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Course MCA

Semester 2 Section B

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Paper name Computer network

Paper code TMC 203

Q2

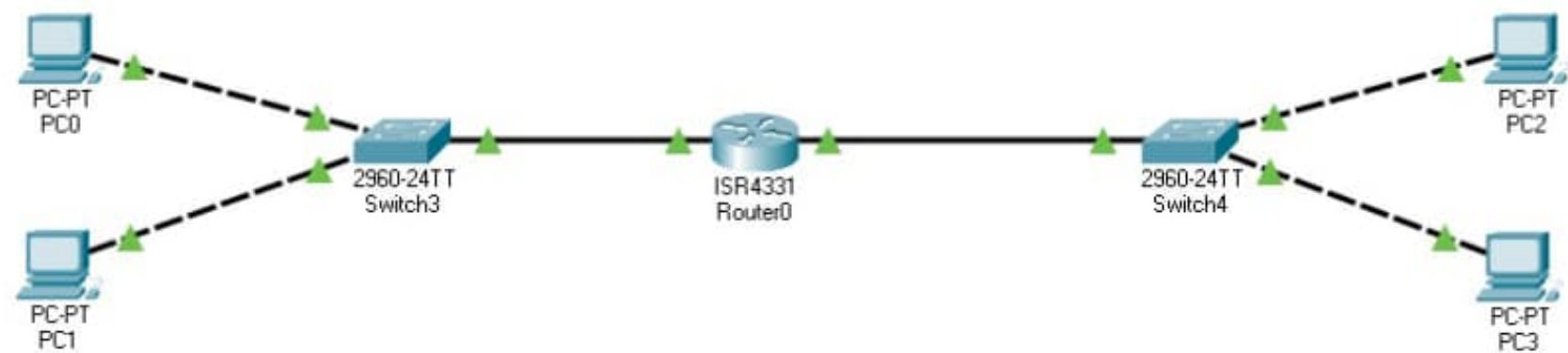
Problem Statement: There are two organizations in a city named Geu and Gchu. Design a network between the SOC department of Geu & Gchu. Also show the communication b/w user number 1 of Geu and user number 2 of Gchu.

Objective: By this question we have learned how to connect 2 LANs of different organizations by the help of a router.

Steps of network

- Step 1: Design a network for Geu and Gchu and connection both with help of a router.
- Step 2: Assign IP addresses and subnet mask to PC of both networks.
- Step 3: Assign IP address and subnet mask to router which will act as a default gateway of respective LAN.
- Step 4: Sending a message from PC1 of Geu to PC2 of Gchu to check the connection.

Sagar.



GEU

GEHU



Physical

Config

Desktop

Programming

Attributes

IP Configuration

Interface

FastEthernet0

IP Configuration

☐ DHCP

☒ Static

IPv4 Address

192.168.1.3

Subnet Mask

255.255.255.0

Default Gateway

192.168.1.254

DNS Server

0.0.0.0

IPv6 Configuration



Physical

Config

Desktop

Programming

Attributes

IP Configuration

Interface

FastEthernet0

IP Configuration

☐ DHCP

☒ Static

IPv4 Address

172.16.1.2

Subnet Mask

255.255.0.0

Default Gateway

172.16.1.254

DNS Server

0.0.0.0



Physical Config CLI Attributes

- GLOBAL
 - Settings
 - Algorithm Settings
- ROUTING
 - Static
 - RIP
- SWITCHING
 - VLAN Database
- INTERFACE
 - GigabitEthernet0/0/0
 - GigabitEthernet0/0/1
 - GigabitEthernet0/0/2

GigabitEthernet0/0/0

Port Status ☒ On

Bandwidth ☒ 1000 Mbps ☐ 100 Mbps ☐ 10 Mbps ☒ Auto

Duplex ☐ Half Duplex ☒ Full Duplex ☒ Auto

MAC Address 0030.F258.9D01

IP Configuration

IPv4 Address 192.168.1.254

Subnet Mask 255.255.255.0

Tx Ring Limit 10

Physical

Config

CLI

Attributes

- GLOBAL

Settings

Algorithm Settings

ROUTING

Static

RIP

SWITCHING

VLAN Database

INTERFACE

GigabitEthernet0/0/0

GigabitEthernet0/0/1

GigabitEthernet0/0/2

GigabitEthernet0/0/1

Port Status

☒ On

Bandwidth

☒ 1000 Mbps ☐ 100 Mbps ☐ 10 Mbps ☒ Auto

Duplex

☐ Half Duplex ☒ Full Duplex ☒ Auto

MAC Address

0030.F258.9D02

IP Configuration

IPv4 Address

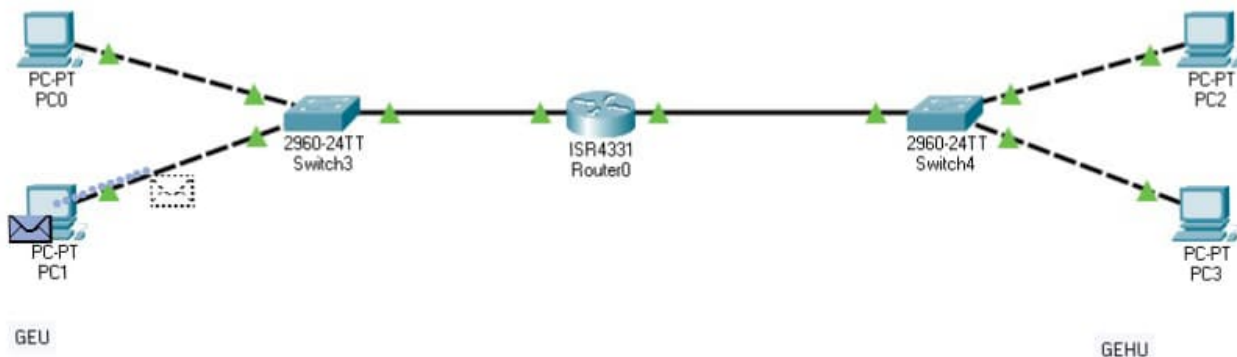
172.16.1.254

Subnet Mask

255.255.0.0

Tx Ring Limit

10



Simulation Panel

Event List

Vis.	Time(sec)	Last Device	At Device
	0.000	--	PC1
<input checked="" type="checkbox"/>	0.001	PC1	Switch3

