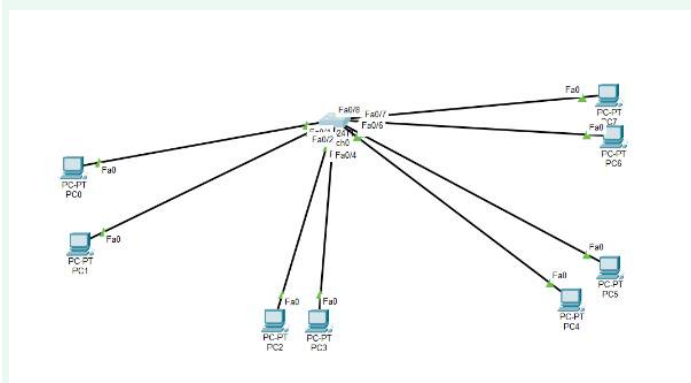


ChatGPT



this topology is for inter-vlan routing
 vlan 10 -> f0/1-2 (PC0-10.0.1.2 and PC1-10.0.1.3)
 vlan 20 -> f0/3-4 (PC0-10.0.2.2 and PC1-10.0.2.3)
 vlan 30 -> f0/5-6 (PC0-10.0.3.2 and PC1-10.0.3.3)
 vlan 40 -> f0/7-8 (PC0-10.0.4.2 and PC1-10.0.4.3)

should I essentially need multilayered-switch or a router for inter-vlan routing?
 cannot it be done in a normal switch??

Good question. Let's understand this with your exact topology.

Right now, all your PCs are connected to a normal Layer 2 switch. You've created:

- VLAN 10 → 10.0.1.0/24
- VLAN 20 → 10.0.2.0/24
- VLAN 30 → 10.0.3.0/24
- VLAN 40 → 10.0.4.0/24

Each VLAN is a separate broadcast domain. Think of each VLAN as a separate room. A normal switch can connect devices inside the same room, but it cannot move traffic between rooms.

Now imagine:

PC in VLAN 10 (10.0.1.2) wants to ping PC in VLAN 20 (10.0.2.2).

What happens?

1. The source PC checks: "Is 10.0.2.2 in my network 10.0.1.0/24?"
2. It realizes it is not.
3. So it tries to send the packet to its default gateway.

Here is the key point:

A Layer 2 switch does not act as a gateway. It only forwards frames based on MAC addresses inside the same VLAN.

So the packet needs a Layer 3 device (something that understands IP routing) to move from VLAN 10 to VLAN 20.

That means:

You need either:

1. A router (Router-on-a-Stick method)

- One trunk link between switch and router
- Router subinterfaces for VLAN 10, 20, 30, 40
- Each subinterface acts as the default gateway

OR

2. A multilayer switch (Layer 3 switch)

- Create VLAN interfaces (SVIs)
- Enable **ip routing**
- The switch itself routes between VLANs

Can it be done with a normal switch?

No — not for inter-VLAN routing.

A normal Layer 2 switch:

- Can create VLANs
- Can separate traffic
- Can forward frames inside a VLAN
- But cannot route between different IP networks

It has no routing table and no Layer 3 capability.

In your Packet Tracer lab, if you try to ping from VLAN 10 to VLAN 20 without a router or L3 switch, it will fail — even though all devices are physically connected.

So the short answer:

Yes, you essentially need either a router or a multilayer (Layer 3) switch.

No, a normal Layer 2 switch alone cannot perform inter-VLAN routing.

If you want, I can walk you step-by-step through configuring router-on-a-stick for your exact VLAN/IP setup.

You need either: 1. A router (Router-on-a-Stick method) * One trunk link between switch and router * Router subinterfaces for VLAN 10, 20, 30, 40 * Each subinterface acts as the default gateway OR 2. A multilayer switch (Layer 3 switch) * Create VLAN interfaces (SVIs) * Enable `ip routing` * The switch itself routes between VLANs
get me step by step procedure of both these methord - how to do inter-vlan communication in this

Good. I'll walk you through both methods step by step using your exact VLAN and IP scheme.

