

LAB PROGRAM - 4

Q) Configure DHCP within a LAN and outside LAN.

1) Within a LAN :

Procedure :

COMPASS
Date: 13/5/23

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Experiment - 4

Aim: Configure DHCP within a LAN and outside a LAN

(i) Within a LAN

Topology:

```
graph TD
    Switch[Switch] --- PC0[PC-0  
10.0.0.4]
    Switch --- PC1[PC-1  
10.0.0.3]
    Switch --- PC2[PC-2  
10.0.0.2]
    Switch --- Server0[Server-0]
```

Procedure:

Step 1: Create a network by selecting 3 Generic PC's, a Server and attach them to a generic switch using a copper straight through wire in the logical workspace.

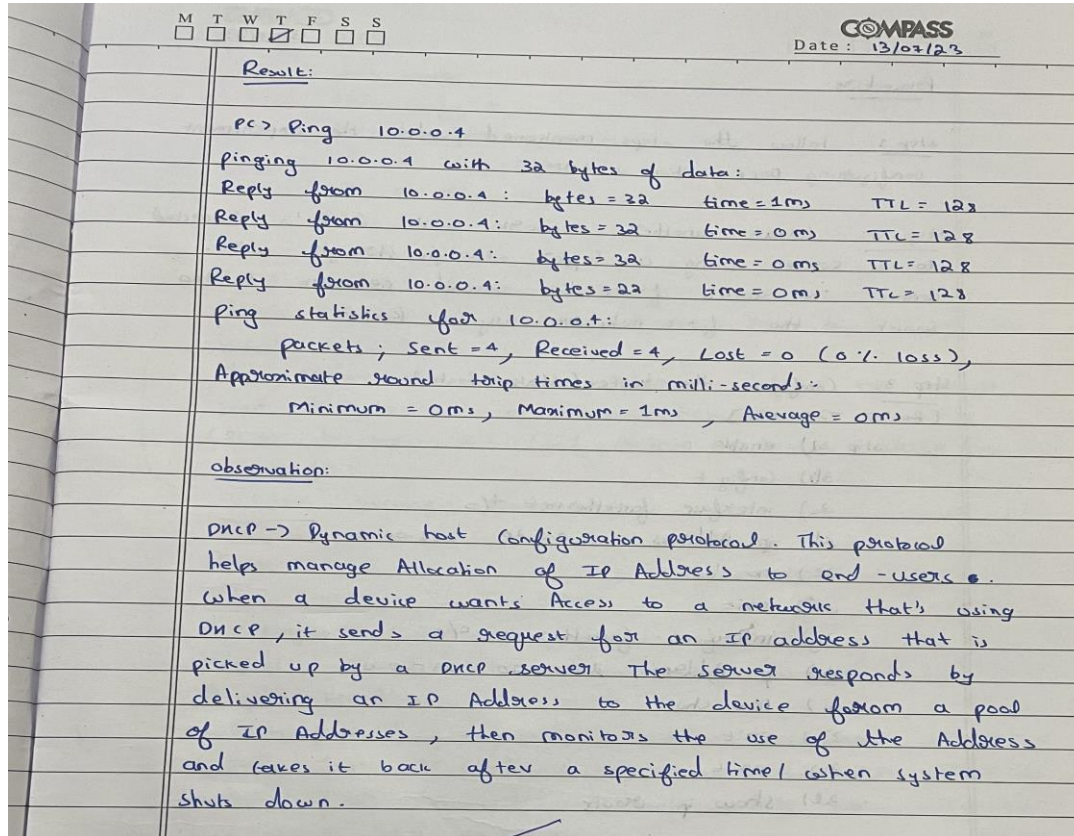
Step 2: Set the Servers IP Address to 10.0.0.1
[Server → config → fastEthernet → IP Address → 10.0.0.1]

Step 3: Make the server DHCP Available.
[Server → Services → DHCP → on → set start IP Address → 10.0.0.2 → Save]

