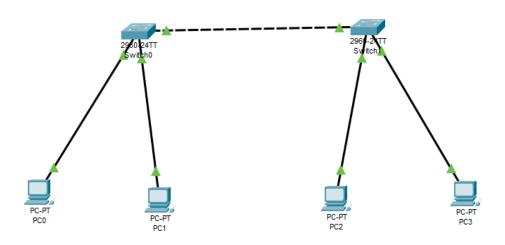
Практическая работа 26

1. Строим сеть



2. Редактируем свитч0 /1

```
Switch>en
Switch#conf t
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config) #int fa0/1
Switch(config-if) #sw ac vl 10
% Invalid input detected at '^' marker.
Switch(config-if)#sw ac vl 10
% Invalid input detected at '^' marker.
Switch(config-if) #sw ac vlan 10
% Access VLAN does not exist. Creating vlan 10
Switch(config-if) #no sh
Switch(config-if) #int fa0/2
Switch(config-if) #sw ac vl 20
% Access VLAN does not exist. Creating vlan 20
Switch(config-if) #no sh
Switch(config-if) #exit
Switch(config)#
```

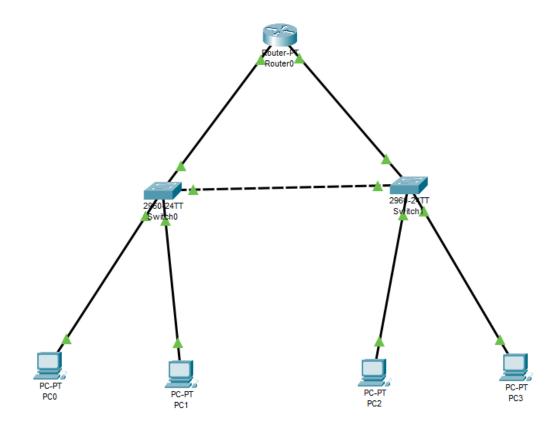
```
Switch#conf t
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)#int fa0/2
Switch(config-if)#sw ac vl 10
% Access VLAN does not exist. Creating vlan 10
Switch(config-if)#no sh
Switch(config-if)#int fa0/3
Switch(config-if)#sw ac vl 20
% Access VLAN does not exist. Creating vlan 20
Switch(config-if)#no sh
Switch(config-if)#no sh
Switch(config-if)#exit
Switch(config)#int gi0'
```

3. Тестируем соединение ping pc1 от pc0

```
C:\>ping 192.168.1.2
Pinging 192.168.1.2 with 32 bytes of data:

Reply from 192.168.1.2: bytes=32 time<1ms TTL=128
Reply from 192.168.1.2: bytes=32 time<1ms TTL=128
Reply from 192.168.1.2: bytes=32 time<1ms TTL=128
Reply from 192.168.1.2: bytes=32 time=6ms TTL=128</pre>
```

4. Достраиваем сеть



5. Пингуем рс3

```
Pinging 192.168.2.2 with 32 bytes of data:

Reply from 192.168.2.2: bytes=32 time<1ms TTL=128

Reply from 192.168.2.2: bytes=32 time<1ms TTL=128

Reply from 192.168.2.2: bytes=32 time<1ms TTL=128

Reply from 192.168.2.2: bytes=32 time<1ms TTL=128
```

6.новая сеть