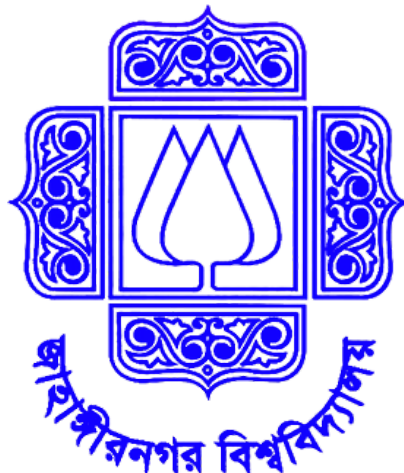


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## **Laboratory Report**

CSE-402: Computer Networks Laboratory

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## **Experiment 03**

### **Experiment Name: VLSI configuration with 3-layer switch and router**

#### **Objectives:**

This Experiment provides the configuration and troubleshooting steps applicable to the creation of Layer 3 interfaces. VLANs divide broadcast domains in a LAN environment. Whenever hosts in one VLAN need to communicate with hosts in another VLAN, the traffic must be routed between them. This is known as inter-VLAN routing. On Catalyst switches it is accomplished by the creation of Layer 3 interfaces (switch virtual interfaces (SVIs) ).The information in this document was created from the devices in a specific lab environment. All of the devices used in this document started with a cleared (default) configuration. If your network is live, make sure that you understand the potential impact of any command.

#### **Introduction:**

A VLAN (virtual LAN) abstracts the idea of the local area network (LAN) by providing data link connectivity for a subnet. A LAN is a group of computers and devices that share a communications line or wireless link to a server within the same geographical area.

dot1q protocol: IEEE **802.1Q**, often referred to as **Dot1q**, is the networking standard that supports virtual LANs (VLANs) on an IEEE 802.3 Ethernet network. The standard defines a system of VLAN tagging for Ethernet frames and the accompanying procedures to be used by bridges and switches in handling such frames.