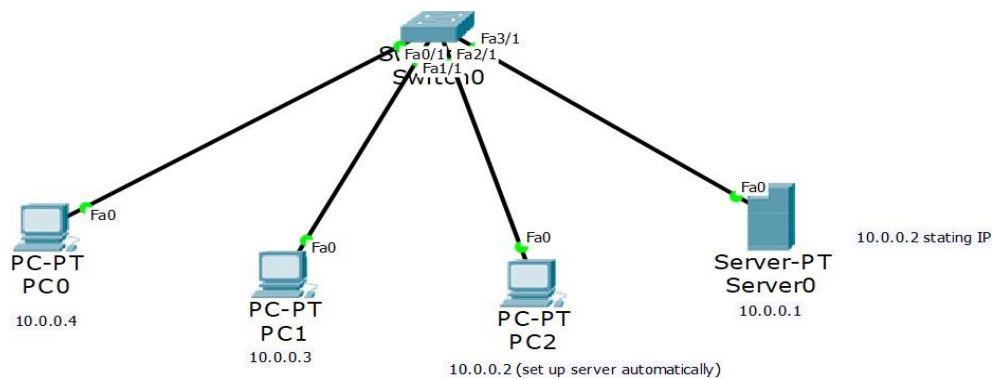
The server then Assigns Addresses from the server pool to the PC's. [PC → desktop → IP Configuration → DHCP → DHCP req. Successful]

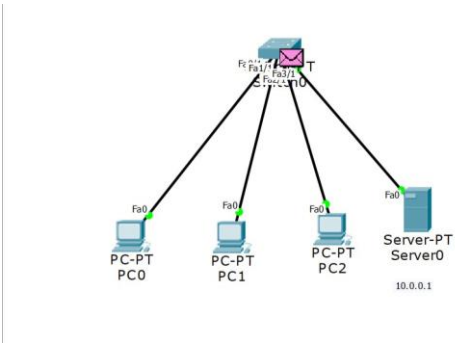
(Default gateway 10.0.0.20)

Name: Server pool



Topology :





Server 0 :

Server0

Physical Config Services Desktop Custom Interface

SERVICES

- HTTP
- DHCP
- DHCPv6
- TFTP
- DNS
- SYSLOG
- AAA
- NTP
- EMAIL
- FTP

DHCP

Interface: FastEthernet0 Service: ☒ On ☐ Off

Pool Name: serverPool

Default Gateway: 10.0.0.20

DNS Server: 0.0.0.0

Start IP Address : 10 0 0 2

Subnet Mask: 255 0 0 0

Maximum number of Users : 512

TFTP Server: 0.0.0.0

Add Save Remove

Pool Name	Default Gateway	DNS Server	Start IP Address	Subnet Mask	Max User	TFTP Server
serverPool	10.0.0.20	0.0.0.0	10.0.0.2	255.0.0.0	512	0.0.0.0