You already have:

VLAN 10 → 10.0.1.0/24

VLAN 20 → 10.0.2.0/24

VLAN 30 → 10.0.3.0/24

VLAN 40 → 10.0.4.0/24

We'll assume:

- PCs use .2 and .3
- Gateway will be .1 in each VLAN

METHOD 1: Router-on-a-Stick (Using a Router + Layer 2 Switch)

Think of this like one single cable between switch and router, but inside that cable multiple VLANs travel using tagging.

STEP 1 — Connect Router to Switch

Connect:

Switch Fa0/24 → Router G0/0 (or Fa0/0)

Use a straight-through cable.

STEP 2 — Configure VLANs on Switch

On the switch:

```
bash

enable
configure terminal

vlan 10
vlan 20
vlan 30
vlan 40
exit
```

STEP 3 — Assign Access Ports to VLANs

```
bash

interface range fa0/1-2
switchport mode access
switchport access vlan 10
exit

interface range fa0/3-4
switchport mode access
switchport access vlan 20
exit

interface range fa0/5-6
switchport mode access
switchport access vlan 30
```

```
exit

interface range fa0/7-8
switchport mode access
switchport access vlan 40
exit
```

STEP 4 — Configure Trunk Port Toward Router

```
bash

interface fa0/24
switchport mode trunk
exit
```

Now the switch is ready.

STEP 5 — Configure Router Subinterfaces

Now go to the router:

```
bash

enable
configure terminal

interface g0/0
no shutdown
exit
```

Now create subinterfaces (one per VLAN):

```
bash

interface g0/0.10
encapsulation dot1q 10
ip address 10.0.1.1 255.255.255.0
exit

interface g0/0.20
encapsulation dot1q 20
ip address 10.0.2.1 255.255.255.0
exit

interface g0/0.30
encapsulation dot1q 30
ip address 10.0.3.1 255.255.255.0
exit

interface g0/0.40
encapsulation dot1q 40
ip address 10.0.4.1 255.255.255.0
exit
```

What you just did:

You created four logical interfaces on one physical port.

Each one is the default gateway for its VLAN.

STEP 6 — Configure Default Gateway on PCs

For VLAN 10 PCs:

Gateway → 10.0.1.1

For VLAN 20 PCs:

Gateway → 10.0.2.1

For VLAN 30 PCs:

Gateway → 10.0.3.1

For VLAN 40 PCs:

Gateway → 10.0.4.1

Now test:

From 10.0.1.2 ping 10.0.2.2

It should work.

That's Router-on-a-Stick.

METHOD 2: Multilayer Switch (Layer 3 Switch)

Now imagine the switch itself becomes the router. No external router needed.

Replace your normal switch with a Layer 3 switch (like 3560 in Packet Tracer).

STEP 1 — Create VLANs

```
bash

enable
configure terminal

vlan 10
vlan 20
vlan 30
vlan 40
exit
```

STEP 2 — Assign Access Ports

Same as before:

```
bash

interface range fa0/1-2
switchport mode access
switchport access vlan 10
exit

interface range fa0/3-4
switchport mode access
switchport access vlan 20
exit

interface range fa0/5-6
switchport mode access
switchport access vlan 30
exit

interface range fa0/7-8
```

```
switchport mode access
switchport access vlan 40
exit
```

STEP 3 — Create VLAN Interfaces (SVIs)

Now we create logical Layer 3 interfaces inside the switch:

```
bash

interface vlan 10
ip address 10.0.1.1 255.255.255.0
no shutdown
exit

interface vlan 20
ip address 10.0.2.1 255.255.255.0
no shutdown
exit

interface vlan 30
ip address 10.0.3.1 255.255.255.0
no shutdown
exit

interface vlan 40
ip address 10.0.4.1 255.255.255.0
no shutdown
exit
```

Each VLAN interface is now acting as the gateway.

STEP 4 — Enable Routing

This is the most important step:

```
bash

ip routing
```

Without this, the switch will not route between VLANs.