## Circuit:

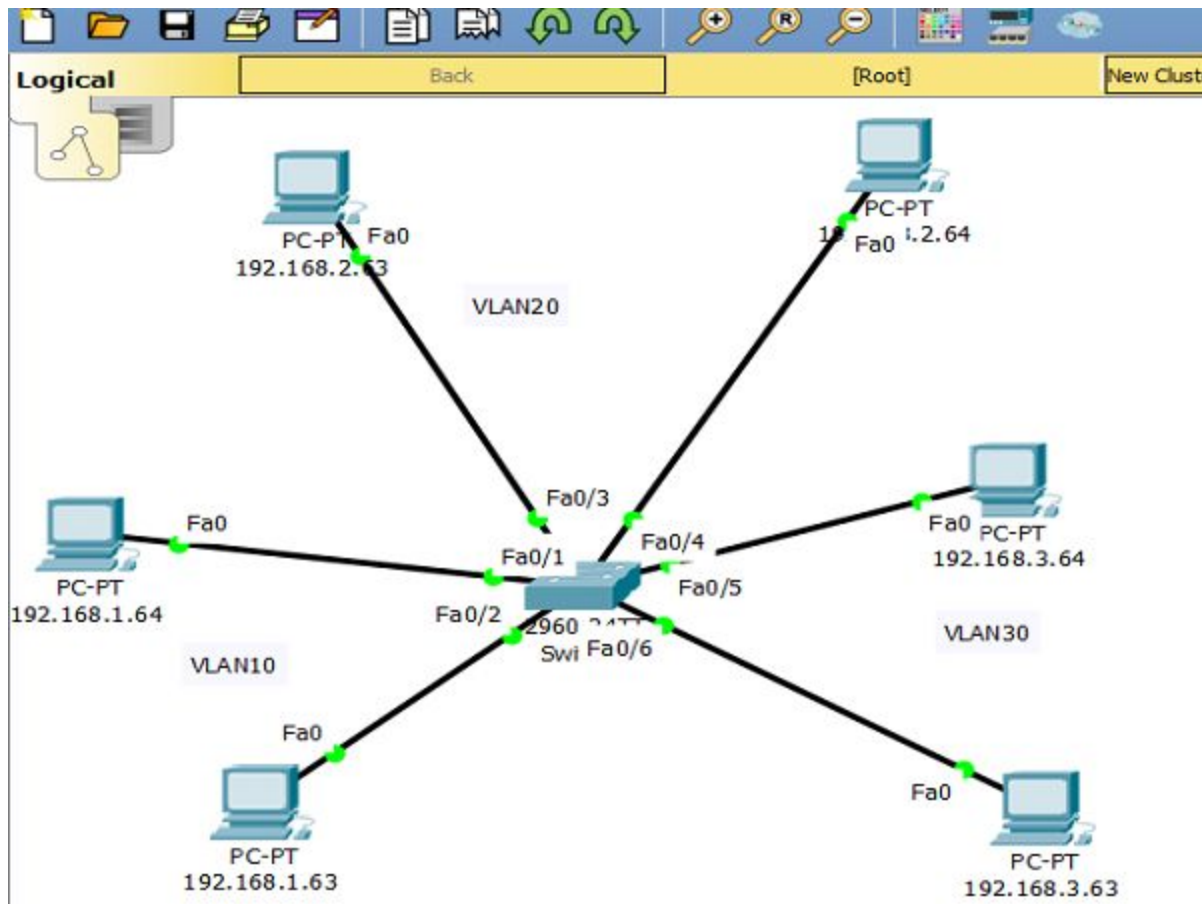


Figure1: VLAN Configuration with switch

## IOS Command Line Interface:

```
Switch>en
```

```
Switch#vlan database
```

% Warning: It is recommended to configure VLAN from config mode, as VLAN database mode is being deprecated. Please consult user documentation for configuring VTP/VLAN in config mode.

```
Switch(vlan)#vlan 10 name A
```

```
VLAN 10 added:
```

```
Name: A
```

```
Switch(vlan)#vlan 20 name B
```

```
VLAN 20 added:
```

```

Name: B
Switch(vlan)#vlan 30 name C
VLAN 30 added:
  Name: C
Switch(vlan)#exit
APPLY completed.
Exiting...
Switch#conf t
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)#int fa0/1
Switch(config-if)#switchport mode access
Switch(config-if)#switchport access vlan 10
Switch(config-if)#int fa0/2
Switch(config-if)#switchport mode access
Switch(config-if)#switchport access vlan 10
Switch(config-if)#int fa0/3
Switch(config-if)#switchport mode access
Switch(config-if)#switchport access vlan 30
Switch(config-if)#int fa0/4
Switch(config-if)#switchport mode access
Switch(config-if)#switchport access vlan 30
Switch(config-if)#int fa0/5
Switch(config-if)#switchport mode access
Switch(config-if)#switchport access vlan 20
Switch(config-if)#int fa0/6
Switch(config-if)#switchport mode access
Switch(config-if)#switchport access vlan 20
Switch(config-if)#end
Switch#
%SYS-5-CONFIG_I: Configured from console by console

