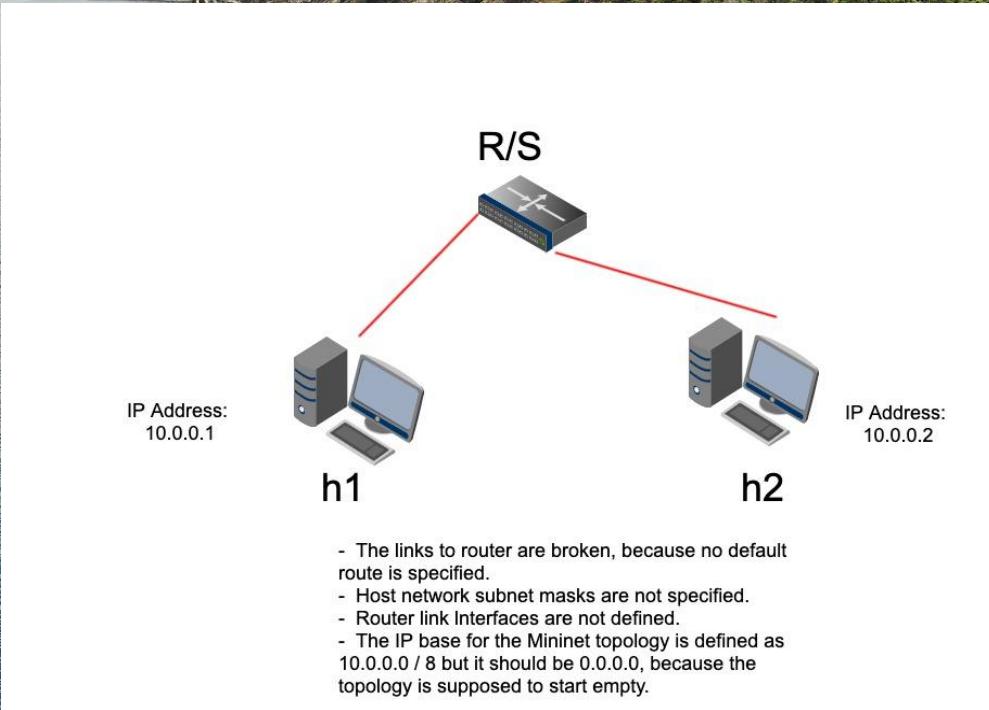


# Helping Otters

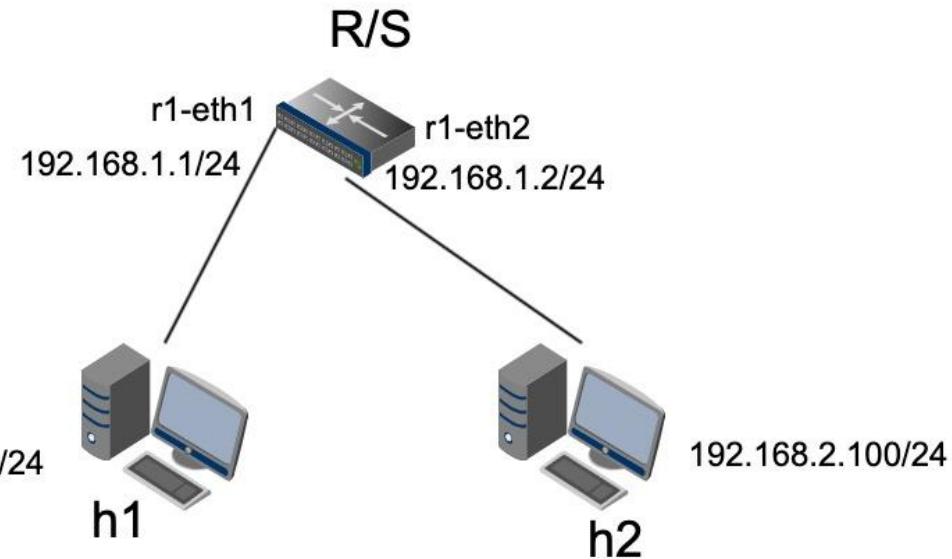
PA4 Diagrams



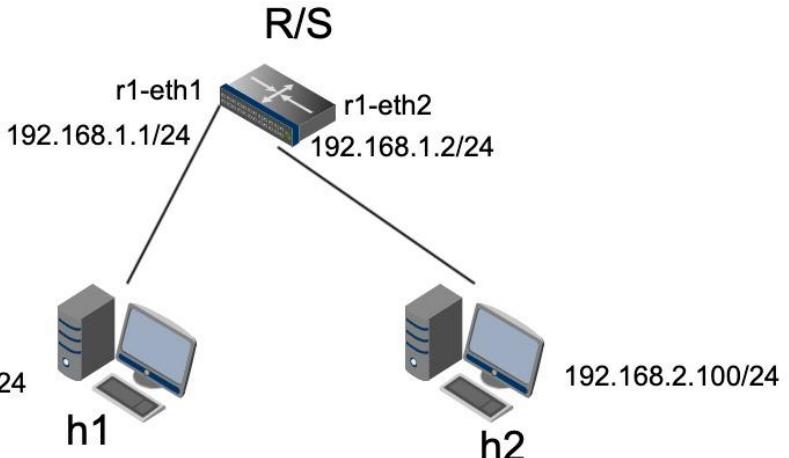
Network design of the script given in this document  
and show in the diagram - what is missing/incorrect?



Correct Network Design which allows h1 to ping h2 and for h2 to be able to ping h1.



In a separate network diagram, show what lines were changed and why.



- The links were updated to connect hosts to the router via the correct default route
- The IP addresses of all interfaces were updated
- Added subnet masks to all interfaces

