WEEK 8

To construct a simple LAN and understand the concept and operation of Address Resolution Protocol (ARP).

OBSERVATION:

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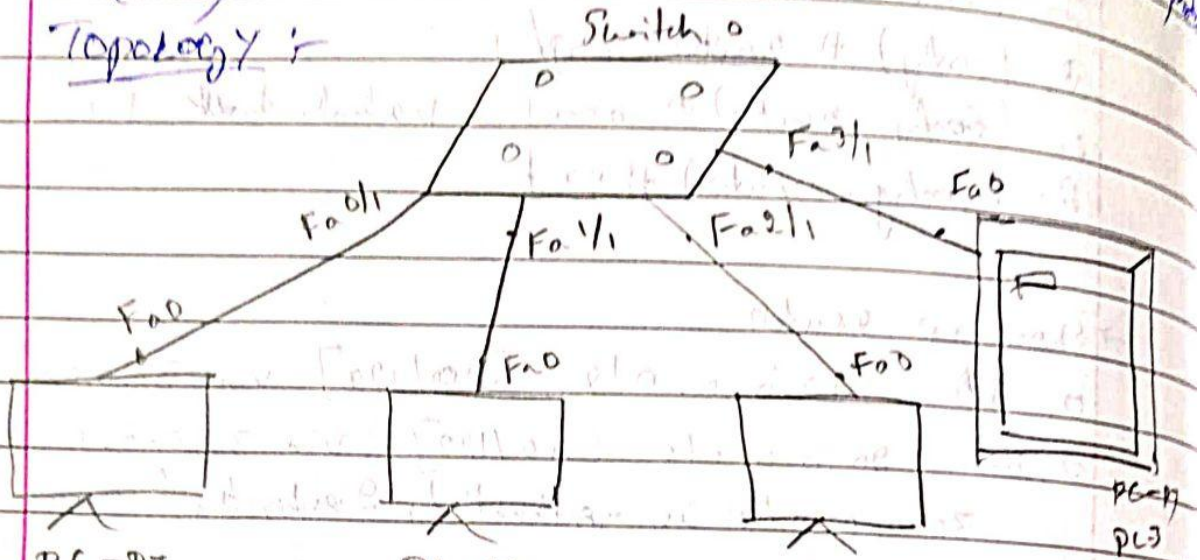
AIM:

To construct Single LAN and understand the Concept and operation of Address Resolution Protocol (ARP)

Topology :



Procedure :

- Create a topology of 3PC's and a server.
- Assign a IP address to all pc's and server
- Connect them through the switch
- Use the inspect tool to click on a pc to see ARP table.
- Command ins cmd for the same is arp -a
- Initially ARP table

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- Use the capture button in the simulation panel to go step by step so that the changes in ARP can be clearly noted.

