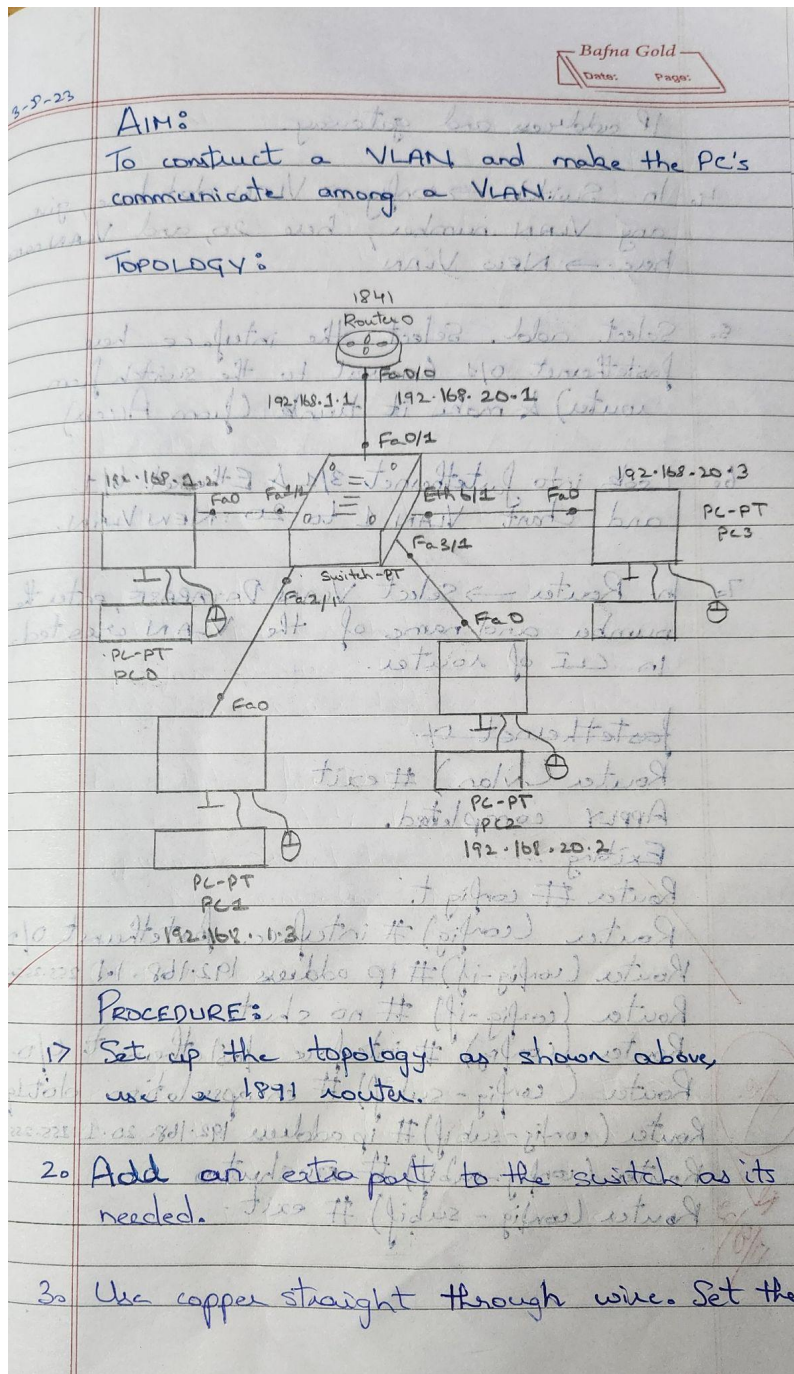


# EXPERIMENT 11

## AIM:

To construct a VLAN and make the PC's communicate among a VLAN.

## OBSERVATION:



IP address and gateway.

4. In Switch → config → VLAN database, give any VLAN number, here 20, and VLAN name here → New VLAN

5. Select add. Select the interface here FastEthernet 0/1 (nearest to the switch from router) & make it trunk (from Access)

6. Look into FastEthernet 3/1 & Ethernet 6/1 and chgnt VLAN 1 to 20 : NEW VLAN.

7. In Router → Select VLAN DATABASE, enter the number and name of the VLAN created. In CLI of router.

FastEthernet 0/1

Router (vlan) # exit

APPLY completed.

Exiting ...

Router # config t

Router (config) # interface FastEthernet 0/0

Router (config-if) # ip address 192.168.1.1 255.255.255.0

Router (config-if) # no shut

Router (config) # interface FastEthernet 0/0.1

Router (config-subif) # encapsulation dot1q 20

Router (config-subif) # ip address 192.168.20.1 255.255.255.0

Router (config-subif) # no shut

Router (config-subif) # exit.

