

## EXPERIMENT-12

Aim: To construct a WLAN and make the nodes communicate wirelessly.

Topology , Procedure and Observation:

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Date:      Page:     

Experiment -12.

a. Configure web server, DNS server & LAN

Aim: To configure DNS server to demonstrate the mapping of IP addresses & domain name.

Topology:

```
graph TD
    Switch[switch 0] --- PC0[PC0  
10.0.0.1]
    Switch --- Server0[Server 0  
10.0.0.2]
```

Connect a PC and a server to a switch, assign IP address as 10.0.0.1 & 10.0.0.2 resp

Configuration:

open CPT & arrange as given in topology and configure the devices as given below

PC0:  
IP address : 10.0.0.2

Server 0:  
IP address : 10.0.0.3

Connect PC0 & Server 0 via a switch PT

PC0 connects to switch on interface Fa0/1

Server connects to switch on interface Fa0/2

Server 0:

Go to server → services → DNS  
Enable on

In the list fields add:

name: abc.

address: 10.0.0.3

click add

go to HTTP.

click edit for index.html (change if needed)

click save.

Procedure:

1. Go to PC0 → desktop → web browser
2. Search 'abc' in url bar (a)
3. Search 10.0.0.2 in url bar

output: for both 'abc' & 10.0.0.3

C P T

welcome to CPT. Opening door to new opportunities. Mind must open.

Quick Links:

A small page

copyrights

Image Page

Image



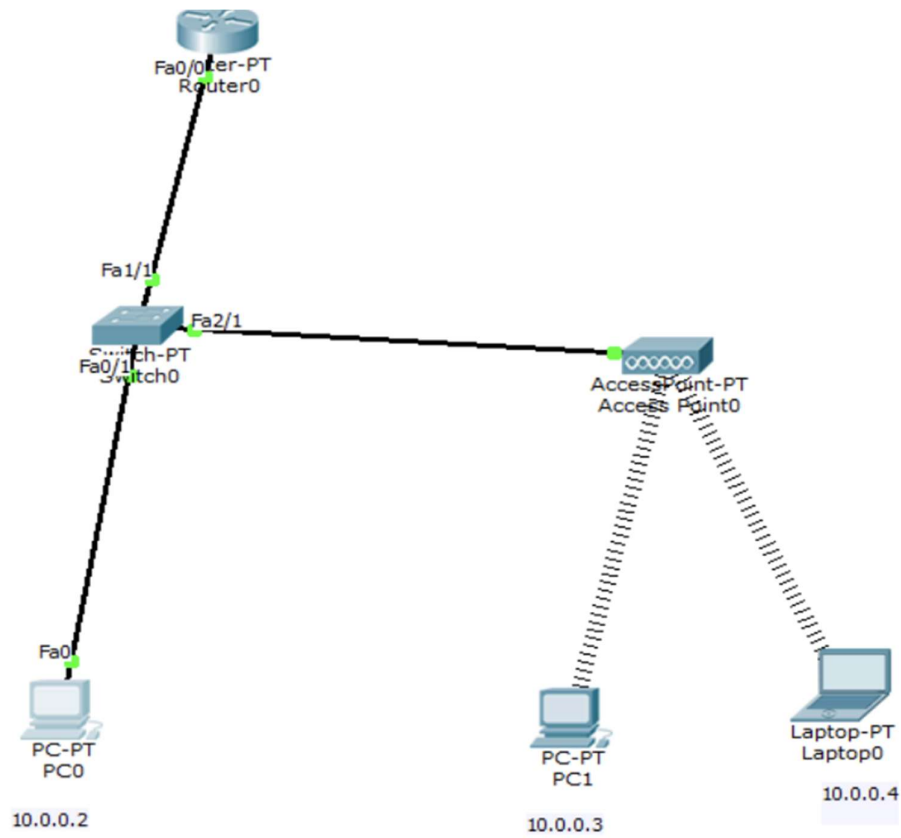
Observations :

DNS translates domain names to IP addresses. It simplifies accessing websites by using human-readable names.

In this experiment, a web server & DNS were configured within a LAN to map domain names to IP addresses. The PC successfully accessed the server by both its IP address & the configured domain name 'abc'. The configuration was successful allowing the web page to be accessed via both methods.

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## Screenshots:



```
PC0
Physical Config Desktop Custom Interface
Command Prompt
Packet Tracer PC Command Line 1.0
PC>ping 10.0.0.3

Pinging 10.0.0.3 with 32 bytes of data:

Reply from 10.0.0.3: bytes=32 time=22ms TTL=128
Reply from 10.0.0.3: bytes=32 time=6ms TTL=128
Reply from 10.0.0.3: bytes=32 time=3ms TTL=128
Reply from 10.0.0.3: bytes=32 time=7ms TTL=128

Ping statistics for 10.0.0.3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 3ms, Maximum = 22ms, Average = 9ms
PC>ping 10.0.0.4

Pinging 10.0.0.4 with 32 bytes of data:

Reply from 10.0.0.4: bytes=32 time=19ms TTL=128
Reply from 10.0.0.4: bytes=32 time=5ms TTL=128
Reply from 10.0.0.4: bytes=32 time=6ms TTL=128
Reply from 10.0.0.4: bytes=32 time=7ms TTL=128

Ping statistics for 10.0.0.4:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 5ms, Maximum = 19ms, Average = 9ms
PC>
```