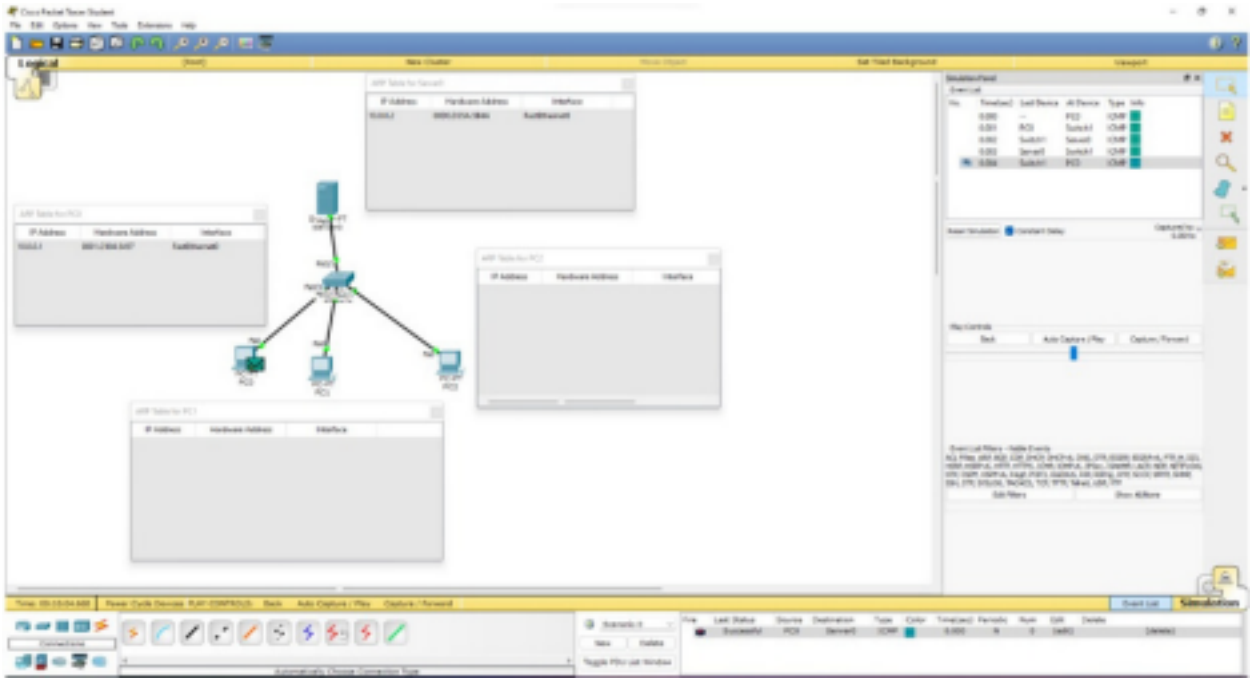
PING OUTPUT

```
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=0ms TTL=128
Reply from 10.0.0.4 : bytes=32 time=0ms TTL=128
Reply from 10.0.0.4 : bytes=32 time=0ms TTL=128.

Ping statistics for 10.0.0.4:
packets sent=4 Received=4 lost=0 (0% loss)
Approximate round trip times in milliseconds.
Minimum=0 ms : Maximum=0 ms : Average=0ms
pc > arp -a

Internet address      Physical Address      Type
10.0.0.4              0060.2f[illegible].3[illegible]      dynamic.
```