10/10

17/8/23



RESULT: (in PC0)

PC > ping 192.168.10.3

Pinging 192.168.1.3 with 32 bytes of data:

Reply from 192.168.1.3: bytes = 32 time = 1ms TTL = 128

Reply from 192.168.1.3: bytes = 32 time = 0ms TTL = 128

Reply from 192.168.1.3: bytes = 32 time = 0ms TTL = 128

Reply from 192.168.1.3: bytes = 32 time = 0ms TTL = 128

Ping statistics for 192.168.1.3:

Packets: Sent = 4, Received = 4, Lost = 0 (0% Loss)

Approximate round trip times in milli-seconds:

Minimum = 0ms, Maximum = 1ms, Average = 0ms.

PC > ping 192.168.20.3.

Pinging 192.168.20.3 with 32 bytes of data:

Reply from Request timed out.

Reply from 192.168.20.3: bytes = 32 time = 1ms TTL = 127

Reply from 192.168.20.3: bytes = 32 time = 0ms 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

Approximate round trip times in milli-seconds:

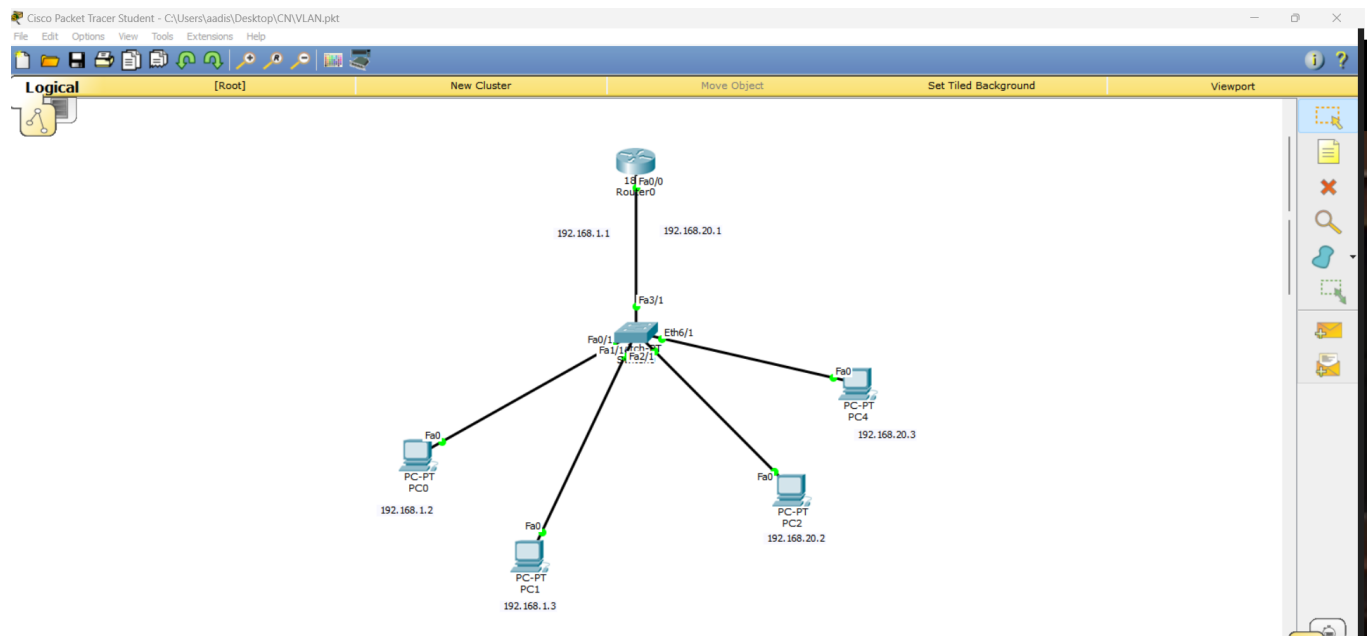
Minimum = 0ms, Maximum = 1ms, Average = 0ms



## OBSERVATIONS:

1. VLAN → Virtual Local Area Network  
is any broadcast domain that is partitioned and isolated in a computer network at the data link layer.
2. It is a virtualized connection that connects multiple devices and network nodes from different LAN's into one logical network.

# Result:



PC0

Physical Config Desktop Custom Interface

```
Packet Tracer PC Command Line 1.0
PC>ping 192.168.20.2

Pinging 192.168.20.2 with 32 bytes of data:

Request timed out.
Reply from 192.168.20.2: bytes=32 time=0ms TTL=127
Reply from 192.168.20.2: bytes=32 time=0ms TTL=127
Reply from 192.168.20.2: bytes=32 time=0ms TTL=127

Ping statistics for 192.168.20.2:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

PC>
```

