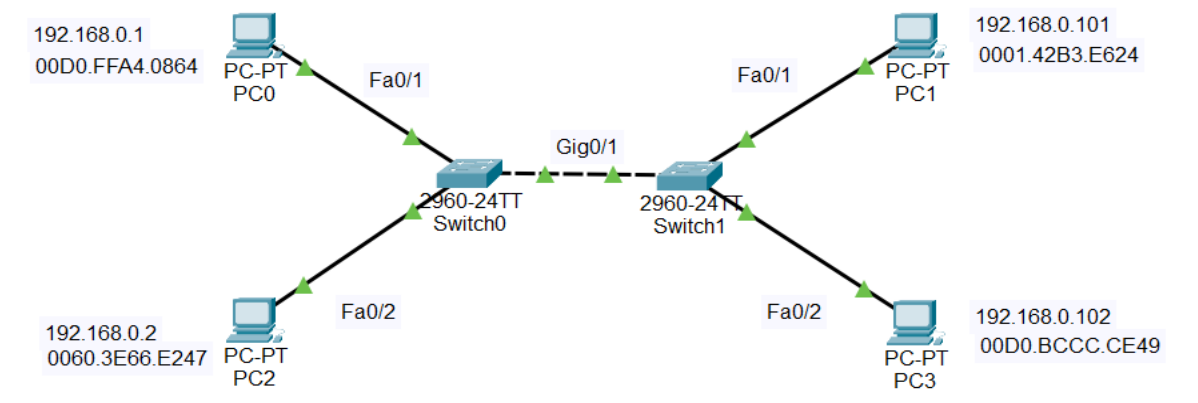


LAB#02 PART(A) – TASK#01

1. DHCP prevents duplicate IPs by keeping a lease database and checking availability (via ARP/ping) before assigning.
2. For a network of 50 devices, the best IP addressing scheme is a private Class C network, specifically
Option 1: Use 192.168.1.0/24 (255.255.255.0) → 254 usable IPs, simple and scalable.
Option 2: Use 192.168.1.0/26 (255.255.255.192) → 62 usable IPs, efficient for 50 devices.
3. Check IP/subnet config, cable/port status, VLAN membership, and firewall/ICMP settings.
4. Exclude the static IP from DHCP pool or change either the static IP or DHCP scope range.
5. A hub shares bandwidth (collisions), lacks security and sends traffic to all ports; a switch gives dedicated bandwidth per port, forwards only to the destination, and is more secure.
6. DHCP process (DORA): **Discover** – client broadcasts request for IP, **Offer** – server replies with available IP and config (unicast), **Request** – client asks to lease that specific IP (broadcast) , **Acknowledge** – server confirms and finalizes lease.

LAB#02 PART(A) – TASK#02



```
PC0
Physical Config Desktop Programming Attributes
Command Prompt

Cisco Packet Tracer PC Command Line 1.0
C:\>ping 192.168.0.101

Pinging 192.168.0.101 with 32 bytes of data:

Reply from 192.168.0.101: bytes=32 time<1ms TTL=128
Reply from 192.168.0.101: bytes=32 time<1ms TTL=128
Reply from 192.168.0.101: bytes=32 time<1ms TTL=128
Reply from 192.168.0.101: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.0.101:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>ping 192.168.0.2

Pinging 192.168.0.2 with 32 bytes of data:

Reply from 192.168.0.2: bytes=32 time<1ms TTL=128
Reply from 192.168.0.2: bytes=32 time<1ms TTL=128
Reply from 192.168.0.2: bytes=32 time<1ms TTL=128
Reply from 192.168.0.2: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.0.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms

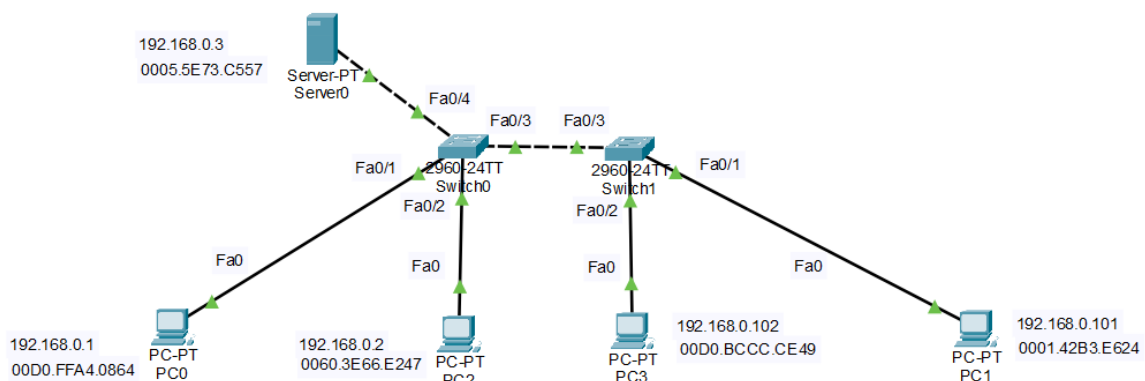
C:\>ping 192.168.0.102

Pinging 192.168.0.102 with 32 bytes of data:

Reply from 192.168.0.102: bytes=32 time<1ms TTL=128
Reply from 192.168.0.102: bytes=32 time<1ms TTL=128
Reply from 192.168.0.102: bytes=32 time<1ms TTL=128
Reply from 192.168.0.102: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.0.102:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms
```

LAB#02 PART(A) – TASK#03



```
C:\>ping 192.168.0.2

Pinging 192.168.0.2 with 32 bytes of data:

Reply from 192.168.0.2: bytes=32 time<1ms TTL=128
Reply from 192.168.0.2: bytes=32 time<1ms TTL=128
Reply from 192.168.0.2: bytes=32 time<1ms TTL=128
Reply from 192.168.0.2: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.0.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>ping 192.168.0.101

Pinging 192.168.0.101 with 32 bytes of data:

Reply from 192.168.0.101: bytes=32 time<1ms TTL=128
Reply from 192.168.0.101: bytes=32 time<1ms TTL=128
Reply from 192.168.0.101: bytes=32 time<1ms TTL=128
Reply from 192.168.0.101: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.0.101:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>ping 192.168.0.3

Pinging 192.168.0.3 with 32 bytes of data:

Reply from 192.168.0.3: bytes=32 time=6ms TTL=128
Reply from 192.168.0.3: bytes=32 time<1ms TTL=128
Reply from 192.168.0.3: bytes=32 time<1ms TTL=128
Reply from 192.168.0.3: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.0.3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 6ms, Average = 1ms
```