STEP 5 — Configure PC Default Gateways

Same as before:

VLAN 10 → 10.0.1.1

VLAN 20 → 10.0.2.1

VLAN 30 → 10.0.3.1

VLAN 40 → 10.0.4.1

Now test ping between VLANs.

Which Method is Better?

Router-on-a-Stick:

- Cheaper

- Good for small networks
- One physical link (can become bottleneck)

Multilayer Switch:

- Faster (hardware routing)
- Used in real enterprise networks
- Cleaner design

If you're practicing for networking or cybersecurity labs, learn both.

In real networks, multilayer switching is preferred.

If you want, I can now explain what happens internally when a VLAN 10 PC pings VLAN 20 PC — packet flow step by step.

```
interface g0/0.10 encapsulation dot1Q 10 ip address 10.0.1.1 255.255.255.0 exit
```

explain the following:

1. usually we use int g0/1 - which is the normal convention (0/1-represents a port). what exactly is int g0/0.10?? - is there any interface "0.10"??-what does it mean???
2. generally we use the command "switchport trunk encapsulation dot1q" to define the dot1q encapsulation mode in Layer 3 switch (multilayer switch). what does this "encapsulation dot1q 10" exactly means?? is that any convention for configuring the encapsulation in router??

Very good questions. These are the exact points where most students get confused in inter-VLAN routing. Let's break it clearly with a practical mindset.

1. What is **interface g0/0.10**?

Is there really a port called 0.10?

Normally when you write:

```
kotlin
```

```
interface g0/1
```

You are configuring a physical port.

- g → gigabit
- 0 → slot number
- /1 → port number

That is a real hardware interface.

Now look at this:

```
kotlin
```

```
interface g0/0.10
```

There is NO physical port called 0.10.

That is a **subinterface**.

Think of it like this:

You have one physical pipe (g0/0).

Inside that pipe, you create multiple logical lanes.

g0/0 → physical interface

g0/0.10 → logical subinterface inside g0/0

The number after the dot (10) is just a label. It is usually kept the same as the VLAN number for clarity, but it could technically be anything.

Example:

```
kotlin
```

```
interface g0/0.100
encapsulation dot1Q 10
```

This would still work. The 100 is just the subinterface number. The VLAN is defined by the encapsulation command.

So what is happening internally?

When traffic comes from the switch trunk to the router:

- Frames arrive with VLAN tags (10, 20, 30...)
- The router looks at the VLAN tag
- It forwards VLAN 10 traffic to subinterface g0/0.10
- VLAN 20 traffic goes to g0/0.20

Each subinterface behaves like a separate Layer 3 interface with its own IP address.

So in short:

g0/0 → one physical port

g0/0.10 → virtual interface created on top of that port

It exists only in software.

2) What does **encapsulation dot1Q 10** mean?

Is it same as trunk encapsulation command?

Good — now let's separate two completely different things that look similar.

On a switch, we use:


```
nginx
```

```
switchport trunk encapsulation dot1q
```

That command tells the switch:

“Use 802.1Q tagging method on this trunk link.”

It does NOT specify VLAN number.

It just selects the tagging protocol.

Now look at router configuration:

```
kotlin
```

```
interface g0/0.10
encapsulation dot1q 10
```

This means something very different.

It tells the router:

“This subinterface will process frames tagged with VLAN 10.”

Important difference:

On switch trunk:

- You choose tagging method (dot1q or ISL)

On router subinterface:

- You tell the router which VLAN ID this subinterface belongs to.

The number 10 in:

```
nginx
```

```
encapsulation dot1q 10
```

means:

“Accept only frames that have VLAN tag 10.”

So this line connects:

VLAN 10 (from switch)

↔ subinterface g0/0.10

↔ IP address 10.0.1.1

Now let’s see this in a real packet flow example:

PC in VLAN 10 (10.0.1.2) sends packet to VLAN 20.

Step 1: Switch receives frame.

Step 2: Switch adds VLAN 10 tag.

Step 3: Frame goes over trunk to router.

Step 4: Router sees VLAN tag = 10.

Step 5: Router sends it to subinterface g0/0.10.

