#### SYCS CN

#### PRACTICAL 2

#### AIM:

Using Packet Tracer, create a basic network of two computers using appropriate network wire. Use Static IP address allocation and show connectivity.

- 1. Static routing method is most trusted by a router.
- 2. Static routing is not really a routing protocol.
- 3. Static routes do not dynamically adapt to network changes, are not particularly scalable, and require manual updating to reflect changes.

#### Static routing has the following advantages

- 1. There is no bandwidth usage between routers, which means you could possibly save money on WAN links.
- 2. There is no overhead on the router CPU, which means you could possibly buy a cheaper route than you would use if you were using dynamic routing.
- 3. It adds security because the administrator can choose to allow routing access to certain networks only.

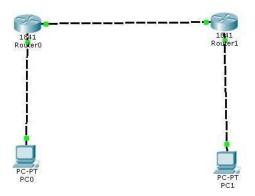
## Static routing has the following disadvantages

- 1. Static routes don't dynamically adapt to network change.
- 2. If a network is added to the internetwork, the administrator has to add a route to it on all routers—by hand.
- 3. It's not feasible in large networks because maintaining it would be a full time job in itself.
- 4. With static routing, as your network grows, it can be difficult just to keep adding static routes to make sure everybody can still get everything.
- 5. The administrator must really understand the internetwork and how each router is connected in order to configure routes correctly.

There are two different styles to configure an "ip route" command:

- 1. Using a next hop IP address
- 2. Using an outgoing interface

## Consider the following network

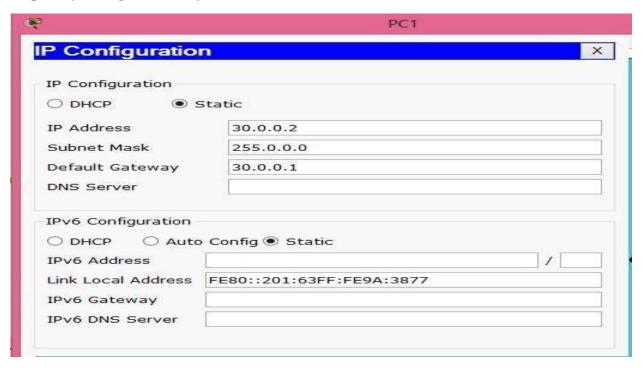


We configure it as follows

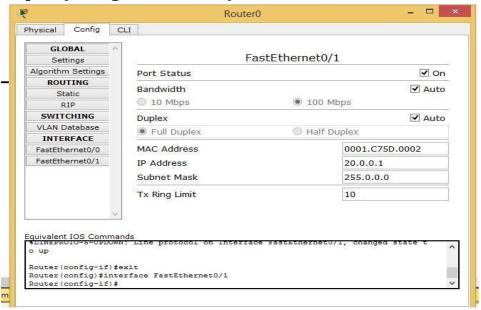
Step 1: (configure PC 0)

