

LAB - 6

AIM: Configure routing information protocol in Router and TTL.

LAB-06

AIM: Configure routing information protocol in Router

Procedure:

- 1) Select the 3 Routers & drag on the screen. Then select 3 switches & drag on the screen then connect the same end devices to that switches using Copper straight through cable.
- 2) Then connect all the switches to 3 different routers using Copper-straight-through cable. & also connect the router to router using Serial DCE cable.
Router to Router → Serial Connection.
Switch to Router → FastEthernet Connection.
- 3) Next set the IP address to all the end devices with gateway.
- 4) PC0 → 10.0.0.2 PC1 → 10.0.0.3
PC2 → 20.0.0.2 PC3 → 20.0.0.3
PC4 → 30.0.0.2 PC5 → 30.0.0.3

- 4) Go to router 0, To establish the connection between switch 0 & router follow these commands.
 - 1) enable
 - 2) Config terminal
 - 3) interface FastEthernet 0/0
 - 4) ip address 10.0.0.1 255.0.0.0
 - 5) no shut
 - 6) exit.

To establish the connection between router 0 to router 1

- 1) enable
- 2) Config terminal
- 3) interface Serial 2/0
- 4) ip address 40.0.0.1 255.0.0.0
- 5) no shut
- 6) exit

5) Go to router 1, For router 1 to router 0.

interface Serial 2/0

ip address 40.0.0.2 255.0.0.0

For router 1 to router 2

interface Serial 3/0

ip address 50.0.0.1 255.0.0.0

For router 1 to switch 1

interface FastEthernet 0/0

ip address 20.0.0.0.1 255.0.0.0.

6) Go to router 2, For Router 2 to router 1

interface Serial 3/0

ip address 50.0.0.2 255.0.0.0

To send packet successfully over network.