```

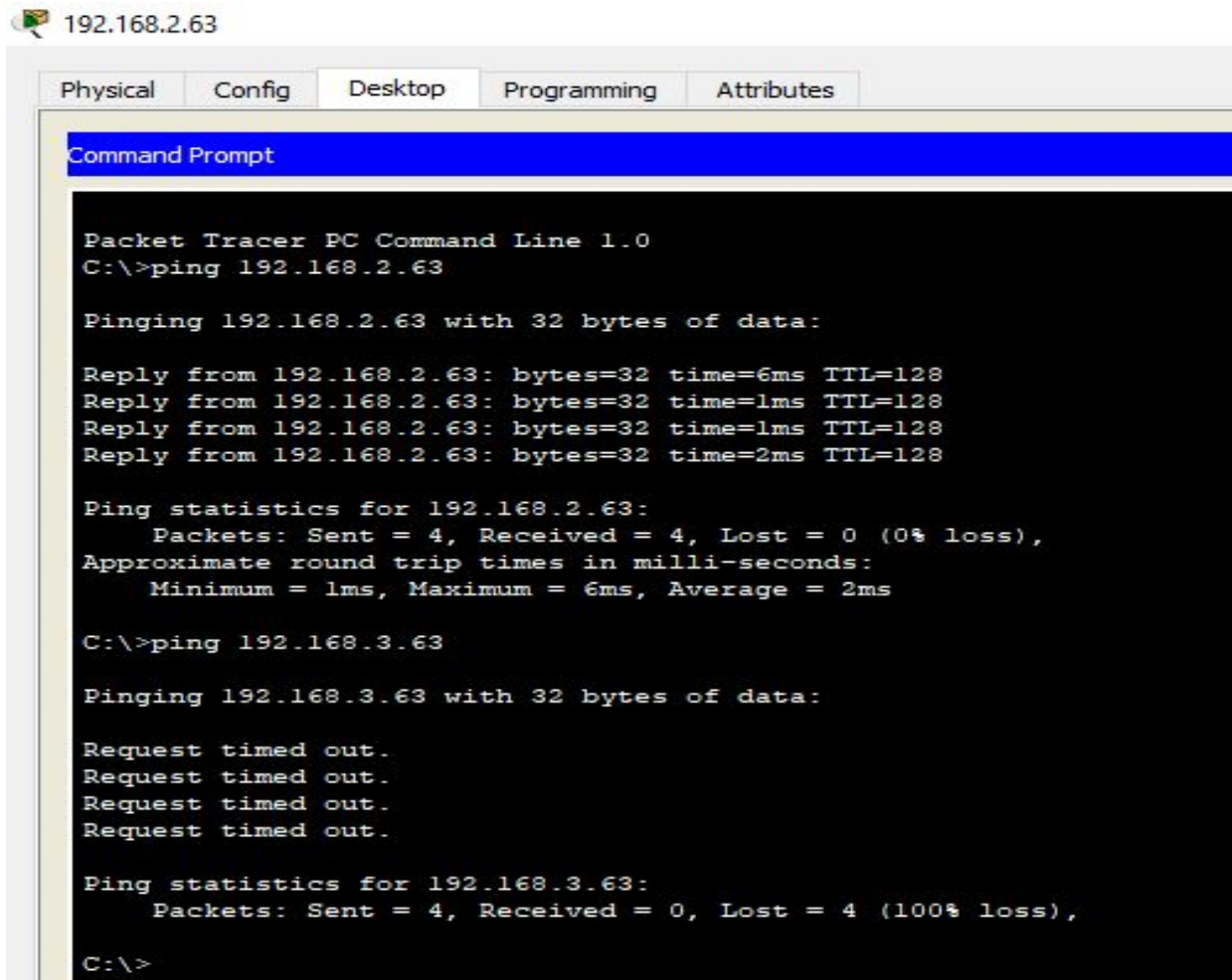
```
Switch#sh vlan brief
```

VLAN Name	Status	Ports
-----		
1 default	active	Fa0/7, Fa0/8, Fa0/9, Fa0/10 Fa0/11, Fa0/12, Fa0/13, Fa0/14 Fa0/15, Fa0/16, Fa0/17, Fa0/18 Fa0/19, Fa0/20, Fa0/21, Fa0/22

		Fa0/23, Fa0/24, Gig0/1, Gig0/2
10	A	active Fa0/1, Fa0/2
20	B	active Fa0/5, Fa0/6
30	C	active Fa0/3, Fa0/4
1002	fddi-default	active
1003	token-ring-default	active
1004	fddinet-default	active
1005	trnet-default	active
Switch#		

### Result:

Now apply ping on PC of IP 192.168.2.63 to PC 192.168.2.63 of same VLAN 10 will be success. But to the PC 192.168.3.63 of different VLAN, the ping will fail as shown below. Similarly you can verify the ICMP packet under simulation mode.



```

192.168.2.63
Physical Config Desktop Programming Attributes
Command Prompt

Packet Tracer PC Command Line 1.0
C:\>ping 192.168.2.63

Pinging 192.168.2.63 with 32 bytes of data:

Reply from 192.168.2.63: bytes=32 time=6ms TTL=128
Reply from 192.168.2.63: bytes=32 time=1ms TTL=128
Reply from 192.168.2.63: bytes=32 time=1ms TTL=128
Reply from 192.168.2.63: bytes=32 time=2ms TTL=128

Ping statistics for 192.168.2.63:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 1ms, Maximum = 6ms, Average = 2ms

C:\>ping 192.168.3.63

Pinging 192.168.3.63 with 32 bytes of data:

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

Ping statistics for 192.168.3.63:
    Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),

C:\>

