CSE421-LAB

Computer Networks

LAB Project - TOPIC 4

Valorant: A Sentinel's Eagle Eye

Section: 02

Group: 34

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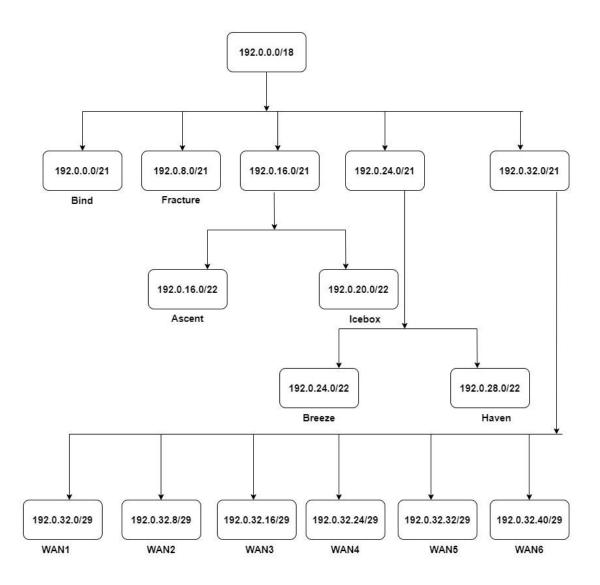
Assumptions:

- Network Address 192.0.0.0/18.
- We have set a floating route in the Fracture to Bind connection.
- As Bind and Ascent are the most important cities we have used dynamic routing in these two maps. The rest of other cities are routed through standard static routing.
- We have doubled the number of IP addresses as we are asked to use only the odd IP addresses.
- From the table we have tried to find the shortest path with the help of the Dijkstra algorithm assuming Haven is the source.

VLSM Details

Router Name	Host Size	Assigned IP	Double Assigned IP(can't use even IP)	IP block size	Host Bit	Network bit
Bind (A)	780	782	1564	2048	11	21
Fracture(B)	674	676	1352	2048	11	21
Ascent(C)	484	486	972	1024	10	22
Icebox(D)	441	443	886	1024	10	22
Breeze(E)	359	361	722	1024	10	22
Haven(F)	293	295	590	1024	10	22
WAN1(G)	2	4	8	8	3	29
WAN2(H)	2	4	8	8	3	29
WAN3(I)	2	4	8	8	3	29
WAN4(J)	2	4	8	8	3	29
WAN5(K)	2	4	8	8	3	29
WAN6(L)	2	4	8	8	3	29

VLSM TREE



ADDRESSING TABLE:

Network Address: 192.0.0.0/18

Device	<u>Interface</u>	<u>IP Address</u>	Subnet Mask	Default gateway
BIND	s0/0	192.0.32.1/29	255.255.255.248	N/A
	s1/0	192.0.32.41/29	255.255.255.248	N/A
	f2/0	192.0.0.1/21	255.255.248.0	N/A
Haven	s0/0	192.0.32.9/29	255.255.255.248	N/A
	s1/0	192.0.32.3/29	255.255.255.248	N/A
	f2/0	192.0.28.1/22	255.255.252.0	N/A
Fracture	s0/0	192.0.32.17/29	255.255.255.248	N/A
	s1/0	192.0.32.11/29	255.255.255.248	N/A
	s2/0	192.0.32.25/29	255.255.255.248	N/A
	f3/0	192.0.8.1/21	255.255.248.0	N/A
Ascent	s1/0	192.0.32.19/29	255.255.255.248	N/A
	f0/0	192.0.16.1/22	255.255.252.0	N/A
Breeze	s0/0	192.0.32.27/29	255.255.255.248	N/A
	s1/0	192.0.32.33/29	255.255.255.248	N/A
	f2/0	192.0.24.1/22	255.255.252.0	N/A
IceBox	s0/0	192.0.32.35/29	255.255.255.248	N/A
	s1/0	192.0.32.43/29	255.255.255.248	N/A
	f2/0	192.0.20.1/22	255.255.252.0	N/A
PC0	N/A	192.0.0.3/21	255.255.248.0	192.0.0.1/21
PC1	N/A	192.0.0.5/21	255.255.248.0	192.0.0.1/21
PC2	N/A	DHCP Assigned	DHCP Assigned	DHCP Assigned

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Laptop0	N/A	DHCP Assigned	DHCP Assigned	DHCP Assigned
PC3	N/A	DHCP Assigned	DHCP Assigned	DHCP Assigned
Laptop1	N/A	DHCP Assigned	DHCP Assigned	DHCP Assigned
PC4	N/A	192.0.16.3/22	255.255.252.0	192.0.16.1/22
PC6	N/A	192.0.16.5/22	255.255.252.0	192.0.16.1/22
PC7	N/A	DHCP Assigned	DHCP Assigned	DHCP Assigned
PC8	N/A	DHCP Assigned	DHCP Assigned	DHCP Assigned
PC9	N/A	DHCP Assigned	DHCP Assigned	DHCP Assigned
PC10	N/A	DHCP Assigned	DHCP Assigned	DHCP Assigned
DNS Server (BIND)	N/A	192.0.0.7/21	255.255.248.0	192.0.0.1/21
Email Server (BIND)	N/A	192.0.0.9/21	255.255.248.0	192.0.0.1/21
Web Server (BIND)	N/A	192.0.0.11/21	255.255.248.0	192.0.0.1/21
Email Server2(ascent)	N/A	192.0.16.7/22	255.255.252.0	192.0.16.1/22
DHCP server1(icebox)	N/A	192.0.20.3/22	255.255.252.0	192.0.20.1/22
DHCP server2(breeze)	N/A	192.0.24.3/22	255.255.252.0	192.0.24.1/22
DHCP server3(Fracture)	N/A	192.0.8.3/21	255.255.248.0	192.0.8.1/21
DHCP server4(Haven)	N/A	192.0.28.3/22	255.255.252.0	192.0.28.1/22