Step 6: Router routes it to VLAN 20 network.

Step 7: Router sends it out via g0/0.20 (tagged VLAN 20).

That's why the encapsulation command is required — without it, the router would not know which VLAN that subinterface belongs to.

Final Clear Difference

Switch trunk command:

- Defines tagging method
- Works on physical interface

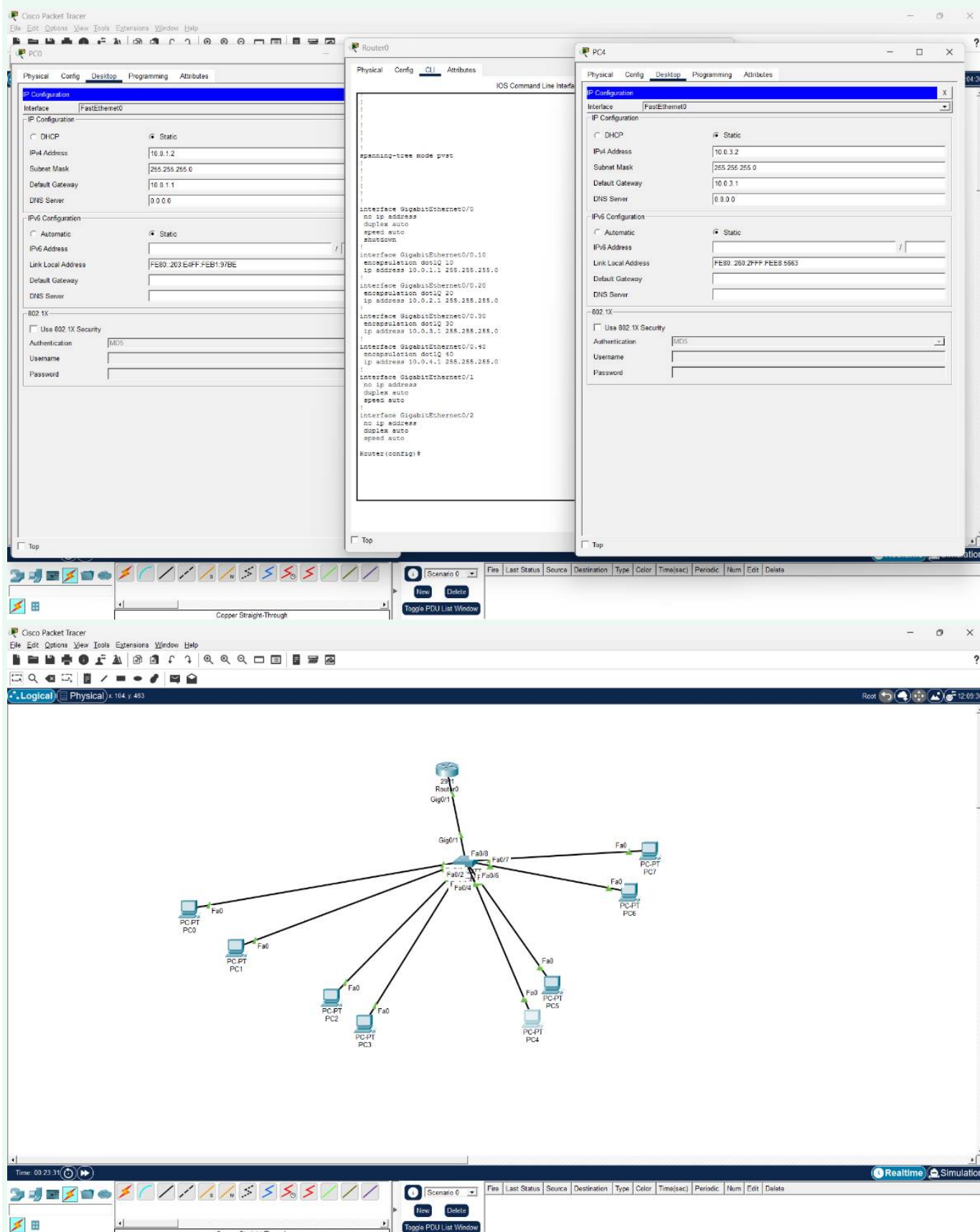
Router encapsulation command:

- Maps VLAN ID to subinterface
- Works on logical subinterface

There is no physical port called 0.10.

