Redes de Comunicações 1 Final Project

Professors:

Susana Sargento
Amaro de Sousa
António Nogueira
Paulo Salvador
Pedro Rito

Susana@ua.pt
asou@ua.pt
nogueira@ua.pt
salvador@ua.pt
pedrorito@ua.pt

Num. Mec. Group member 1: $x_1x_2x_3x_4x_5$; Num. Mec. Group member 2: $x_6x_7x_8x_9x_{10}$; 3 1 8 5

Description:

Consider the communication network of a very small company depicted in the following figure:

- (a) it contains the IPv4 public class C addresses 200.1x₃x₄.1x₈x₉.128/25; 200.185.136.128/25
- (b) it contains the IPv6 global address 2001:x₂x₇::/60; 2001:12::/60
- (c) it internally uses the range of IPv4 private class C address 10.1x₄x₉.0.0/16 (several class C networks);
- (d) every local network has a private IPv4 and an IPv6 global network; 10.156.0.0/10
- (e) The connection between R0 and R1 is a private network using the already available private addressing;
- (f) considering the public IPv4 addressing, there are several equipments in the network that need public addressing: 55 servers at the Design network, 29 servers at the Marketing network, and Router1 needs 11 IPv4 public addresses to configure NAT/PAT mechanisms;
- (g) The Internet is simulated with the IPv4 network 203.0.0.0/24 and the IPv6 network 2300:A:A:A::/64.
- 1. Configure the IPv4 and IPv6 addressing in the different equipments.
- 2. Include and configure (at least) 1 terminal in each network with the corresponding IP addresses and gateway(s).
- 3. In Router 1, configure the NAT/PAT mechanisms in an appropriate way. Use the range of public IPv4 addresses to configure the translation with the private network.
- 4. DHCP server must be configured in R0 to assign private addresses to the network equipments.
- 5. Configure the IPv4 and IPv6 static/default routing.
- 6. Place a terminal in the "Internet" to test IPv4 and IPv6 connectivity.
- 7. Configure and test a HTTP/HTTPS server accessed from the terminals.
- 8. Configure a DNS server to enable the access through names to the previous server.
- 9. Develop e client-server application (in python using sockets) that allows a client to periodically notify a central server of its CPU utilization and percentage of memory in use. [This task does not have to be integrated in GNS3, but a demonstration of the application in use must be possible.]

Deadline: 13/12/2021 to show points 1-6 (addressing report to be submitted in e-learning by the 13/12, and a 5 minutes demo in the practical classes of the week 20/12).

Deadline: 21/01/2022 for the final demonstration.

