

28/09/2020

CN Lab 2

Procedure:

1. Two generic computers are placed alongside a router. They are connected with copper cross over wires as the devices are on the same level.
2. IP addresses (fast ethernet) and default gateway addresses are configured specifically, for each computer.
3. The router's terminal is accessed and an interface for each connection and With the specified gateway addresses the no shut command is used to establish a connection.
4. Using the terminals on the computers, we can ping the other computers using their IP Address.

Observation:

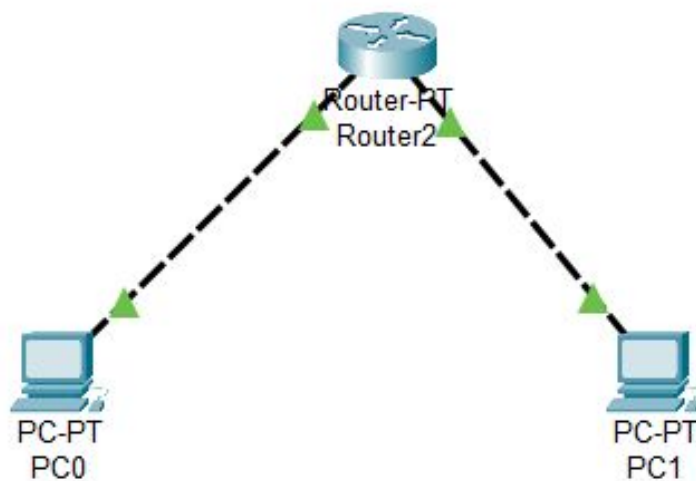
After configuring the devices, a connection is established from the router's Side using the command line interface. The show ip route command shows that the computers are connected. Opening up the terminal on the computer, we can ping another connected computer's IP address to see whether there is a response from the sent packet. The initial attempt will be a time out but on future attempts packets would be successfully retrieved since the computer will be found on the network.

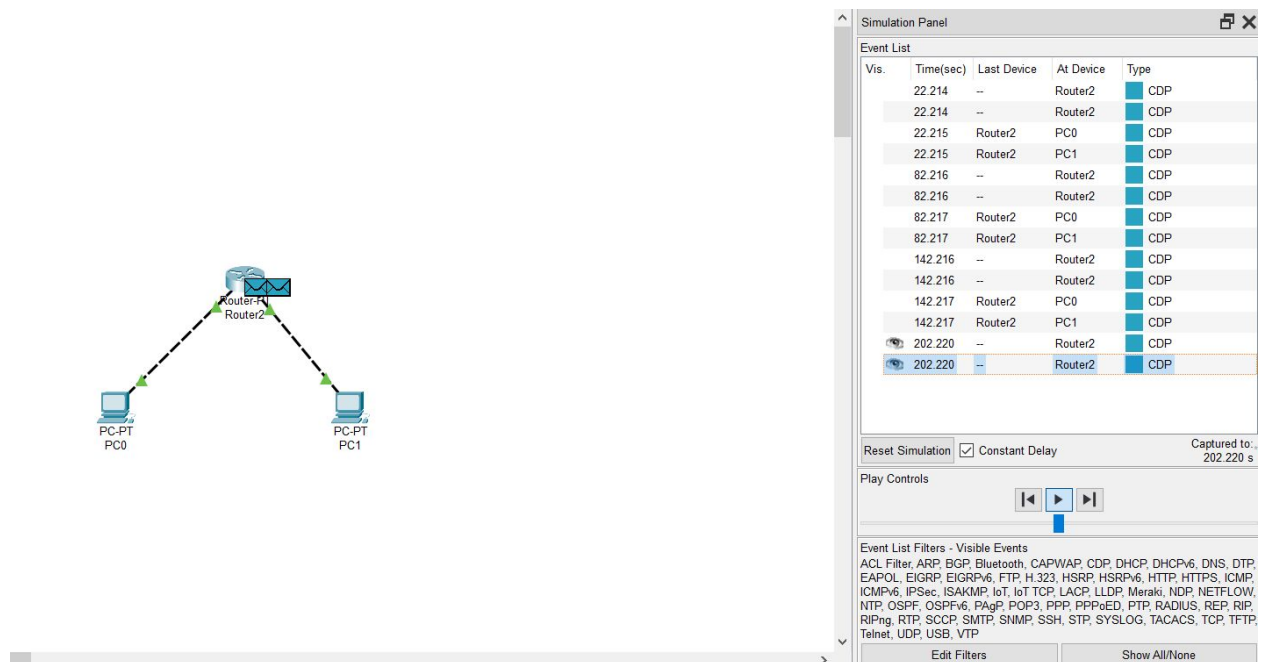
Outcome:

In today's lab, I understood how hubs and switches work along with their differences, and in which setups and environments they are better/worse in. I also understood the working of routers, its configuration and its communication with end network devices and the use of pinging to test connections in a network and make sure all devices are connected properly and can communicate properly.