Commands

Bind:

```
enable
conf t
hostname Bind
int f2/0
ip address 192.0.0.1 255.255.248.0
no shut
exit
int s0/0
ip address 192.0.32.1 255.255.255.248
no shut
exit
int s1/0
ip address 192.0.32.41 255.255.255.248
no shut
exit
exit
copy run start
Routing----
en
```

conf t
ip route 0.0.0.0 0.0.0.0 192.0.32.3
router rip
version 2
no auto-summary
network 192.0.0.0
network 192.0.32.0
network 192.0.32.40
default-information originate
passive-interface f2/0
exit
end
copy run start

Haven:

```
enable
conf t
hostname Haven
int f2/0
ip address 192.0.28.1 255.255.252.0
no shut
exit
int s0/0
ip address 192.0.32.9 255.255.255.248
no shut
exit
int s1/0
ip address 192.0.32.3 255.255.255.248
no shut
exit
exit
copy run start
Routing======
```

en conf t ip route 192.0.0.0 255.255.248.0 192.0.32.1 ip route 192.0.8.0 255.255.248.0 192.0.32.11 ip route 192.0.24.0 255.255.252.0 192.0.32.11 ip route 192.0.16.0 255.255.252.0 192.0.32.11 ip route 192.0.20.0 255.255.252.0 192.0.32.1 exit

Fracture:

```
enable
conf t
hostname Fracture
int f3/0
ip address 192.0.8.1 255.255.248.0
no shut
exit
int s0/0
ip address 192.0.32.17 255.255.255.248
no shut
exit
int s1/0
ip address 192.0.32.11 255.255.255.248
no shut
exit
int s2/0
ip address 192.0.32.25 255.255.255.248
no shut
exit
exit
copy run start
Routing======
```

en

conf t

ip route 192.0.24.0 255.255.252.0 192.0.32.27

ip route 192.0.16.0 255.255.252.0 192.0.32.19

ip route 192.0.28.0 255.255.252.0 192.0.32.9

ip route 192.0.0.0 255.255.248.0 192.0.32.9

ip route 192.0.0.0 255.255.248.0 s2/0 5

ip route 192.0.20.0 255.255.252.0 192.0.32.27

exit

Icebox:

exit

```
enable
conf t
hostname Icebox
int f2/0
ip address 192.0.20.1 255.255.252.0
no shut
exit
int s0/0
ip address 192.0.32.35 255.255.255.248
no shut
exit
int s1/0
ip address 192.0.32.43 255.255.255.248
no shut
exit
exit
copy run start
```

Routing======

en conf t ip route 192.0.0.0 255.255.248.0 192.0.32.41 ip route 192.0.8.0 255.255.248.0 192.0.32.33 ip route 192.0.24.0 255.255.252.0 192.0.32.33 ip route 192.0.16.0 255.255.252.0 192.0.32.33 ip route 192.0.28.0 255.255.252.0 192.0.32.41

Ascent:

enable
conf t
hostname Ascent
int f0/0
ip address 192.0.16.1 255.255.252.0
no shut
exit
int s1/0
ip address 192.0.32.19 255.255.255.248
no shut
exit
copy run start

Routing=======

en conf t
ip route 0.0.0.0 0.0.0.0 192.0.32.17
router rip
version 2
no auto-summary
network 192.0.16.0
network 192.0.32.16
default-information originate
passive-interface f0/0
exit
end
copy run start

Breeze:

enable conf t hostname Breeze interface Serial0/0 ip address 192.0.32.27 255.255.255.248 no shut exit interface Serial 1/0 ip address 192.0.32.33 255.255.255.248 no shut exit interface FastEthernet2/0 ip address 192.0.24.1 255.255.252.0 no shut exit exit copy run start

Routing======

en

conf t

ip route 192.0.0.0 255.255.248.0 192.0.32.35

ip route 192.0.8.0 255.255.248.0 192.0.32.25

ip route 192.0.16.0 255.255.252.0 192.0.32.25

ip route 192.0.20.0 255.255.252.0 192.0.32.35

ip route 192.0.28.0 255.255.252.0 192.0.32.25

Exit

Dijkstra Algorithm

	Bind	Ascent	Fracture	Breeze	Icebox	Haven
Haven	317 _{Haven}	820 _{Haven}	184 _{Haven}	940 _{haven}	682 _{Haven}	0 _{Haven}
Fracture	317 _{Haven}	286 _{Fracture}	184 _{Haven}	618 _{Fracture}	682 _{Haven}	
Ascent	317 _{Haven}	286 _{Fracture}		618 _{Fracture}	650 _{Haven}	
Bind	317 _{Haven}			618 _{Fracture}	414 _{Bind}	
Icebox				618 _{Fracture}	414 _{Bind}	
Breeze				618 _{Fracture}		

Shortest paths: (Heaven as the Root)

Heaven \rightarrow Heaven =0

Heaven \rightarrow Bind =317

Heaven → Fracture=184

Heaven \rightarrow Fracture \rightarrow Ascent = 286

Heaven \rightarrow Fracture \rightarrow Breeze =618

Heaven \rightarrow Bind \rightarrow Icebox= 414