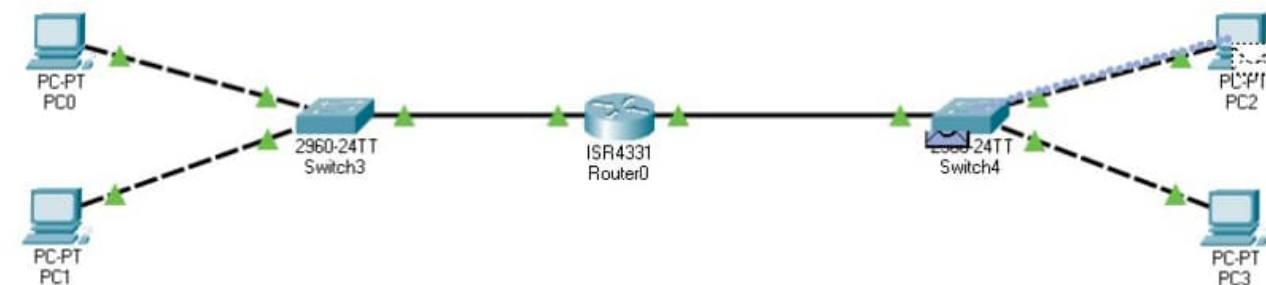
Reset Simulation ☒ Constant Delay Capturing...

Play Controls

Event List Filters - Visible Events

ACL Filter, ARP, BGP, Bluetooth, CAPwAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPSec, ISAKMP, IoT, IoT TCP, LACP, LLDP, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RIPv6, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters Show All/None



GEU

GEHU

Time: 00:08:00.720 PLAY CONTROLS: [Stop] [Play] [Next]

Simulation Panel

Event List

Vis.	Time(sec)	Last Device	At Device
	0.000	--	PC1
	0.001	PC1	Switch3
	0.002	Switch3	Router0
	0.003	Router0	Switch4
<input checked="" type="checkbox"/>	0.004	Switch4	PC2

Reset Simulation ☒ Constant Delay Captured 0.00

Play Controls [Previous] [Play] [Next]

Event List Filters - Visible Events

ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPSec, ISAKMP, IoT, IoT TCP, LACP, LLDP, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, PDP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RIPng, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

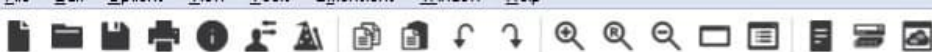
Edit Filters Show All/None



Scenario 0

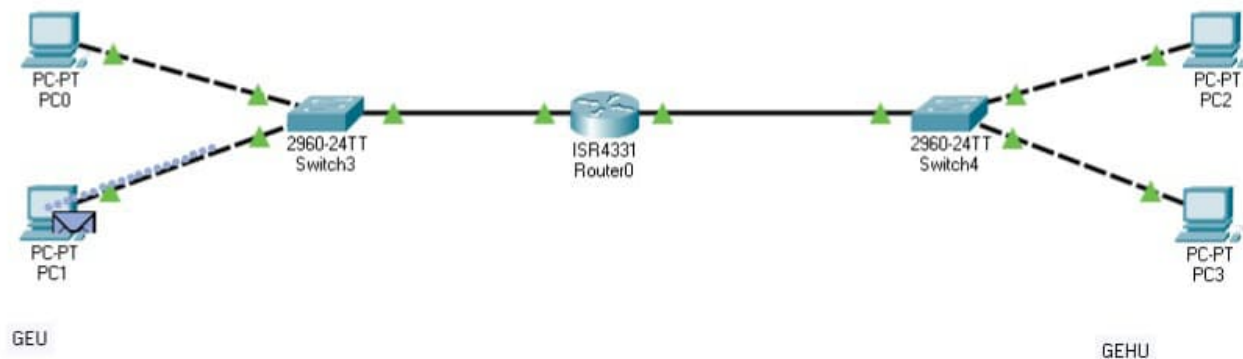
New Delete

File	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	D
In Progress		PC1	PC2	ICMP		0.000	N	0	(edit)	(c)



Logical Physical = 878, y: 395

[Root] 05:58:00



GEU

GEHU

Simulation Panel

Event List

Vis.	Time(sec)	Last Device	At Device
	0.004	Switch4	PC2
	0.005	PC2	Switch4
	0.006	Switch4	Router0
	0.007	Router0	Switch3
<input checked="" type="checkbox"/>	0.008	Switch3	PC1

Reset Simulation ☒ Constant Delay Captured to: 0.008 s

Play Controls



Event List Filters - Visible Events

ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, IoT, IoT TCP, LACP, LLDP, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RIPv6, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters

Show All/None

Time: 00:08:00.724 PLAY CONTROLS

Event List Realtime Simulation



Scenario 0

New

Delete

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC1	PC2	ICMP		0.000	N	0	(edit)	(delete)