

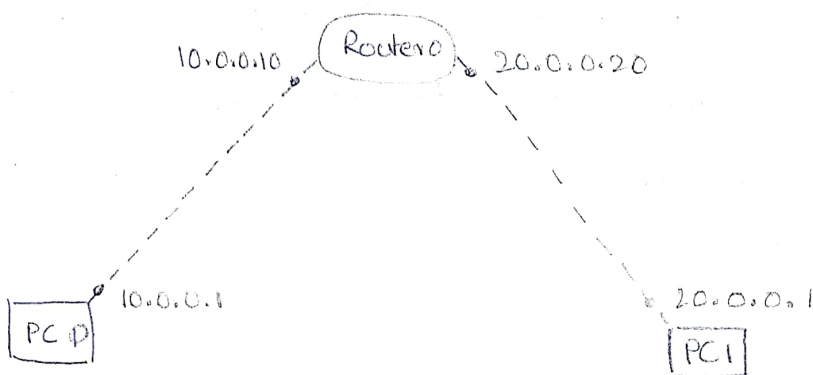
Experiment - 2

Name of the experiment: Create Configure IP address to routers in packet tracer. Explore the following messages: ping responses, destination unreachable, request timed out, reply.

2a:

Aim: To Configure IP address to routers in packet tracer and get ~~req~~ ping responses - request timed out, reply.

Topology:



Procedure:

- 2 PCs are connected to a router using copper cross over
- IP addresses are set for PCs and Router
- IP address for Router is set ^{by giving} ~~using~~ following commands -

```
router> enable
```

```
router# config t
```

```
router(config)# ip address 10.0.0.10 255.0.0.0
```

```
router(config)# interface fastethernet 0/0
```

```
router(config-if)# ip address 10.0.0.10 255.0.0.0
```

```
router(config-if)# no shut
```

```
router(config-if)# exit
```

```
similar router(config)# interface fastethernet 1/0
```

```
router(config-if)# ip address 20.0.0.10 255.0.0.0
```

```
router(config-if)# no shut
```

```
router(config-if)# exit
```

• after all IP are set, ping message is sent.

Result: PC > ping 20.0.0.1

pinging 20.0.0.1 with 32 bytes of data:

Request timed out.

Reply from 20.0.0.1: bytes=32 time=0ms TTL=127

Reply from 20.0.0.1: bytes=32 time=0ms TTL=127

Reply from 20.0.0.1: bytes=32 time=0ms TTL=127

Ping statistics for 20.0.0.1:

packets: sent=4, received=3, lost=1 (25% loss), approximate round trip times in milli-seconds:

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

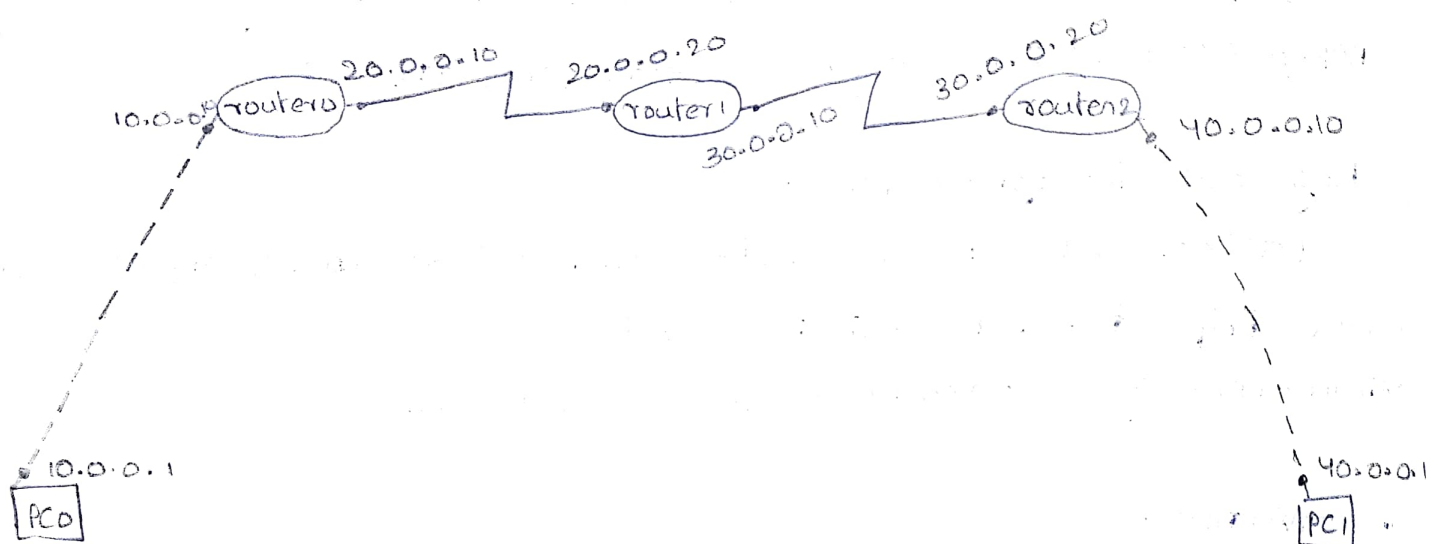
Observation:

PC 0 is in network 10.0.0.0 and PC 1 is in 20.0.0.0. Hence we use router to connect them. when a ping message is sent from ~~network~~ PC 10.0.0.1 to 20.0.0.1, the message reaches the destination through router. when a message is sent, the router captures it and sends to the ~~net~~ destination PC which is in another network.