For router 0

1) Config terminal

router 0ip

network 10.0.0.0

network 40.0.0.0

show ip route

LAN1

router 1ip

network 40.0.0.0

network 50.0.0.0

network 20.0.0.0

show ip route

LAN2

router 2ip

network

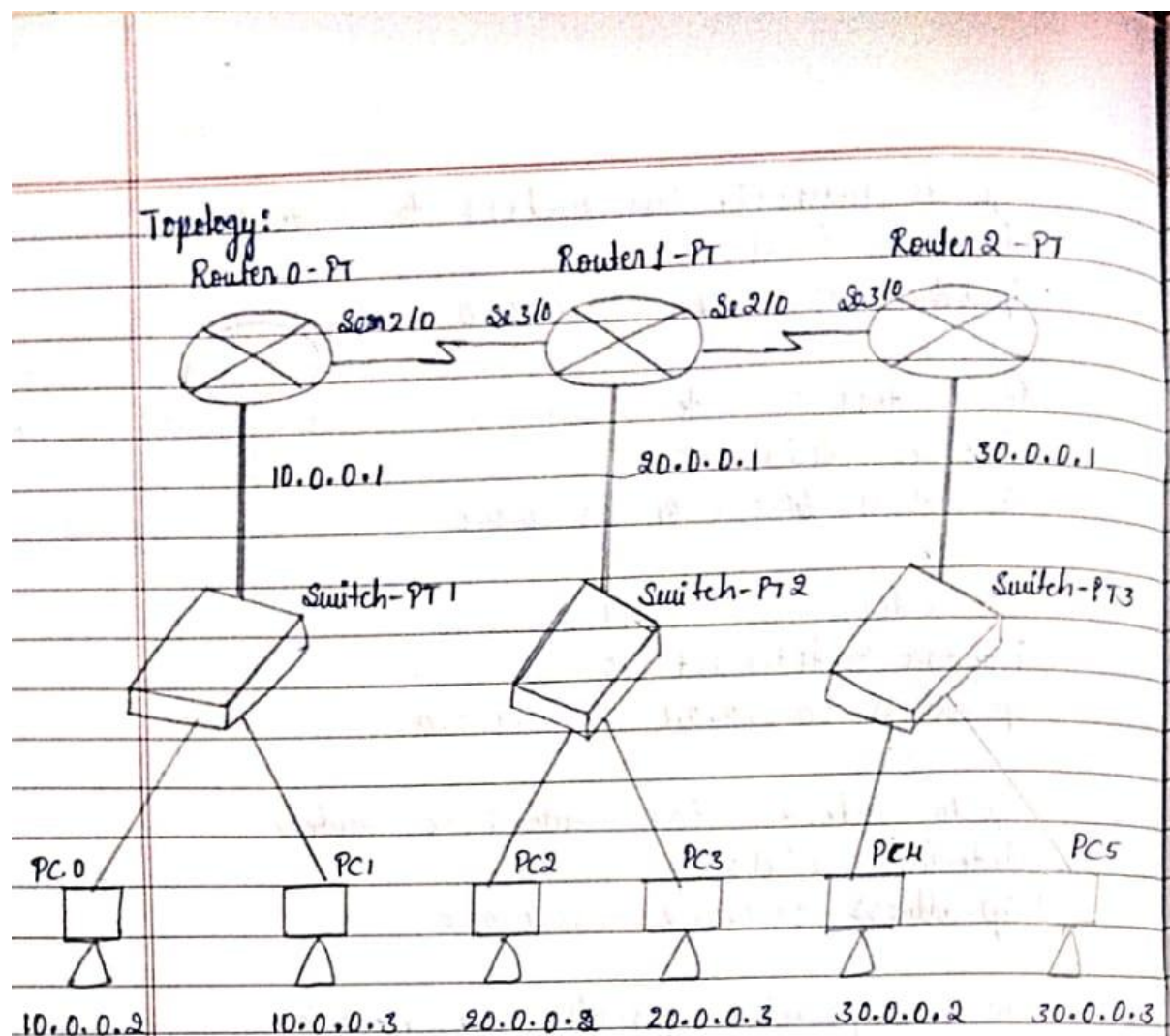
50.0.0.0

network

30.0.0.0

show ip route

LAN3



A
 Observation: Connection established successfully over a network & packets are sent from one to another PC over a network.

Aim: Demonstrate TTL / life of a packet.

Steps

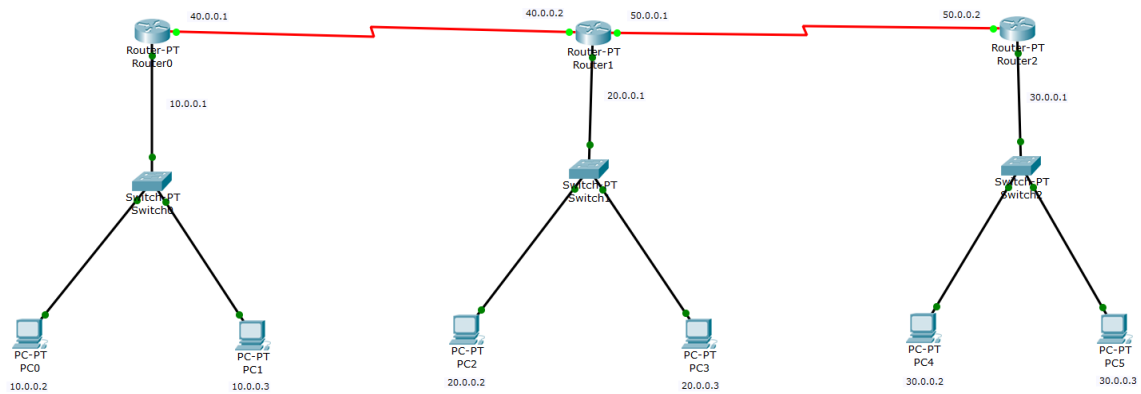
- 1) Select a packet
- 2) Transfer it from one pc to another over a network i.e. PC0 to PC1
- 3) While transferring packets pause the packets (Click on Auto/Capture play)
- 4) Then click on packet then you are able to view inbound & out outbound PDU.
- 5) It will reduce the TTL when we are pause the Auto/Capture play.

Observation: When we are sending the packet over through one LAN to another LAN it will be reduced by 1 in TTL.