```

Figure 2: Ping Command

## Circuit:

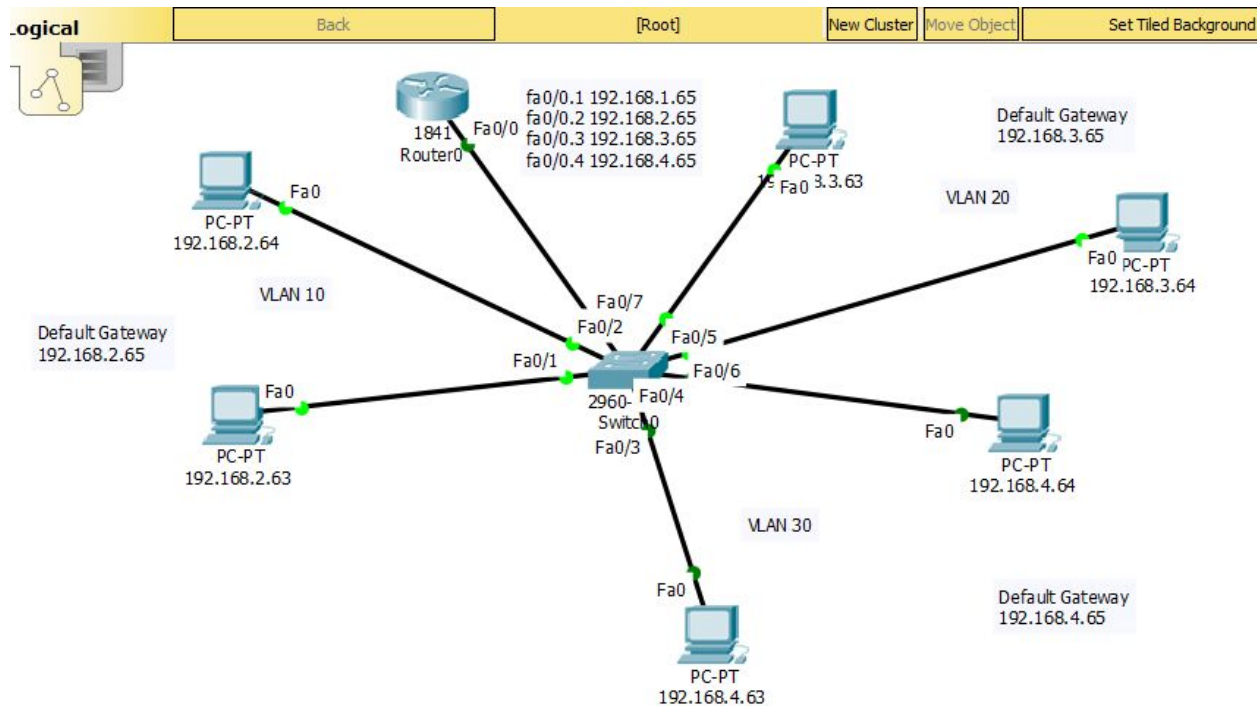


Figure 3. Configuration of 3 layer switch and router

## IOS Command Line Interface:

--- System Configuration Dialog ---

Would you like to enter the initial configuration dialog? [yes/no]: no  
Press RETURN to get started!

Router>en

Router#conf t

Enter configuration commands, one per line. End with CNTL/Z.

Router(config)#int fa0/0

Router(config-if)#no shut

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)#int fa0/0.1

Router(config-subif)#

%LINK-5-CHANGED: Interface FastEthernet0/0.1, changed state to up

%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/0.1, changed state to up

Router(config-subif)#encapsulation dot1q 1

Router(config-subif)#ip add 192.168.1.65 255.255.255.0

Router(config-subif)#

Router(config)#int fa0/0.2

Router(config-subif)#

%LINK-5-CHANGED: Interface FastEthernet0/0.2, changed state to up

%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/0.2, changed state to up

Router(config-subif)#encapsulation dot1q 10

Router(config-subif)#ip add 192.168.2.65 255.255.255.0

Router(config-subif)#int fa0/0.3

Router(config-subif)#

%LINK-5-CHANGED: Interface FastEthernet0/0.3, changed state to up

%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/0.3, changed state to up

Router(config-subif)#encapsulation dot1q 20

Router(config-subif)#ip add 192.168.3.65 255.255.255.0

Router(config-subif)#int fa0/0.4

Router(config-subif)#

%LINK-5-CHANGED: Interface FastEthernet0/0.4, changed state to up

%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/0.4, changed state to up

Router(config-subif)#encapsulation dot1q 30

Router(config-subif)#ip add 192.168.4.65 255.255.255.0

Router(config-subif)#end

Router#

%SYS-5-CONFIG\_I: Configured from console by console

Router#sh ip route

Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, B - BGP

D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area

N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2

E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP

i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS inter area  
\* - candidate default, U - per-user static route, o - ODR  
P - periodic downloaded static route