2b:

Aim: To configure IP address to routers in packet tracer and get ping responses, destination host unreachable, replies.

Topology:



Procedure:

- Connect corresponding PC to corresponding routers using copper - cross-over
- connect routers using serial - DCE.
- Set IP address for PCs.
- Configure IP address to routers by giving commands in CLI
- After all IPs are set, ping PC to get destination host unreachable message
- route the IPs to the adjacent IPs using following command -

for router0 - router(config)# ip route 30.0.0.0
255.0.0.0 20.0.0.20

router(config)# ip route 40.0.0.0
255.0.0.0 30.0.0.20

for router 1 - router(config)# ip route 10.0.0.0 255.0.0.0
20.0.0.10
router(config)# ip route 40.0.0.0 255.0.0.0
30.0.0.20

for router 2 - router(config)# ip route 10.0.0.0 255.0.0.0
30.0.0.10
router(config)# ip route 20.0.0.0 255.0.0.0
30.0.0.10

- After this is done, ping PC to get reply messages.

Result :

① PC > ping 40.0.0.1

pinging 40.0.0.1 with 32 bytes of data:

Reply from 10.0.0.10: Destination host unreachable

Reply from 10.0.0.10: Destination host unreachable

Reply from 10.0.0.10: Destination host unreachable

Reply from 10.0.0.10: Destination host unreachable

Ping statistics for 40.0.0.1:

packets: sent = 4, received = 0, lost = 4 (100% loss),

PC > ping 10.0.0.1

pinging 10.0.0.1 with 32 bytes of data:

Reply from 10.0.0.10: bytes = 32 time = 16ms TTL = 128

Reply from 10.0.0.10: bytes = 32 time = 1ms TTL = 128

Reply from 10.0.0.10: bytes = 32 time = 2ms TTL = 128

Reply from 10.0.0.10: bytes = 32 time = 4ms TTL = 128

ping status for 10.0.0.1:

Packets : sent = 4, Received = 4, Loss = 0, (0% loss)

Approximate round trip times in milli-seconds:

Minimum = 1ms, maximum = 16ms, average = 5ms

Observation:

PC0 is in network 10.0.0.0 and PC1 is in network 40.0.0.0. There are 3 routers in between which initially directly connects 10.0.0.0, 20.0.0.0, 30.0.0.0 and 40.0.0.0. Hence when a ping message is sent from 10.0.0.1 to 40.0.0.1, it doesn't reach the destination.

Instead it only reaches the first router and gives destination host unreachable message.

After letting the routers know about other adjacent networks, (next hop) we send a ping message from 40.0.0.1 to 10.0.0.1 to get desired result.

The message reaches the destination.



Logical

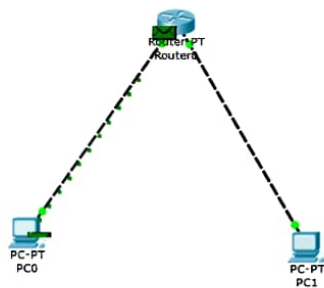
[Root]

New Cluster

Move Object

Set Tiled Background

Viewport



Simulation Panel

Event List

Vis.	Time(sec)	Last Dev	At Dev	Type	Info
	0.000	--	PC1	ICMP	
	0.001	PC1	Router0	ICMP	
	0.002	Router0	PC0	ICMP	

Reset Simulation ☒ Constant DelayCaptured to: *
0.002 s

Play Controls

Back

Auto Capture / Play

Capture / Forward

Event List Filters - Visible Events

ACL Filter, ARP, BGP, CDP, DHCP, DHCPv6, DNS, DTP, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, LACP, NDR, NETFLOW, NTP, OSPF, OSPFv6, PAgg, POP3, RADIUS, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, VTP

Edit Filters

Show All/None

Time: 00:03:10.452

Power Cycle Devices PLAY CONTROLS: Back Auto Capture / Play Capture / Forward



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

Scenario 0

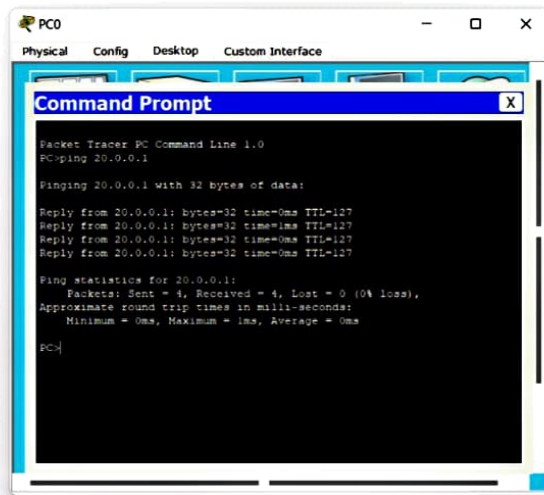
New Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(se	Periodic	Num	Edit	Delete
	In Progress	PC1	PC0	ICMP		0.000	N	0	(edit)	(delete)