# Helping Otters

PA4 Screenshots

```
Bandito — sshpass -p zzzzzz ssh mininet@localhost -Xp 2223 ▶ ssh — 89x49
from mininet.net import Mininet
from mininet.node import Host, Node
from mininet.cli import CLI
from mininet.log import setLogLevel, info
from mininet.topo import Topo

def myNetwork():

    # topology constructor
    # initializes empty topology with no build or ip address
    net = Mininet( topo=None, build=False, ipBase='0.0.0.0' )
    info( "*** Adding controller\n" )

    info( "*** Add switches\n" )
    # Creates router for host 1 and host 2 to connect, sets its IP address
    # cls=Node inherits all node class members, and public attributes
    # CIDR to IP Range of 192.168.1.1 - 192.168.1.255 (256 possible hosts)
    r1 = net.addHost('r1', cls=Node, ip='192.168.1.1/24')
    # Sends a command from r1 (host / router), waits for its output, and then returns
    it
    r1.cmd('sysctl -w net.ipv4.ip_forward=1')

    info( "*** Add hosts\n" )
    # Creates host 1 and 2 and sets their IP addresses and the route to access them
    h1 = net.addHost('h1', ip='192.168.1.100/24', defaultRoute='via 192.168.1.1')
    h2 = net.addHost('h2', ip='192.168.2.100/24', defaultRoute='via 192.168.2.1')

    info( "*** Add links\n" )
    # Creates a link between r1(router) to host h1
    net.addLink(h1, r1, intfName2='r0-eth1', params2={ 'ip' : '192.168.1.1/24' } )
    # Creates a link between r1(router) to host h2
    net.addLink(h2, r1, intfName2='r0-eth2', params2={ 'ip' : '192.168.2.1/24' } )

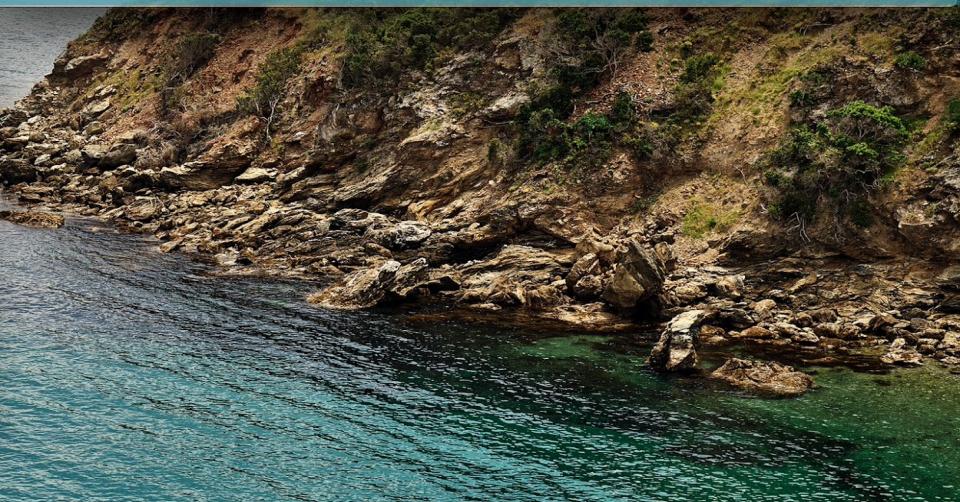
    info( "*** Starting network\n" )
    # Runs the topology and starts the network
    net.build()

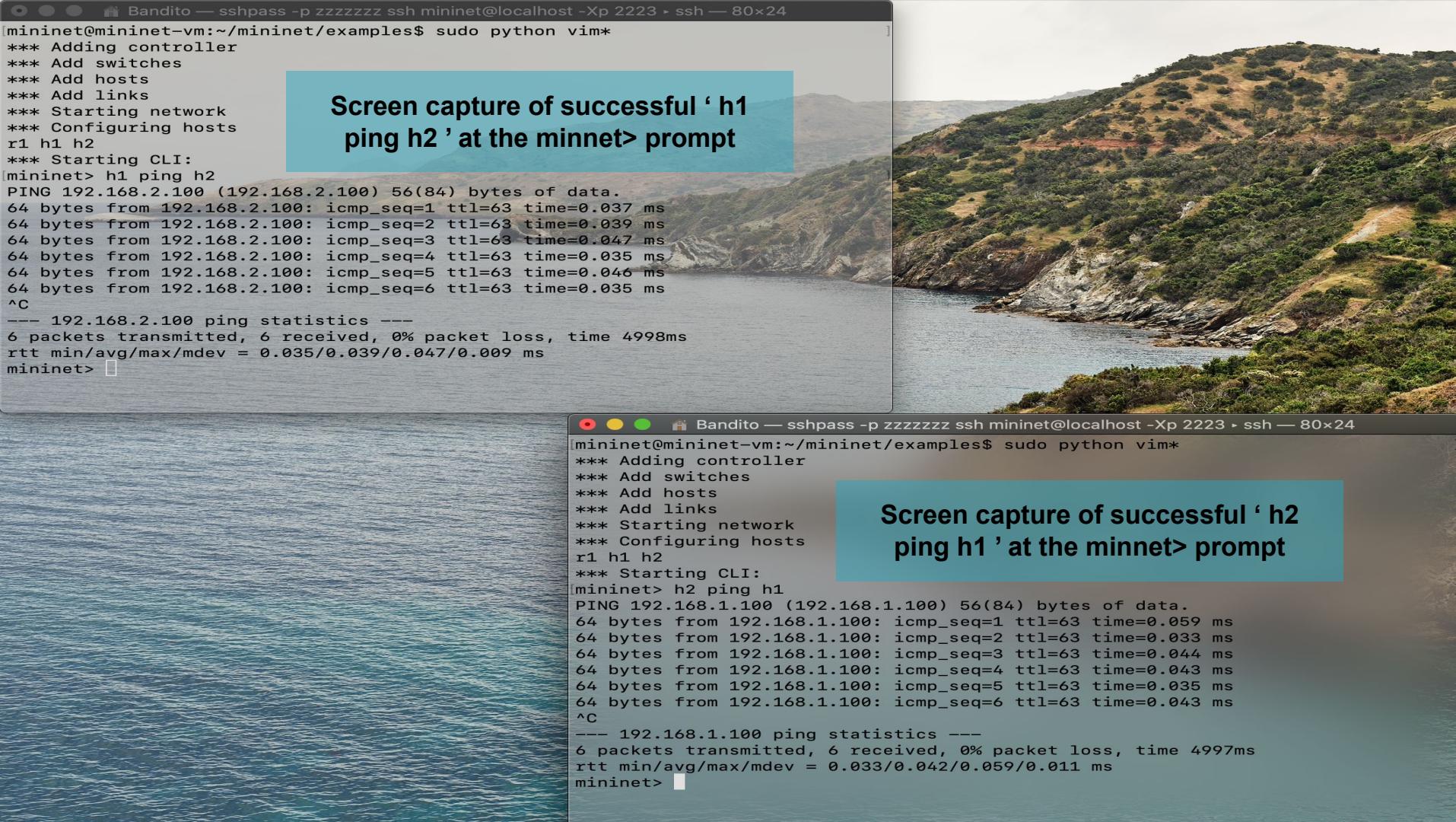
    # List of commands
    CLI(net)
    # Stops running topology
    net.stop()

# sets verbosity level for log message
if __name__ == '__main__':
    setLogLevel( 'info' )
    myNetwork()
```

```
Bandito — sshpass -p zzzzzz ssh mininet@localhost -Xp 2223 ▶ ssh — 80x24
[mininet@mininet-vm:~/mininet/examples$ sudo python vim*
*** Adding controller
*** Add switches
*** Add hosts
*** Add links
*** Starting network
*** Configuring hosts
r1 h1 h2
*** Starting CLI:
mininet> ]
```

