



Network Topology Exercise A V1.2

From Routing Tables to Network Topology

Network Topology Exercise A



- You need to **understand** the **contents** of the **routing table** to determine:
 - the **Topology** of the network
 - Troubleshoot a **Problem** with the **operation** of the **routing protocol**

Routing Table Entries – show ip route



The contents of the routing table:

- **Link local route interfaces** - Added to the routing table when an interface is configured. Shows IP address of the Interface.
- **Connected interfaces – directly connected networks** Added to the routing table when an interface is configured and active.
- **Static routes** - Added when a route is manually configured and the exit interface is active.
- **Dynamic routing protocol – remote networks** Added when RIP, EIGRP or OSPF are implemented and networks are identified.

Given Routing Tables for R1, R2 and R3

1. Draw a Network Topology Diagram
 - Show all interfaces with their ip addresses
 - Show all LAN subnets with their subnet addresses
 - Show all Serial subnets with their subnet addresses
2. Answer Questions on the information contained in the routing tables



R1 Router - Routing Table

R1# show ip route

10.0.0.0/8 is **variably subnetted**, 3 subnets, 2 masks

C 10.1.1.0/30 is directly connected, Serial0/0/0

L 10.1.1.1/32 is directly connected, Serial0/0/0

R 10.2.2.0/30 [120/1] via 10.1.1.2, 00:00:21, Serial0/0/0

172.30.0.0/16 is **variably subnetted**, 2 subnets, 2 masks

C 172.30.10.0/24 is directly connected, FastEthernet0/1

L 172.30.10.1/32 is directly connected, FastEthernet0/1



R2 Router - Routing Table

R2# show ip route

10.0.0.0/8 is **variably subnetted**, 4 subnets, 2 masks

C 10.1.1.0/30 is directly connected, Serial0/0/0

L 10.1.1.2/32 is directly connected, Serial0/0/0

C 10.2.2.0/30 is directly connected, Serial0/0/1

L 10.2.2.2/32 is directly connected, Serial0/0/1

R 172.30.0.0/16 [120/1] via 10.2.2.1, 00:00:23, Serial0/0/1
[120/1] via 10.1.1.1, 00:00:09, Serial0/0/0