Ping Results :

```
PC0
Physical Config Desktop Custom Interface
Command Prompt

Packet Tracer PC Command Line 1.0
PC>ping 10.0.0.2

Pinging 10.0.0.2 with 32 bytes of data:

Reply from 10.0.0.2: bytes=32 time=1ms TTL=128
Reply from 10.0.0.2: bytes=32 time=1ms TTL=128
Reply from 10.0.0.2: bytes=32 time=0ms TTL=128
Reply from 10.0.0.2: bytes=32 time=0ms TTL=128

Ping statistics for 10.0.0.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 1ms, Average = 0ms

PC>ping 10.0.0.3

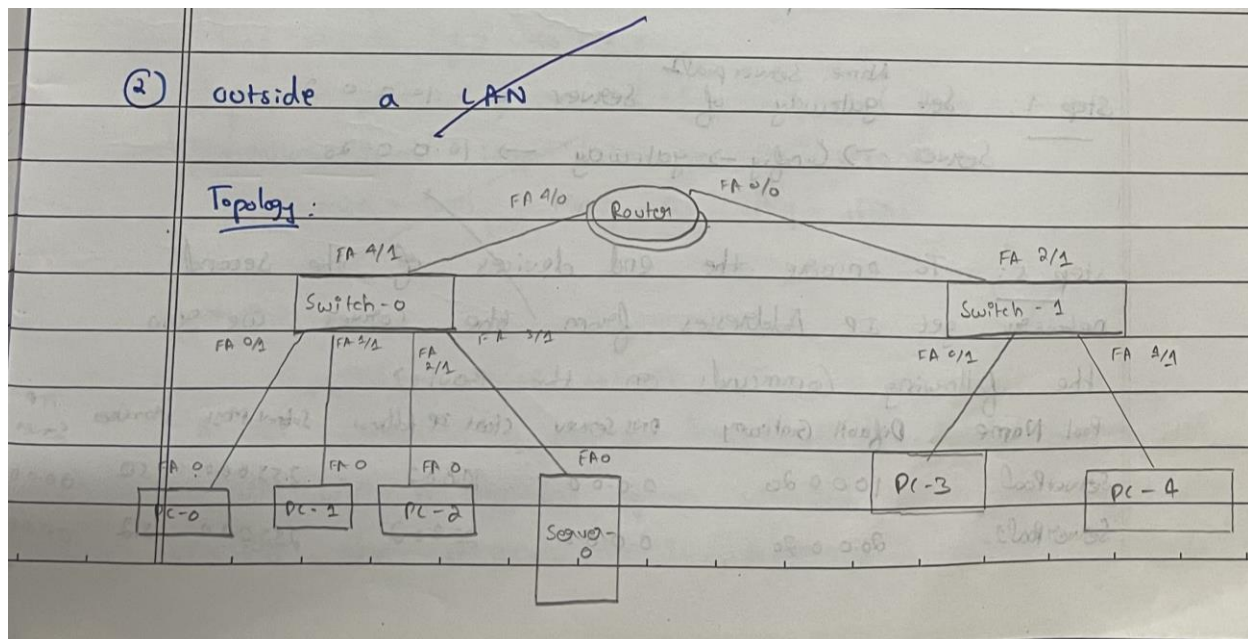
Pinging 10.0.0.3 with 32 bytes of data:

Reply from 10.0.0.3: bytes=32 time=1ms TTL=128
Reply from 10.0.0.3: bytes=32 time=12ms TTL=128
Reply from 10.0.0.3: bytes=32 time=0ms TTL=128
Reply from 10.0.0.3: bytes=32 time=0ms TTL=128

Ping statistics for 10.0.0.3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 12ms, Average = 3ms
```

2) Outside a LAN :

Procedure :



Procedure:

step 1: follow the steps mentioned under the experiment
Configuring DHC within a LAN.

step 2: Create another network with 2 PC's connected
to a switch using a Copper straight through wire.
Connect the switch from the second network to the
switch in the first network using a Router.

step 3: Configure the Router (Static Route)

[Router → CLI]

step 3a) enable

3b) Config t

3c) interface fastethernet 4/0

3d) ip Address 10.0.0.20 255.0.0.0

3e) no shut

3f) exit

3g) interface fastethernet 0/0

3h) ip Address 20.0.0.20 255.0.0.0

3i) no shut

3j) exit

3k) exit

3l) show ip route

step 4: Set Name: Server pool
gateway of Server to 10.0.0.20
Server → Config → gateway → 10.0.0.20

step 5: To ensure the end devices of the second
network get IP Addresses from the server, we run
the following commands on the Router.

Pool Name	Default Gateway	DNS Server	Start IP Address	Subnet Mask	Max Users	PPS Server
ServerPool	10.0.0.20	0.0.0.0	10.0.0.2	255.0.0.0	512	0.0.0.0
ServerPool1	20.0.0.20	0.0.0.0	20.0.0.2	255.0.0.0	512	0.0.0.0

sa) enable
 sb) Config t
 sc) interface fastethernet 0/0
 sd) ip helper-address 10.0.0.1
 se) no shut
 sf) exit

step 6: Server → Services → DHCP → serverpool1 → static IP
 Address → 20.0.0.2 → Add. (Making DHCP Available to the
 Second network)

The server then Assigns Addresses from the server
 pool to the PC's of Second network.