OK

20/11

TOPOLOGY:



PING Commands:

```
C:\>ping 30.0.0.3

Pinging 30.0.0.3 with 32 bytes of data:

Reply from 30.0.0.3: bytes=32 time=3ms TTL=125
Reply from 30.0.0.3: bytes=32 time=2ms TTL=125
Reply from 30.0.0.3: bytes=32 time=2ms TTL=125
Reply from 30.0.0.3: bytes=32 time=2ms TTL=125

Ping statistics for 30.0.0.3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 2ms, Maximum = 3ms, Average = 2ms
```

```
C:\>ping 20.0.0.2

Pinging 20.0.0.2 with 32 bytes of data:

Reply from 20.0.0.2: bytes=32 time=1ms TTL=128
Reply from 20.0.0.2: bytes=32 time=2ms TTL=128
Reply from 20.0.0.2: bytes=32 time<1ms TTL=128
Reply from 20.0.0.2: bytes=32 time=2ms TTL=128

Ping statistics for 20.0.0.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 2ms, Average = 1ms
```

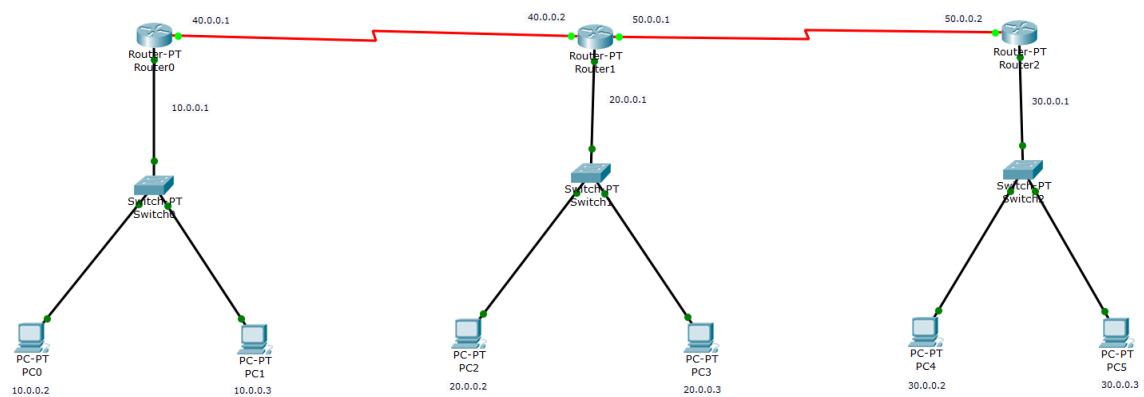
```
C:\>ping 30.0.0.2

Pinging 30.0.0.2 with 32 bytes of data:

Reply from 30.0.0.2: bytes=32 time=3ms TTL=125
Reply from 30.0.0.2: bytes=32 time=3ms TTL=125
Reply from 30.0.0.2: bytes=32 time=6ms TTL=125
Reply from 30.0.0.2: bytes=32 time=2ms TTL=125

Ping statistics for 30.0.0.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 2ms, Maximum = 6ms, Average = 3ms
```

TTL (Time To Live):



PDU Information at Device: Router2

OSI Model Outbound PDU Details

PDU Formats

HDLC

0	8	16	32	32+x	48+x	56+xBits
FLG:	ADR:	CONTROL:	DATA: (VARIABLE LENGTH)	FCS:	FLG:	
0111 1110	0x8f	0x0		0x0	0111 1110	

IP

0	4	8	16	19	31 Bits
4	IHL	DSCP: 0x0	TL: 52		
ID: 0x7	0x0	0x0			
TTL: 255	PRO: 0x11	CHKSUM			
SRC IP: 50.0.0.2					
DST IP: 255.255.255.255					
OPT: 0x0	0x0				
DATA (VARIABLE LENGTH)					

UDP

0	16	31 Bits
SRC PORT: 520	DEST PORT: 520	
LENGTH: 0x20	CHECKSUM: 0x0	
DATA (VARIABLE)		