Event List

Simulation





Logical

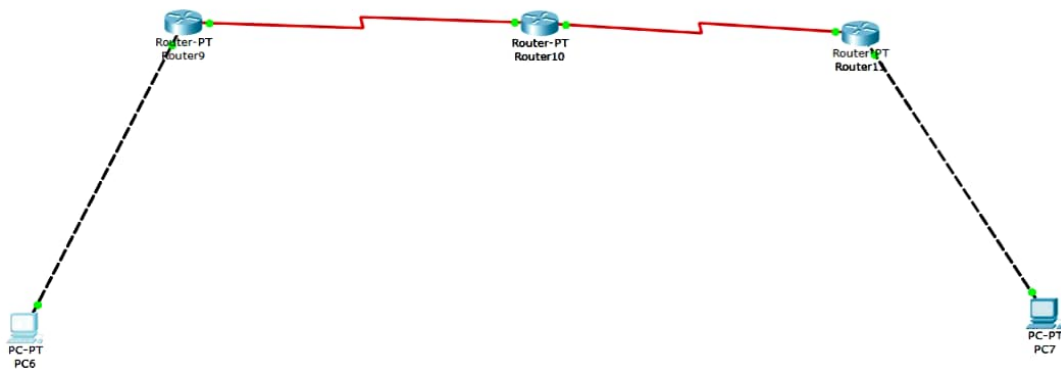
[Root]

New Cluster

Move Object

Set Tiled Background

Viewport



Time: 00:53:50 Power Cycle Devices Fast Forward Time

Realtime



Connections



Serial DCE

Scenario 0

New Delete

Toggle PDU List Window

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



Logical

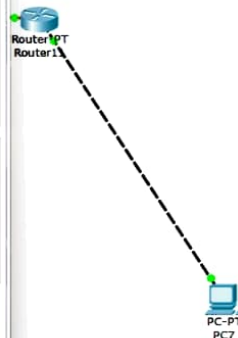
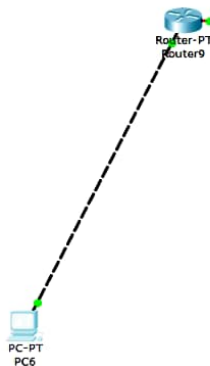
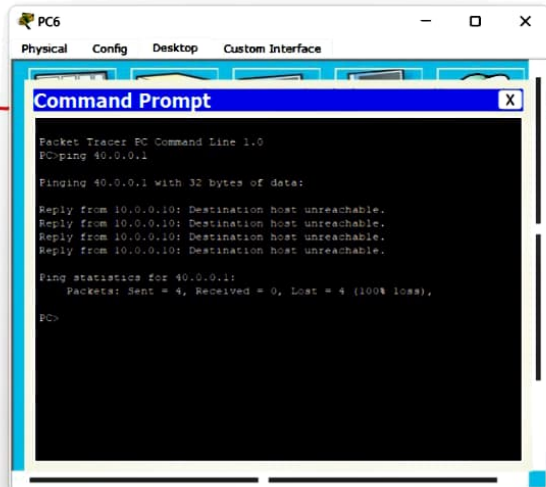
[Root]

New Cluster

Move Object

Set Tiled Background

Viewport



Time: 00:54:01 Power Cycle Devices Fast Forward Time



Connections



Serial DCE

Scenario 0

New Delete

Toggle PDU List Window

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

Realtime



Logical

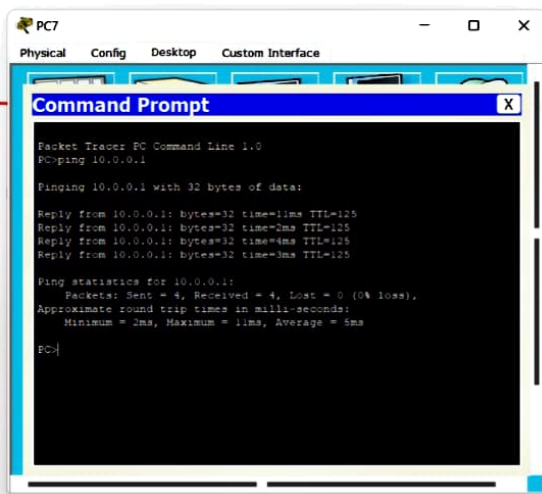
[Root]

New Cluster

Move Object

Set Tiled Background

Viewport

Router-PT
Router9PC-PT
PC6Router-PT
Router1PC-PT
PC7

Time: 02:11:06 Power Cycle Devices Fast Forward Time

Realtime



Connections



Serial DCE

Scenario 0

New Delete

Toggle PDU List Window

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