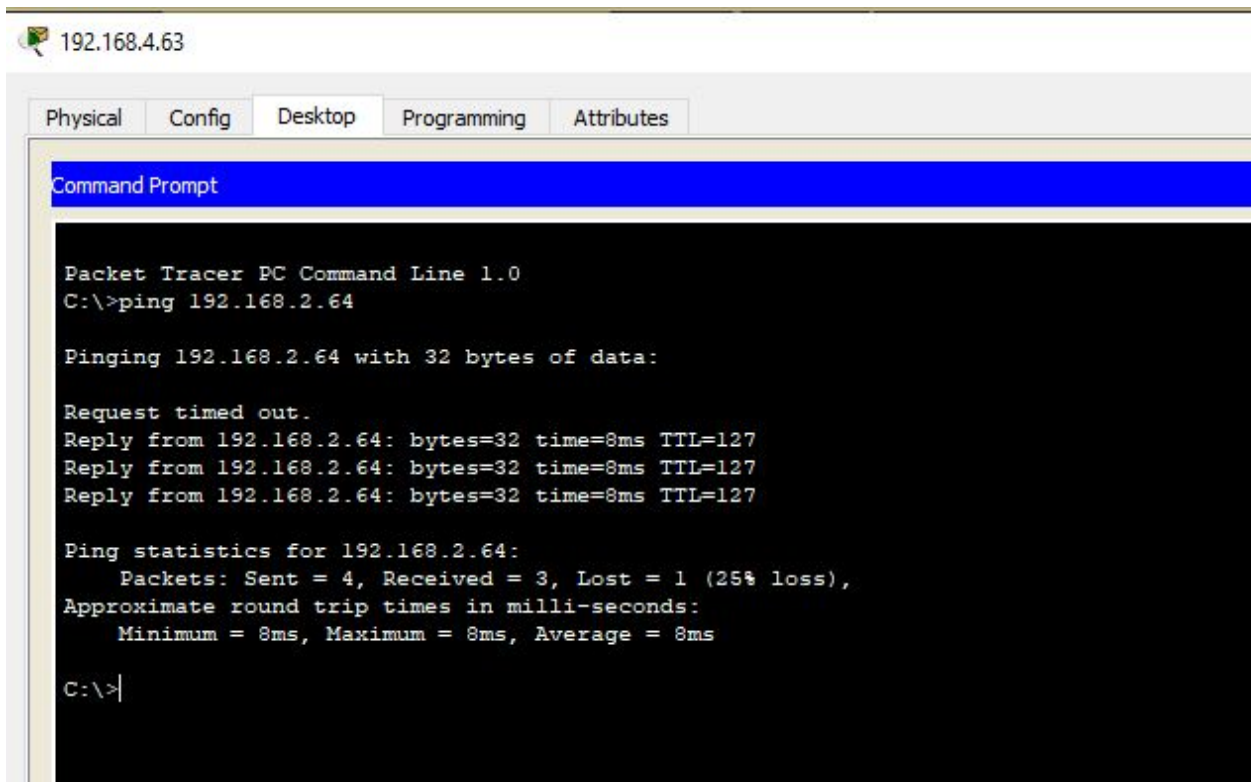
Gateway of last resort is not set

C 192.168.1.0/24 is directly connected, FastEthernet0/0.1  
C 192.168.2.0/24 is directly connected, FastEthernet0/0.2  
C 192.168.3.0/24 is directly connected, FastEthernet0/0.3  
C 192.168.4.0/24 is directly connected, FastEthernet0/0.4

Router#

### Result:

When we use router and configure default gateways then we overcome the transmission of data between two different networks.



The screenshot shows a Packet Tracer PC Command Line window for a PC with IP 192.168.4.63. The window has tabs for Physical, Config, Desktop, Programming, and Attributes. The Command Prompt tab is active, displaying the output of a ping command. The output shows that the ping to 192.168.2.64 was successful, with 3 out of 4 packets received and a 25% loss. The round trip times are all 8ms.

```
Packet Tracer PC Command Line 1.0
C:\>ping 192.168.2.64

Pinging 192.168.2.64 with 32 bytes of data:

Request timed out.
Reply from 192.168.2.64: bytes=32 time=8ms TTL=127
Reply from 192.168.2.64: bytes=32 time=8ms TTL=127
Reply from 192.168.2.64: bytes=32 time=8ms TTL=127

Ping statistics for 192.168.2.64:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 8ms, Maximum = 8ms, Average = 8ms

C:\>|
```

Figure 4. ping command