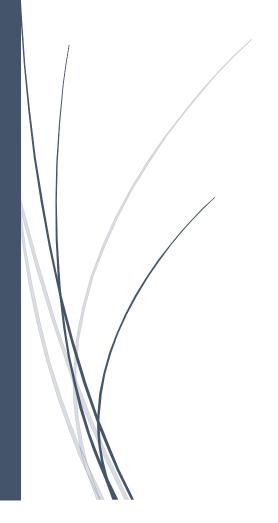


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14.1 Create a network Topology Setup in such a way so that System A can ping to two Systems System B and System C but both these systems should not be pinging each other without using any security rule e.g firewall etc.



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14.1 Create a network Topology Setup in such a way so that System A can ping to two Systems System B and System C but both these systems should not be pinging each other without using any security rule e.g firewall etc.

### Prerequisite:

- what is route table?
- ✓ it consists of the rules in the routing table to allow the range of particular range of IP.
- command for creating and deleting the routing table?
- ✓ route add -net network\_name netmask Netmask gw gateway\_IP NIC
- command to show change ip address
- ✓ ifconfig enp0s3 <IPaddress>
- ✓ it's is the name of the network card.
- **∠** what is ping
- ✓ sending and receiving of packets between two system.

#### INTITUITION:

System A: add the range in Routing Table which has the IP of B and C both

System B: add the range in Routing Tab which has the IP of A only.

System C: add the range in Routing Tab which has the IP of A only.

#### A System:

1<sup>st</sup>: making this system 192.168.0.3

### Ifconfig enp0s3 192.168.0.3

2<sup>nd</sup>: adding the range in which IP of B and C belongs, so that A can ping both to B not to C

#### route add -net 192.168.0.0/28 = > it gives the range 192.168.0.0 - 192.168.0.16

3<sup>rd</sup>: ping to C: it should work

# ping 192.168.0.6

4<sup>th</sup>: ping to B, it should work.

## ping 192.168.0.5

```
[root@localhost ~]# ifconfig enp0s3 192.168.0.3
[root@localhost ~]# ping 192.168.0.6
connect: Network is unreachable
[root@localhost ~]# route -n
Kernel IP routing table
Destination Gateway
                                               Flags Metric Ref
                                                                   Use Iface
                               Genmask
172.17.0.0
               0.0.0.0
                               255.255.0.0
                                                                    0 docker0
192.168.122.0
               0.0.0.0
                               255.255.255.0
                                               U
                                                            0
                                                                     0 virbr0
[root@localhost ~]# route add -net 192.168.0.0/28 enp0s3
[root@localhost ~]# ping 192.168.0.6
PING 192.168.0.6 (192.168.0.6) 56(84) bytes of data.
From 192.168.0.3 icmp seq=1 Destination Host Unreachable
From 192.168.@.3 icmp_seq=2 Destination Host Unreachable
From 192.168. 3 icmp seq=3 Destination Host Unreachable
From 192.168.0.3 icmp seg=4 Destination Host Unreachable
From 192.168.0.3 icmp seq=5 Destination Host Unreachable
From 192.168.0.3 icmp_seq=6 Destination Host Unreachable
--- 192.168.0.6 ping statistics ---
7 packets transmitted, 0 received, +6 errors, 100% packet loss, time 176ms
pipe 4
                                                                Enterprise Linux
```

```
[root@localhost ~]# ping 192.168.0.5

PING 192.168.0.5 (192.168.0.5) 56(84) bytes of data.

64 bytes from 192.168.0.5: icmp_seq=1 ttl=64 time=0.847 ms

64 bytes from 192.168.0.5: icmp_seq=2 ttl=64 time=0.462 ms

64 bytes from 192.168.0.5: icmp_seq=3 ttl=64 time=0.455 ms

^C

--- 192.168.0.5 ping statistics ---

3 packets transmitted, 3 received, 0% packet loss, time 79ms

rtt min/avg/max/mdev = 0.455/0.588/0.847/0.183 ms
```

B: 192.168.0.5

1<sup>st</sup>: making this system 192.168.0.5

### Ifconfig enp0s3 192.168.0.5

2<sup>nd</sup>: adding the range in which IP of A belongs and not of C, so that B can ping only to A not to C

### route add -net 192.168.0.2/31

3<sup>rd</sup>: ping to C : it should not.