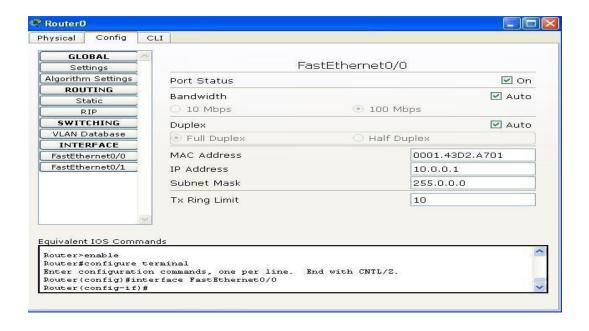


### Step 2: (configure PC 1)

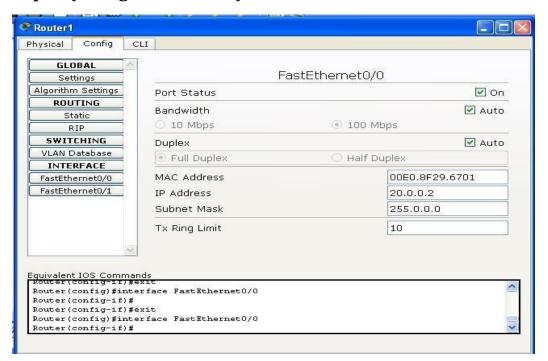


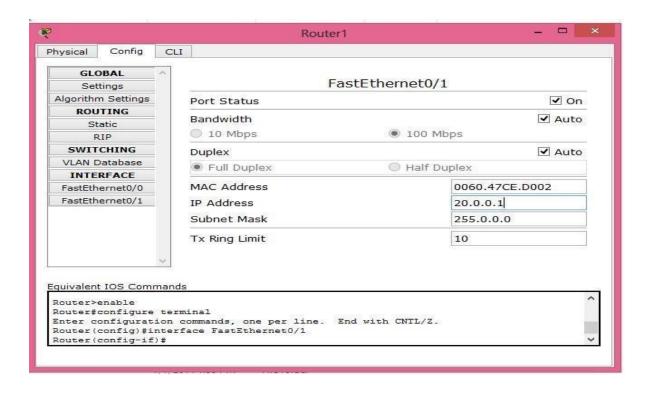
## **Step 3: (configure Router 0)**



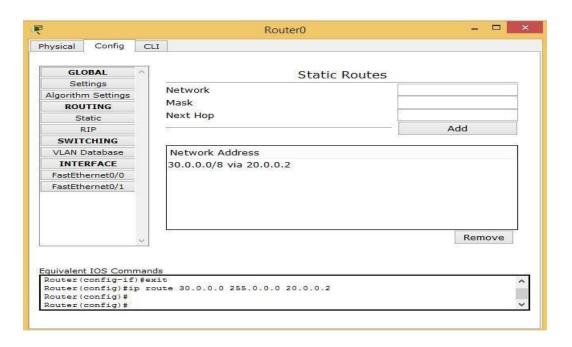


## **Step 4: (configure Router 1)**

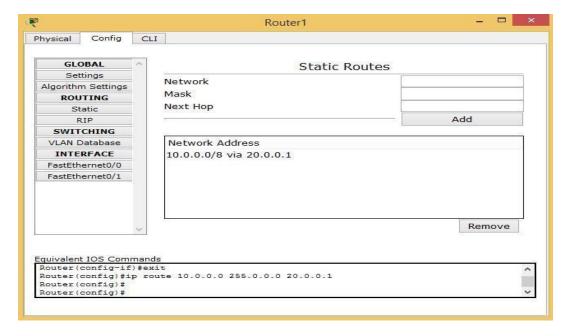




# The routing table is configured in the following way For router 0



#### For router 1



Now we can give the ping command as shown to check the connectivity

```
Command Prompt
Pinging 30.0.0.2 with 32 bytes of data:
Request timed out.
Request timed out.
Reply from 30.0.0.2: bytes=32 time=0ms TTL=126
Reply from 30.0.0.2: bytes=32 time=0ms TTL=126
Ping statistics for 30.0.0.2:
Packets: Sent = 4, Received = 2, Lost = 2 (50% loss), Approximate round trip times in milli-seconds:
     Minimum = Oms, Maximum = Oms, Average = Oms
PC>ping 30.0.0.2
Pinging 30.0.0.2 with 32 bytes of data:
Reply from 30.0.0.2: bytes=32 time=1ms TTL=126
Reply from 30.0.0.2: bytes=32 time=0ms TTL=126 Reply from 30.0.0.2: bytes=32 time=0ms TTL=126
Reply from 30.0.0.2: bytes=32 time=0ms TTL=126
Ping statistics for 30.0.0.2:
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds:
     Minimum = 0ms, Maximum = 1ms, Average = 0ms
PC>
```