0.006		Switch0	Router0	ICMP	
	0.007		Router0	Switch0	ICMP	
	0.008		Switch0	PC0	ICMP	

Reset Simulation ☒ Constant Delay Captured to: 0.008 s

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, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAg, POP3, RADIUS, RIP, RIPng, RT, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCI, TFTP, Telnet, UDP, VTP

Edit Filters Show All/None

Time: 00:28:26.636 Power Cycle Devices PLAY CONTROLS: Back Auto Capture / Play Capture / Forward

Switches

Scenario 0

New Delete

Toggle PDU List Window

Fire Last Statu Sourc Destinatic Type Colo Time(: Period Num Edit Delete

Successful PC0 PC2 IC... 0.000 N 0 (ed... (delete)