Screenshots:

Router Connection





CLI commands

```
Router0

Physical  Config  CLI  Attributes

IOS Command Line Interface

--- System Configuration Dialog ---

Would you like to enter the initial configuration dialog? [yes/no]: n

Press RETURN to get started!

Router>enable
Router#configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Router(config)#interface fa0/0
Router(config-if)#ip address 10.0.0.1 255.0.0.0
Router(config-if)#no shutdown

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

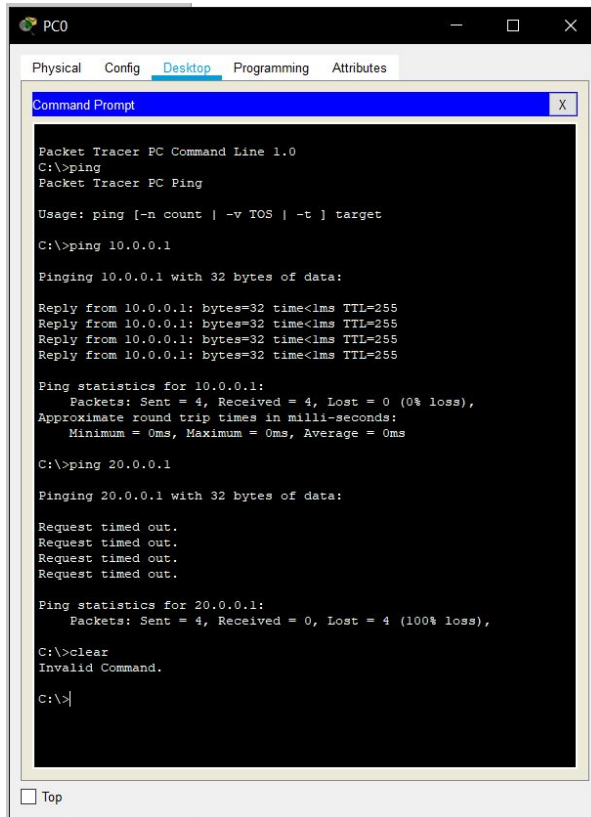
Router(config-if)#exit
Router(config)#
```

Ctrl+F6 to exit CLI focus

Copy Paste

Top

Terminals



```
PC0
Physical Config Desktop Programming Attributes
Command Prompt

Packet Tracer PC Command Line 1.0
C:\>ping
Packet Tracer PC Ping

Usage: ping [-n count | -v TOS | -t ] target

C:\>ping 10.0.0.1

Pinging 10.0.0.1 with 32 bytes of data:

Reply from 10.0.0.1: bytes=32 time<1ms TTL=255
Reply from 10.0.0.1: bytes=32 time<1ms TTL=255
Reply from 10.0.0.1: bytes=32 time<1ms TTL=255
Reply from 10.0.0.1: bytes=32 time<1ms TTL=255

Ping statistics for 10.0.0.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>ping 20.0.0.1

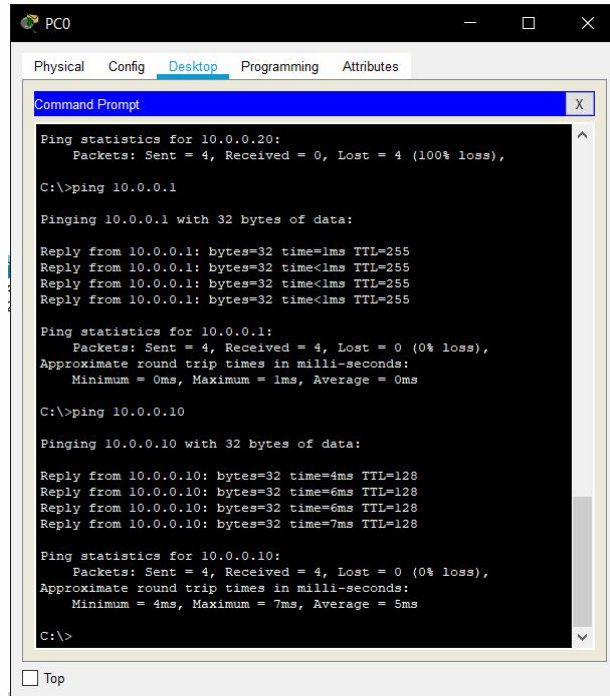
Pinging 20.0.0.1 with 32 bytes of data:

Request timed out.
Request timed out.
Request timed out.
Request timed out.

Ping statistics for 20.0.0.1:
    Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),

C:\>clear
Invalid Command.

C:\>
```



```
PC0
Physical Config Desktop Programming Attributes
Command Prompt

Ping statistics for 10.0.0.20:
    Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),

C:\>ping 10.0.0.1

Pinging 10.0.0.1 with 32 bytes of data:

Reply from 10.0.0.1: bytes=32 time<1ms TTL=255
Reply from 10.0.0.1: bytes=32 time<1ms TTL=255
Reply from 10.0.0.1: bytes=32 time<1ms TTL=255
Reply from 10.0.0.1: bytes=32 time<1ms TTL=255

Ping statistics for 10.0.0.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 1ms, Average = 0ms

C:\>ping 10.0.0.10

Pinging 10.0.0.10 with 32 bytes of data:

Reply from 10.0.0.10: bytes=32 time=4ms TTL=128
Reply from 10.0.0.10: bytes=32 time=6ms TTL=128
Reply from 10.0.0.10: bytes=32 time=6ms TTL=128
Reply from 10.0.0.10: bytes=32 time=7ms TTL=128

Ping statistics for 10.0.0.10:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 4ms, Maximum = 7ms, Average = 5ms

C:\>
```

Hub & Switch