## Screen capture of program that runs with no Python errors





1. What were any interesting findings and lessons learned?
  - When the Mininet topology is initialized, ipBase is set to 10.0.0.0/8 when it should be set to 0.0.0.0 to indicate a blank topology.
  - The router is initialized with an IP address of 0.0.0.0, but it should be hard coded with an actual IP address and subnet mask.
  - The defaultRoute needs to be specified when adding a host and it needs to be in the same subnet as the interface it is attached to on the router.
  - The hosts IP addresses were missing subnet masks.
  - The router did not have any interfaces specified, so the hosts could not connect to it.
  - When links are added between the hosts and router, the corresponding router interface needs to be specified. The router interface must also be named and passed in as an argument to the addLink function.
2. Why didn't the original program forward packets between the hosts?
  - Links between the hosts and the router were not fully implemented, which meant there was no way for an ICMP packet to travel from one host to the other host.
  - IP addresses and subnet masks needed to be defined for each host and for each interface of the router.
  - These defined interfaces could then be connected with a link.
3. Is the line ' r1.cmd('sysctl -w net.ipv4.ip\_forward=1') ' required?
  - Yes, this line enables IP forwarding on the router/switch. If this line were deleted, the program would break when you try to have h1 ping h2. Packets are sent to the router, but are never forwarded.
4. Intentionally break your working program, e.g.: change a subnet length, IP address, or default route for a host. Explain why your change caused the network to break.
  - Change subnet length:
    - What happens - If you arbitrarily change the subnet length on a host, you will receive this error: "Destination Host Unreachable"
    - Why - The host's IP address does not align with the topology of the rest of the network when its subnet is changed. The host cannot be reached because its IP address is pointing to a host in a different subnet, one with a different length network address.
  - Change IP address:
    - What happens - If the IP address of a host is changed to an address outside of the subnet, you will receive this error: "Network is unreachable"
    - Why - If the host's IP address is changed, then in terms of its naming scheme, it is no longer in the same subnet as the router interface it is connected to. Each individual interface on the router and the host it is

connected to, must be in the same subnet, so their IP addresses will reflect that.

- Change default route:
  - What happens - If you change a host's default route to an IP address outside of the specified subnet, you will get this error: "Network is unreachable"
  - Why - This causes the same problem as the previous bullet point. The router interface and the host connected to it must be within the same subnet.
    - Note - If you change a host's default route to a different IP address, but one that is still within the subnet and change the router's interface as well, this will not break the program.