209.165.201.0/24 is **variably subnetted**, 2 subnets, 2 masks

C 209.165.201.0/24 is directly connected, FastEthernet0/0

L 209.165.201.1/32 is directly connected, FastEthernet0/0

R3 Router - Routing Table



R3# show ip route

10.0.0.0/8 is **variably subnetted**, 3 subnets, 2 masks

C 10.2.2.0/30 is directly connected, Serial0/0/1

L 10.2.2.1/32 is directly connected, Serial0/0/1

R 10.1.1.0/30 [120/1] via 10.2.2.2, 00:00:23, Serial0/0/1

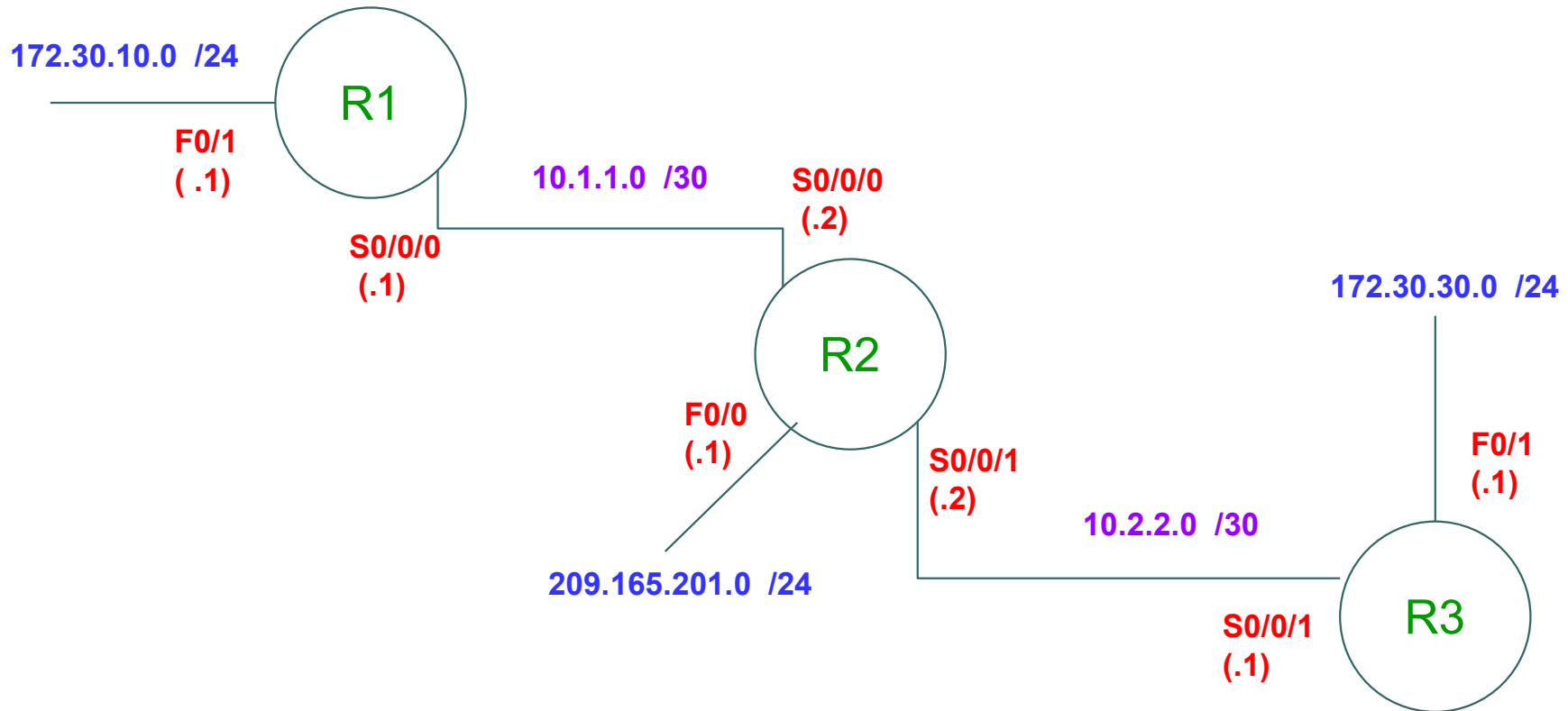
172.30.0.0/16 is **variably subnetted**, 2 subnets, 2 masks

C 172.30.30.0/24 is directly connected, FastEthernet0/1

L 172.30.30.1/32 is directly connected, FastEthernet0/1



Network Topology





Questions - R2 Routing Table

- What does **variably subnetted** mean ?
 - Using VLSM “variable length subnet masks” to identify subnets

Given Route entry on R2 routing table

R 172.30.0.0/16 [120/1] via 10.2.2.1, 00:00:23, Serial0/0/1
[120/1] via 10.1.1.1, 00:00:09, Serial0/0/0

- What does ‘ R ’ tell Us ?
 - Routing protocol is RIP
- What does [120/1] tell Us ?
 - 120 Administrative Distance
 - Hop Count
- What does 00:00:23 tell Us ?
 - 7 secs until next update
- Why are RIP updates from 172.30.0.0/16 coming from two different interfaces ?
 - R1 and R2 have subnets from Class B Network 172.30.0.0 /16
- R1 cannot see the 172.30.30.0 /24 subnet, Why ?
 - By default, routing protocols summarize to Class B level eg 172.30.0.0/16, hence no subnet information is passed, when an update is sent to another network



Questions – R1 and R3 Routing Table

- R1 and R3 cannot see the 209.165.201.0/24 subnet on R2, Why ?
- Router 2 RIP configuration does not include a network statement
- Network 209.165.201.0 /24
- hence no subnet information is passed, when an update is sent to another network
- & RIP version 2 should be used. .