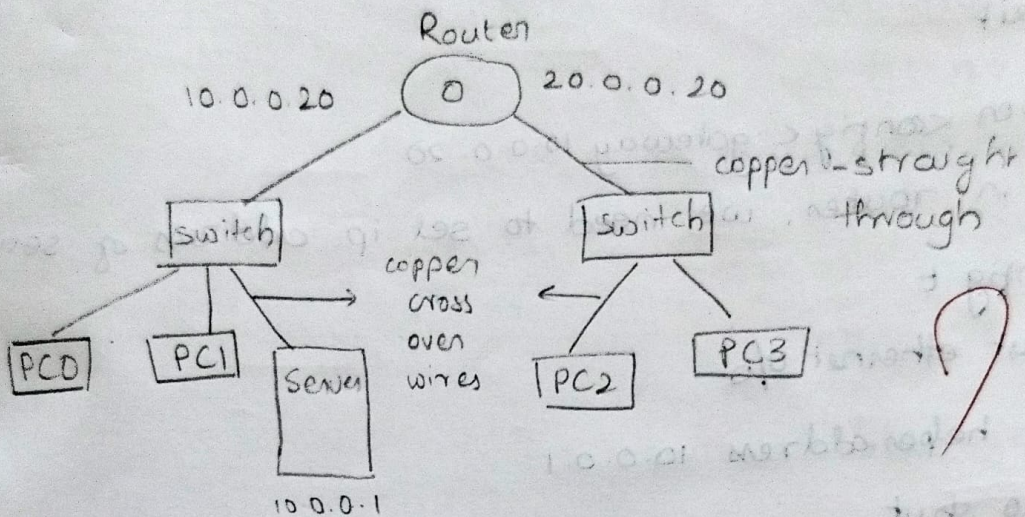


Experiment - 264

Aim: Connection of server LAN with in and outside the network using switches and routers

Topology:



Procedure

- Select two or more PC and a server connecting to a switch and another network with only end device and switch
- devices and switch
- connect both switches to router
- set IP address of server to ^{as} ~~router~~ 10.0.0.1
- go to services < select DHCP < save the current IP address
- Now, check the IP addresses of other devices in the network in the IP configuration in desktop.
- following commands are given in CLI of router
 - >enable
 - # config t
 - # interface fastethernet 4/0

Ip address 10.0.0.10 255.0.0.0

no shut

exit

interface fastEthernet 0/0

Ip address 20.0.0.20 255.0.0.0

no shut

exit

• server < config < gateway 10.0.0.20

• Now in router, we need to set ip address of server

config t

fast ethernet 0/0

ip helper-address 10.0.0.1

no shut

exit

• Now go to server < services < DHCP < add new IP address 20.0.0.2

• To check connection, IP configuration ⁱⁿ of PC outside the network click DHCP and IP, ~~gateway~~ will be visible.

Ping output

packet tracer PC command line 1.0

PC > ping 20.0.0.2

pinging 20.0.0.2 with 32 bytes of data:

Request timed out

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 status for 20.0.0.2

Packets sent = 4, received = 3, lost = 1 (25% loss),

Approximate round trip times in millie-seconds:

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

Observation:

- DHCP is used to assign IP addresses dynamically to different devices.
- To assign continuous IP address we create a server pool where we assign the starting IP address and a default gateway number. For R2's under different switches we create a different server pool again and start.

⑨ This takes care of delivering the packets to correct destination IP address and also sends back the Ack to the initial device.



Logical

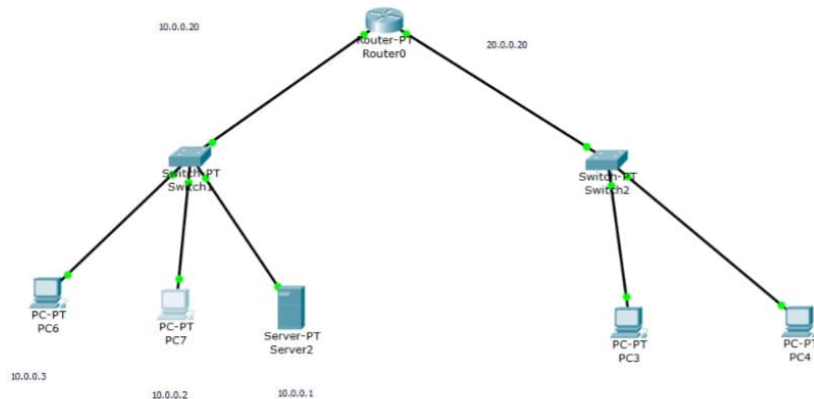
[Root]

New Cluster

Move Object

Set Tiled Background

Viewport



Time: 00:06:58

Power Cycle Devices Fast Forward Time

Realtime

Routers



(Select a Device to Drag and Drop to the Workspace)

Scenario 0

New Delete

Toggle PDU List Window

Fire Last Status Source Destination Type Color Time(se Periodic Num Edit Delete



Logical

[Root]

New Cluster

Move Object

Set Tiled Background

Viewport



10.0.0.20

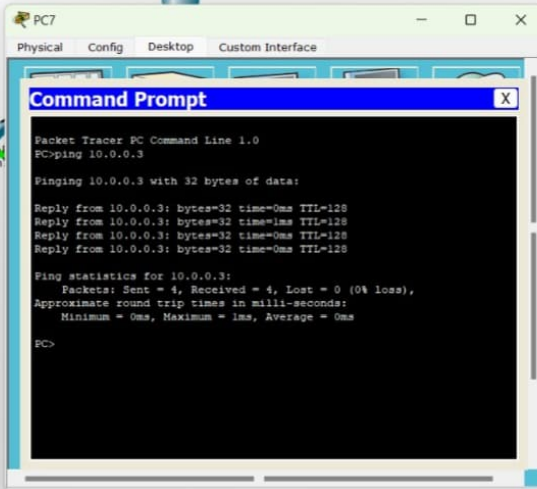
Switch

PC-PT
PC6

10.0.0.3

PC-PT
PC7

10.0.0.2

PC-PT
PC4

Time: 00:06:07

Power Cycle Devices Fast Forward Time

Routers

Switches

End Devices

Networks



(Select a Device to Drag and Drop to the Workspace)

Scenario 0

New Delete

Toggle PDU List Window

Fire Last Status Source Destination Type Color Time(se: Periodic Num Edit Delete

Realtime