[PC → desktop → IP Configuration → DHCP → DHCP neg
 Successful]

> (Default gateway - 20.0.0.20)

Result:

PC > ping 40.0.0.1

pinging 40.0.0.1 with 32 bytes of data

Request timed out

Reply from 40.0.0.1: bytes=32 time=20ms TTL=125

Reply from 40.0.0.1: bytes=32 time=9ms TTL=125

Reply from 40.0.0.1: bytes=32 time=21ms TTL=125

ping statistics for 40.0.0.1

packets sent = 4, received = 3, lost = 1 (Lost = 25%)

Approx round trip times in milliseconds

min = 9ms, Max = 21, Avg = 16ms

observation:

→ used in TCP/IP network

A DHCP server is a way to Automatically configure the system
 in the LAN. A requestor from an end device sends out a
 message that requests an IP Address. The server responds

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with an IP lease i.e. an IP Address from the Address pool and some additional configuration. DHCP automates and centrally manages these configurations rather than requiring network administrators to manually Assign IP Address to all network devices.

→ when you connect a new device, it still does not have an IP Address. It will call over the network for a DHCP server. This request arrives to all devices and the Server Also.

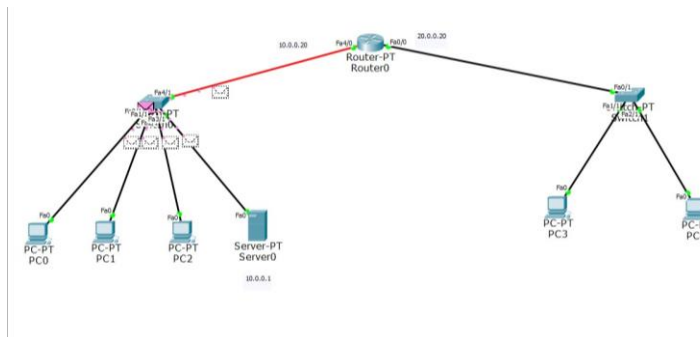
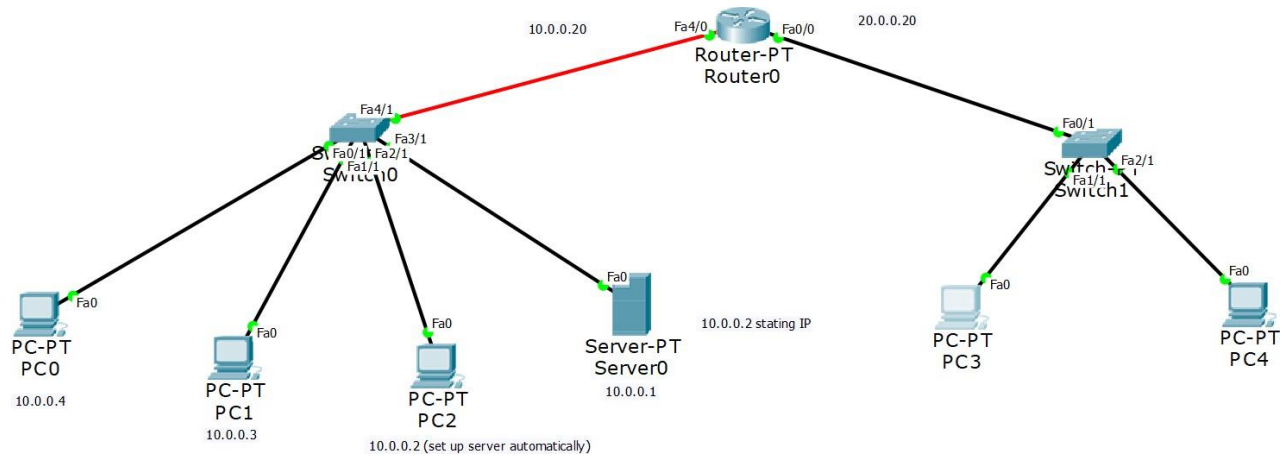
→ The DHCP hears the call and answers with an IP Address to the newly connected device.

→ The IP Address will Assign to the device and the device will Accept it and will send a request to use it.

→ The server gets accepting message from the device. It will provide IP address to the device along with Subnet mask and DNS server.

The DHCP leases the IP Address for a limited time. After the time passes, the IP Address will go back to the IP pool of available IP addresses.