## ping 192.168.0.6

4<sup>th</sup>: ping to A, it should work.

#### ping 192.168.0.3

```
Iroot@localhost "1# ifconfig enp@s3 192.168.0.5
Iroot@localhost "1# ifconfig enp@s3
enp@s3: flags=4163<UP,BROADCAST,RUNNING,MULTICAST> mtu 1500
inet 192.168.0.5 netmask 255.255.255.0 broadcast 192.168.0.255
inet6 fe80::e378:8a4a:94c9:b028 prefixlen 64 scopeid 0x20link>
ether 08:00:27:93:44:2c txqueuelen 1000 (Ethernet)
RX packets 233 bytes 17643 (17.2 KiB)
RX errors 0 dropped 0 overruns 0 frame 0
TX packets 21 bytes 1954 (1.9 KiB)
TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0

Iroot@localhost "1# route add -net 192.168.0.2/31
SIOCADDRT: No such device
root@localhost "1#
Iroot@localhost "1# route add -net 192.168.0.2/31 enp@s3
Iroot@localhost "1# proute -n
Kernel IP routing table
Destination Gateway Genmask Flags Metric Ref Use Iface
192.168.0.2 0.0.0.0 255.255.255.255.254 U 0 0 0 0 enp@s3
Iroot@localhost "1# ping 192.168.0.6
connect: Network is unreachable
```

```
[root@localhost ~]# ping 192.168.0.3
PING 192.168.0.3 (192.168.0.3) 56(84) bytes of data.
64 bytes from 192.168.0.3: icmp_seq=1 ttl=64 time=0.476 ms
64 bytes from 192.168.0.3: icmp_seq=2 ttl=64 time=0.483 ms
64 bytes from 192.168.0.3: icmp_seq=3 ttl=64 time=0.471 ms
^C
--- 192.168.0.3 ping statistics ---
3 packets transmitted, 3 received, 0% packet loss, time 77ms
rtt min/avg/max/mdev = 0.471/0.476/0.483/0.025 ms
[root@localhost ~]# __
```

#### C system:

1st: making this system 192.168.0.6

# Ifconfig enp0s3 192.168.0.6

2<sup>nd</sup>: adding the range in which IP of A belongs and not of B, so that C can ping only to A not to B.

# route add -net 192.168.0.2/31

3<sup>rd</sup>: ping to B: it should not.

## ping 192.168.0.5

4<sup>th</sup>: ping to A, it should work.

### ping 192.168.0.3

```
[root@localhost ~ l# ifconfig enp@s3 192.168.0.6
[root@localhost ~ l# route -n
Kernel IP routing table
Destination Gateway Genmask Flags Metric Ref Use Iface
[root@localhost ~ l# route add -net 192.168.0.2/31 enp@s3
[root@localhost ~ l# route -n
Kernel IP routing table
Destination Gateway Genmask Flags Metric Ref Use Iface
192.168.0.2 0.0.0.0 255.255.255.254 U 0 0 0 enp@s3
[root@localhost ~ l# ping 192.168.0.5
connect: Network is unreachable
[root@localhost ~ l# _
```

```
[root@localhost ~ l# ping 192.168.0.3]
PING 192.168.0.3 (192.168.0.3) 56(84) bytes of data.
64 bytes from 192.168.0.3: icmp_seq=1 ttl=64 time=0.471 ms
64 bytes from 192.168.0.3: icmp_seq=2 ttl=64 time=0.442 ms
64 bytes from 192.168.0.3: icmp_seq=3 ttl=64 time=0.456 ms
^C
--- 192.168.0.3 ping statistics ---
3 packets transmitted, 3 received, 0% packet loss, time 60ms
rtt min/avg/max/mdev = 0.442/0.456/0.471/0.021 ms
[root@localhost ~ ]#
```