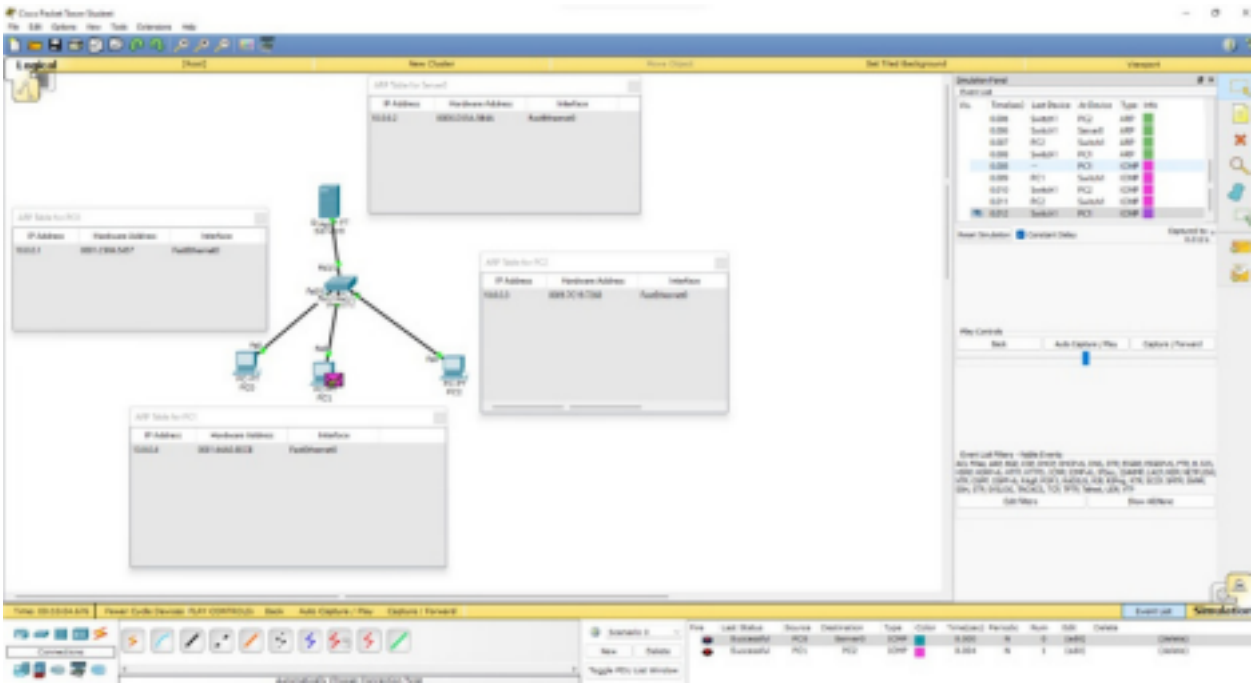
Observation

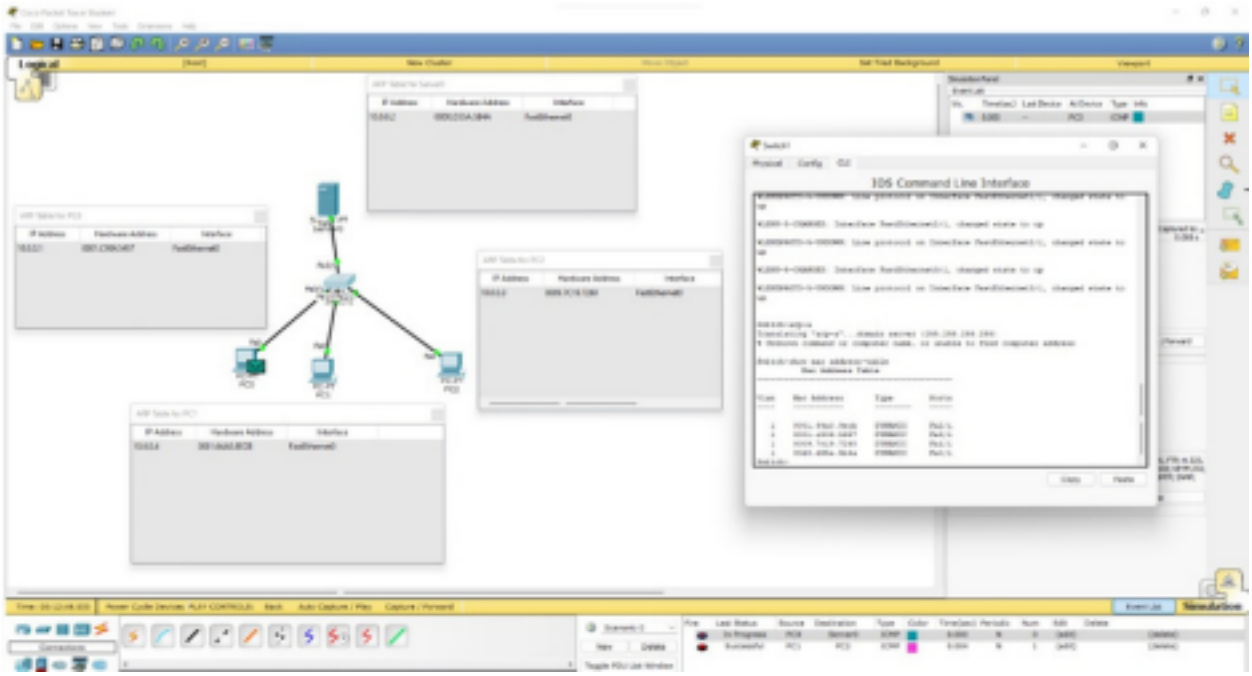
- When we ping pc and server the address of server is known to pc and vice versa.
- When we ping between other 2 pc's simultaneously the address of each other are known.
- Every time a host request a MAC address in order

TOPOLOGY:



OUTPUT:




IOS Command Line Interface