Topology :



Server 0

Server0

PhysicalConfigServicesDesktopCustom Interface

SERVICES

HTTPDHCPDHCPv6TFTPDNSSYSLOGAAANTPEMAILFTP

DHCP

InterfaceFastEthernet0ServiceOnOff

Pool NameserverPool

Default Gateway10.0.0.20

DNS Server0.0.0.0

Start IP Address :10002

Subnet Mask:255000

Maximum number of Users :512

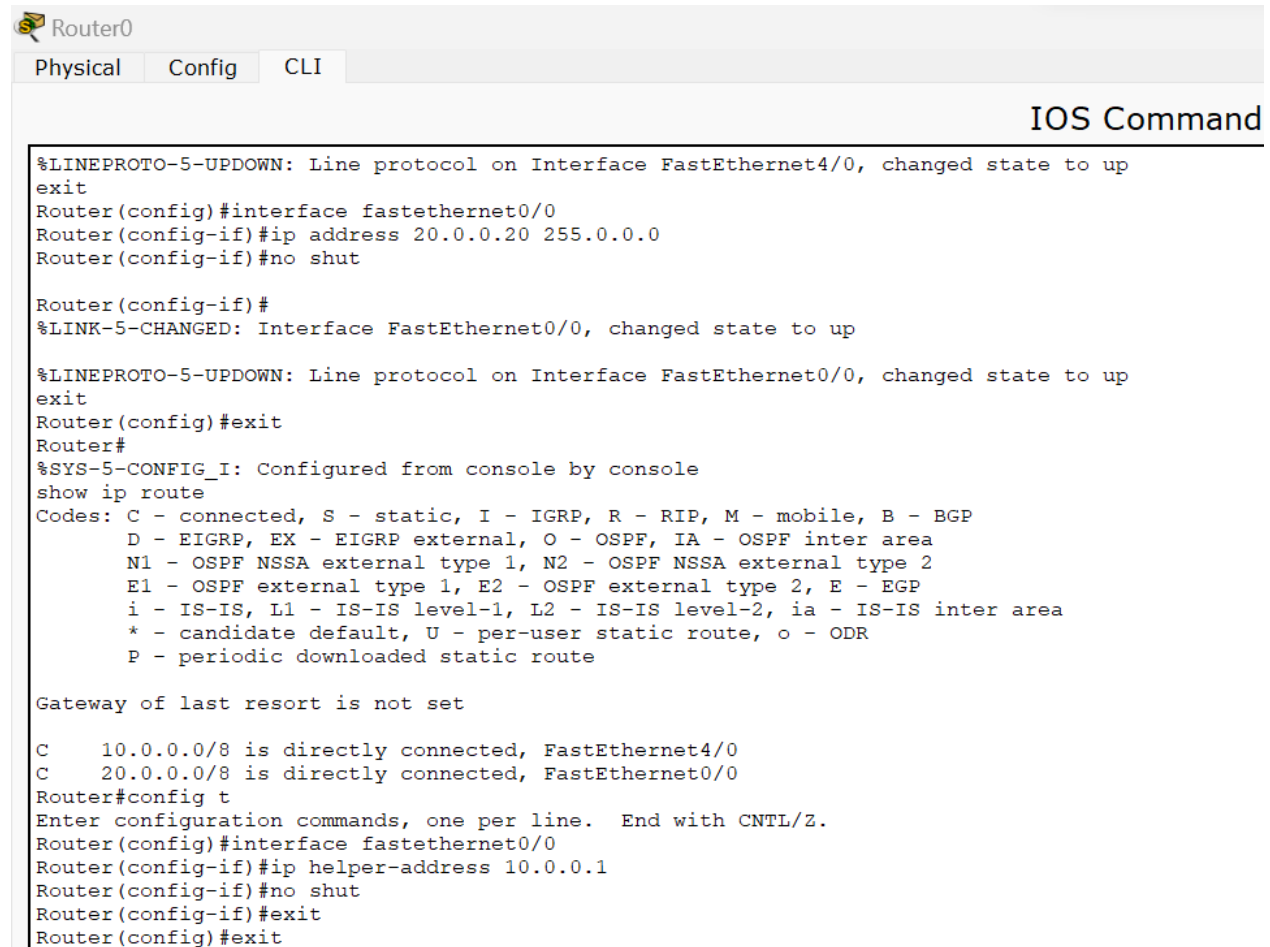
TFTP Server:0.0.0.0

AddSaveRemove

Pool Name	Default Gateway	DNS Server	Start IP Address	Subnet Mask	Max User	TFTP Server
serverPool1	20.0.0.20	0.0.0.0	20.0.0.2	255.0.0.0	512	0.0.0.0
serverPool	10.0.0.20	0.0.0.0	10.0.0.2	255.0.0.0	512	0.0.0.0

Activate Windows
Go to Settings to activate Windows.

Router Configuration : (Router 0)



Router0

Physical Config CLI

IOS Command

```
%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet4/0, changed state to up
exit
Router(config)#interface fastethernet0/0
Router(config-if)#ip address 20.0.0.20 255.0.0.0
Router(config-if)#no shut

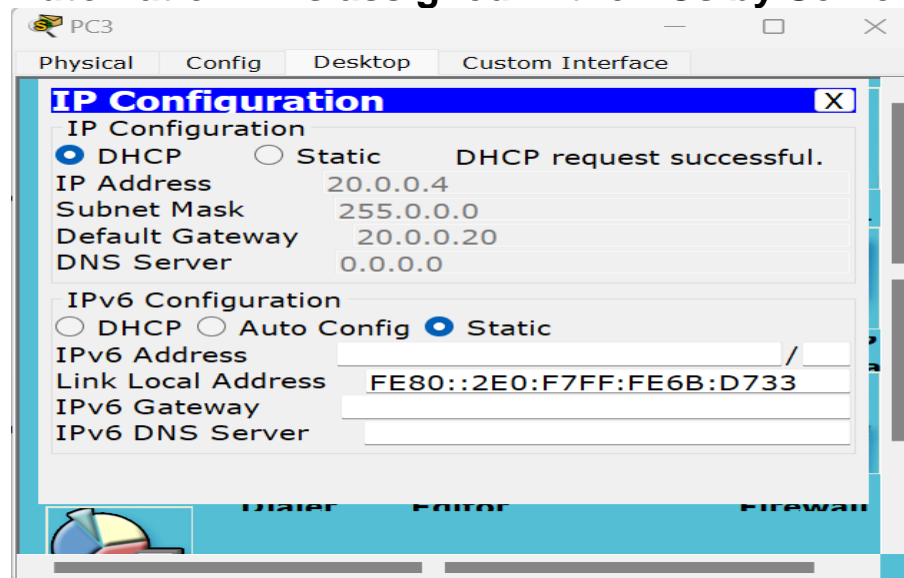
Router(config-if)#
%LINK-5-CHANGED: Interface FastEthernet0/0, changed state to up

%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/0, changed state to up
exit
Router(config)#exit
Router#
%SYS-5-CONFIG_I: Configured from console by console
show ip route
Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, B - BGP
       D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area
       N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2
       E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP
       i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS inter area
       * - candidate default, U - per-user static route, o - ODR
       P - periodic downloaded static route

Gateway of last resort is not set

C    10.0.0.0/8 is directly connected, FastEthernet4/0
C    20.0.0.0/8 is directly connected, FastEthernet0/0
Router#config t
Enter configuration commands, one per line.  End with CNTL/Z.
Router(config)#interface fastethernet0/0
Router(config-if)#ip helper-address 10.0.0.1
Router(config-if)#no shut
Router(config-if)#exit
Router(config)#exit
```

Automation IP is assigned in the PCs by Server 0 via DHCP:



Ping Results :

```
PC>ping 20.0.0.2

Pinging 20.0.0.2 with 32 bytes of data:

Reply from 20.0.0.2: bytes=32 time=1ms TTL=127
Reply from 20.0.0.2: bytes=32 time=0ms TTL=127
Reply from 20.0.0.2: bytes=32 time=0ms TTL=127
Reply from 20.0.0.2: bytes=32 time=0ms TTL=127

Ping statistics for 20.0.0.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 1ms, Average = 0ms
```