It is just a logical routing interface for VLAN 10.

If you want, I can next explain what happens if you forget the encapsulation command — and why routing completely fails.



```

PC0
Physical Config Desktop Programming Attributes
Command Prompt
Request timed out.
Request timed out.
Request timed out.
Request timed out.
Ping statistics for 10.0.1.3:
    Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),
C:\>ping 10.0.1.3
Pinging 10.0.1.3 with 32 bytes of data:
Reply from 10.0.1.3: bytes=32 time=1ms TTL=128
Reply from 10.0.1.3: bytes=32 time=1ms TTL=128
Reply from 10.0.1.3: bytes=32 time=1ms TTL=128
Reply from 10.0.1.3: bytes=32 time=1ms TTL=128
Ping statistics for 10.0.1.3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 1ms, Average = 0ms
C:\>ping 10.0.2.3
Pinging 10.0.2.3 with 32 bytes of data:
Request timed out.
Request timed out.
Request timed out.
Request timed out.
Ping statistics for 10.0.2.3:
    Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),
C:\>ipconfig
FastEthernet0 Connection (default port)
    Connection-specific DNS Suffix...:
    Link-local IPv6 Address . . . . .: FE80::2C3:E4FF:FE81:97BE
    IPv6 Address. . . . .:
    IPv6 Address. . . . .: 10.0.1.2
    Subnet Mask . . . . .: 255.255.255.0
    Default Gateway . . . . .: 10.0.1.1
Bluetooth Connection:
    Connection-specific DNS Suffix...:
    Link-local IPv6 Address . . . . .:
    IPv6 Address. . . . .:
    IPv6 Address. . . . .: 0.0.0.0
    Subnet Mask . . . . .: 0.0.0.0
    Default Gateway . . . . .:
C:\>ping 10.0.3.2
Pinging 10.0.3.2 with 32 bytes of data:
Request timed out.
Request timed out.
Request timed out.
Request timed out.
Ping statistics for 10.0.3.2:
    Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),
C:\>

```

I did all the conf properly- still error

Good — your screenshots actually show the exact problem.

Your router subinterfaces are configured correctly.

But look carefully at your router physical interface:

From the CLI screenshot:

```
kotlin
```

```
interface GigabitEthernet0/0
no ip address
shutdown
```

That is the issue.

Your main physical interface **g0/0** is **shutdown**.

Even if subinterfaces are configured, if the parent interface is down, all subinterfaces are down.

That's why:

- Same VLAN ping works (10.0.1.2 → 10.0.1.3 ✓)
- Inter-VLAN ping fails ✗

Fix (Very Important Step)

Go to the router and do:

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```
perl

enable
configure terminal
interface g0/0
no shutdown
exit
```

That's it.

Subinterfaces automatically come up when the parent interface is up.

Second Thing You MUST Verify

Make sure the switch port connected to the router is configured as trunk.

On the switch:

```
kotlin

interface fa0/8 (or whatever port connects to router)
switchport mode trunk
```

If it's not trunk, VLAN tags won't reach the router.

Why This Happens (Conceptually)

Think of it like this:

g0/0 = main highway

g0/0.10, .20, .30 = lanes inside highway

If highway is closed → all lanes are useless.

Right now your highway is closed (shutdown).

After Fix

Test this order:

1. From PC in VLAN 10:
ping 10.0.1.1 (gateway)
2. Then:
ping 10.0.2.1
3. Then:
ping 10.0.2.3

If first ping fails → trunk issue

If first works but second fails → subinterface issue

Turn on **g0/0** and it should work immediately.

Tell me after you test — if it still fails, I'll debug it step-by-step with you.

failed!!

Good — now we debug properly like a network engineer.

Since same-VLAN ping works, your VLAN assignment is correct.

Since inter-VLAN fails even after **no shutdown**, the issue is almost always one of these:

1. Trunk not configured correctly
2. Router connected to wrong interface
3. Router port and subinterface mismatch

Let's debug step-by-step. Follow exactly.

STEP 1 — Check Router Interface Status

On router:

```
kotlin
show ip interface brief
```

Tell me what it shows for:

- g0/0
- g0/0.10
- g0/0.20
- g0/0.30
- g0/0.40

They must all show:

Status: up

Protocol: up

If they show "administratively down" → parent interface still shutdown.

If they show "up/down" → trunk problem.

STEP 2 — Check Switch Trunk

On switch:

```
sql
show interfaces trunk
```

You must see the port connected to router listed as trunk.

If nothing appears → trunk is not working.

If so, configure:

```
css

interface fa0/x (the one connected to router)
switchport mode trunk
```

Then check again.

STEP 3 — Verify Router Port Matches Cable

From your topology image:

The router is connected to **Gig0/1**, not Gig0/0.

But your subinterfaces are configured on:

```
kotlin

interface GigabitEthernet0/0.10
```

This is VERY IMPORTANT.

If cable is connected to g0/1,
but you configured subinterfaces on g0/0,
traffic will never reach them.

That looks like your real issue.

Check this carefully:

In your topology screenshot, I see:

Router0

Gig0/1 → connected to switch

But in CLI, you configured:

```
kotlin

interface GigabitEthernet0/0.10
```

That means you're configuring the wrong physical interface.

FIX (Most Likely Solution)

Either:

Move cable to Gig0/0

OR

Change configuration to:

kotlin

```
interface g0/1
no shutdown

interface g0/1.10
encapsulation dot1q 10
ip address 10.0.1.1 255.255.255.0

interface g0/1.20
encapsulation dot1q 20
ip address 10.0.2.1 255.255.255.0

interface g0/1.30
encapsulation dot1q 30
ip address 10.0.3.1 255.255.255.0

interface g0/1.40
encapsulation dot1q 40
ip address 10.0.4.1 255.255.255.0
```

This must match the port physically connected.

Why This Breaks

Router only listens for VLAN tags on the physical interface that has subinterfaces.

If traffic comes into g0/1,
but subinterfaces exist on g0/0,
router ignores it completely.

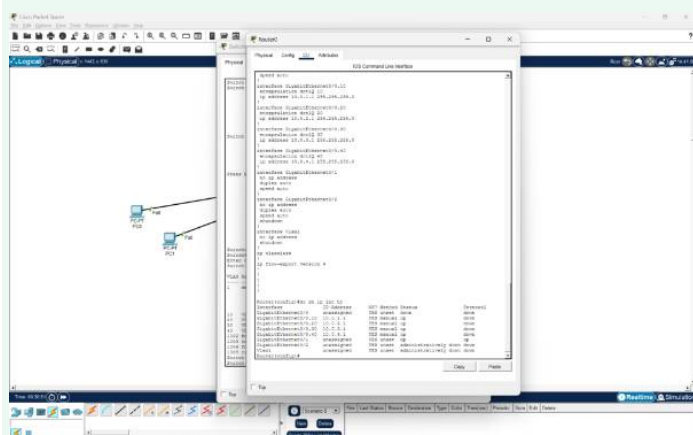
Same VLAN works because switch handles it internally.
Inter-VLAN fails because router never receives tagged traffic.

I am 95% sure this is your issue.

Check cable → check interface number → match configuration.

Tell me what **show ip interface brief** shows.

show ip interface brief



Perfect — your `show ip int br` output clearly shows the problem.

Look carefully at this part:

```
objectivec
```

GigabitEthernet0/0	unassigned	YES	unset	down	down
GigabitEthernet0/0.10	10.0.1.1	YES	manual	up	down
GigabitEthernet0/0.20	10.0.2.1	YES	manual	up	down
GigabitEthernet0/0.30	10.0.3.1	YES	manual	up	down
GigabitEthernet0/0.40	10.0.4.1	YES	manual	up	down
GigabitEthernet0/1	unassigned	YES	unset	up	up

Now read this carefully:

- **g0/0 → down/down**
- **All subinterfaces → up/down**
- **g0/1 → up/up**

This tells us everything.

You configured subinterfaces on **g0/0**

But the cable is connected to **g0/1**

That's why:

- g0/1 is up/up (it has the cable)
- g0/0 is down/down (no cable)
- All subinterfaces depend on g0/0
- Since g0/0 is down → subinterfaces cannot pass traffic

That's exactly why inter-VLAN routing fails.

Fix It Properly (Correct Way)

You have two options.

Option 1 (Recommended):

Move Subinterfaces to g0/1

Do this:

```
kotlin
```

```
configure terminal
```

```
no interface g0/0.10
no interface g0/0.20
no interface g0/0.30
no interface g0/0.40
```

Now configure on g0/1:

```
kotlin
```

```
interface g0/1
no shutdown

interface g0/1.10
encapsulation dot1q 10
ip address 10.0.1.1 255.255.255.0

interface g0/1.20
encapsulation dot1q 20
ip address 10.0.2.1 255.255.255.0

interface g0/1.30
encapsulation dot1q 30
ip address 10.0.3.1 255.255.255.0

interface g0/1.40
encapsulation dot1q 40
ip address 10.0.4.1 255.255.255.0
```

Now run:

```
sql

show ip int br
```

You should see:

```
g0/1 → up/up
g0/1.10 → up/up
g0/1.20 → up/up
```

If they show up/up → it will work.

Option 2:

Move the cable to g0/0

Physically reconnect switch to g0/0 instead of g0/1.

Either way works — but interface numbers must match.

Why Subinterfaces Show “up/down”

Status = up (configured)

Protocol = down (no VLAN-tagged traffic arriving)

Since g0/0 is not physically connected, router never receives frames for VLAN 10/20/30/40.

So routing never happens.

Fix the interface mismatch, and your inter-VLAN routing will immediately start working.

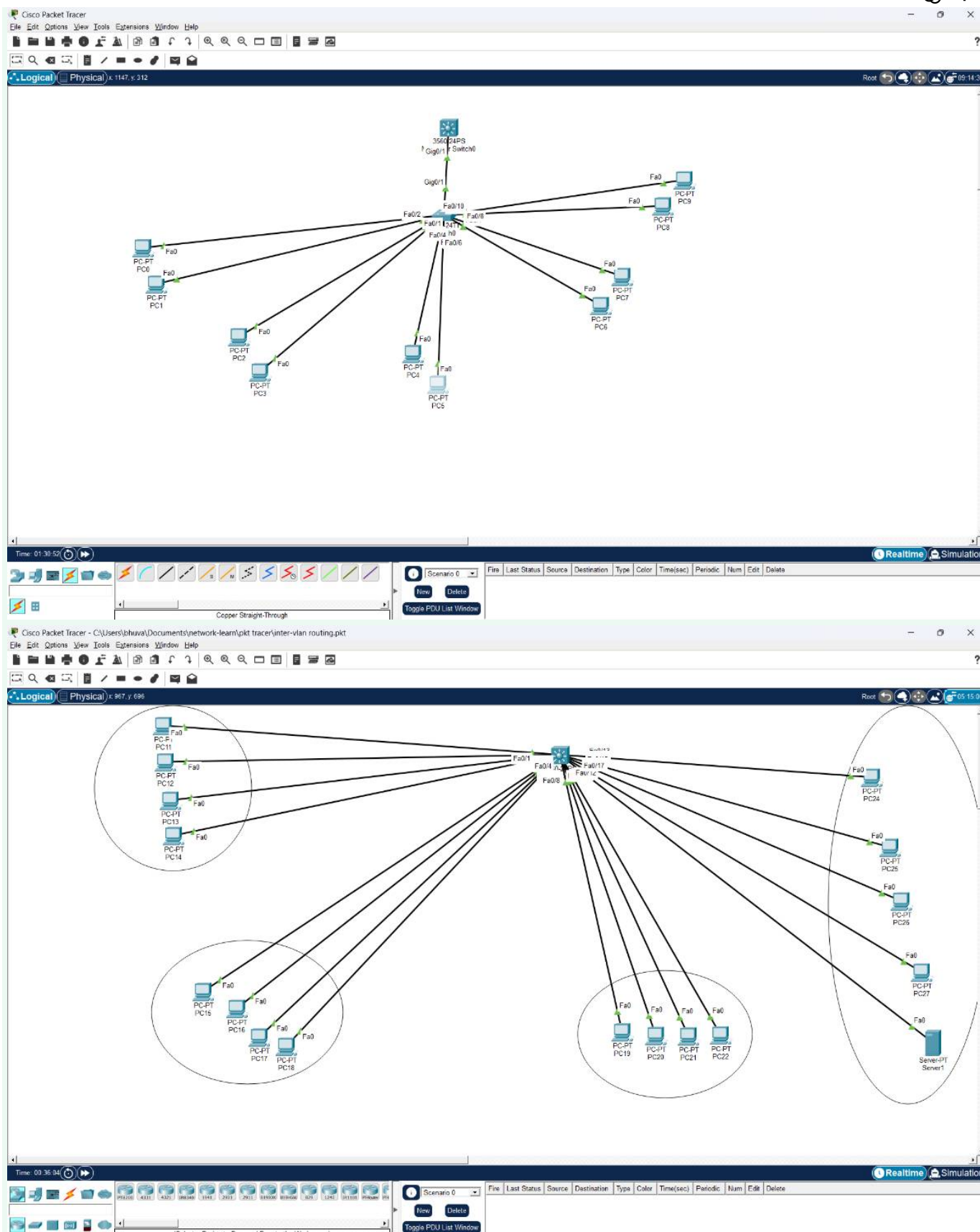
This is a classic Router-on-a-Stick mistake — and now you understand exactly why it happens.

After you fix it, test:

1. ping 10.0.1.1
2. ping 10.0.2.1
3. ping 10.0.2.3

It will work.

METHOD 2: Multilayer Switch (Layer 3 Switch)



here you told that "Multilayered Switch" must be used, my question is that should we directly connect the multilayer switch to PC or should the PC connect to a normal switch (an access switch) and that switch should be connected to multilayered switch??? - which among this is correct configuration?

Very good question. Now you're thinking like a network designer, not just a lab student.

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20/22

Short answer: **both designs are technically correct**, but they are used in different scenarios.

Now let's understand this properly.

Case 1 — PCs directly connected to Multilayer Switch

This works perfectly.

In this setup:

PC → Layer 3 Switch

SVI (VLAN interface) on the same switch acts as gateway

ip routing enabled

This is completely valid and will perform inter-VLAN routing.

This design is common in:

- Small offices
- Labs
- Campus floors with fewer users
- Simple topologies

Because the multilayer switch can:

- Switch at Layer 2
- Route at Layer 3
- Act as default gateway

So yes, connecting PCs directly to a multilayer switch is 100% correct.

In your Packet Tracer lab, this is perfectly fine.

Case 2 — PCs → Access Switch → Multilayer Switch

This is the **real-world enterprise design**.

Here's how it looks conceptually:

PC → Access Switch (Layer 2) → Trunk → Multilayer Switch (Core/Distribution)

Why do we do this?

Because in real networks:

- You may have 200–1000 PCs
- One multilayer switch won't have enough ports
- Layer 3 switches are expensive
- We separate roles (Access layer, Distribution layer)

Think of it like a building:

Access switch = each floor

Multilayer switch = main control room

Access switches:

- Only handle VLAN assignment
- No routing
- Cheap and many ports

Multilayer switch:

- Performs inter-VLAN routing
- Connects different access switches
- Acts as default gateway for all VLANs

This is called hierarchical network design:

Access → Distribution → Core

So Which One is Correct?

In a lab:

Directly connecting PCs to multilayer switch is correct.

In a real enterprise network:

PCs connect to access switches.

Access switches connect to multilayer switch using trunk links