

Report of Day-7(Router Configuration)

Objectives:

1. IP Assignment on Router Interfaces.
2. Static Routing Principles.

Practical:

1. Create a multi-router network. (Minimum 2)
2. Configure static routes 3. Test Connectivity by pinging.

STATIC ROUTING:

Definition: Static routing is a technique that fixes network routes instead of using a dynamic routing protocol. Typically, static routes are manually configured and updated by an administrator. Because static routes are NOT automatically updated, static routing is less scalable than dynamic routing but can be useful for situations such as defining default routes and meeting certain specific requirements.

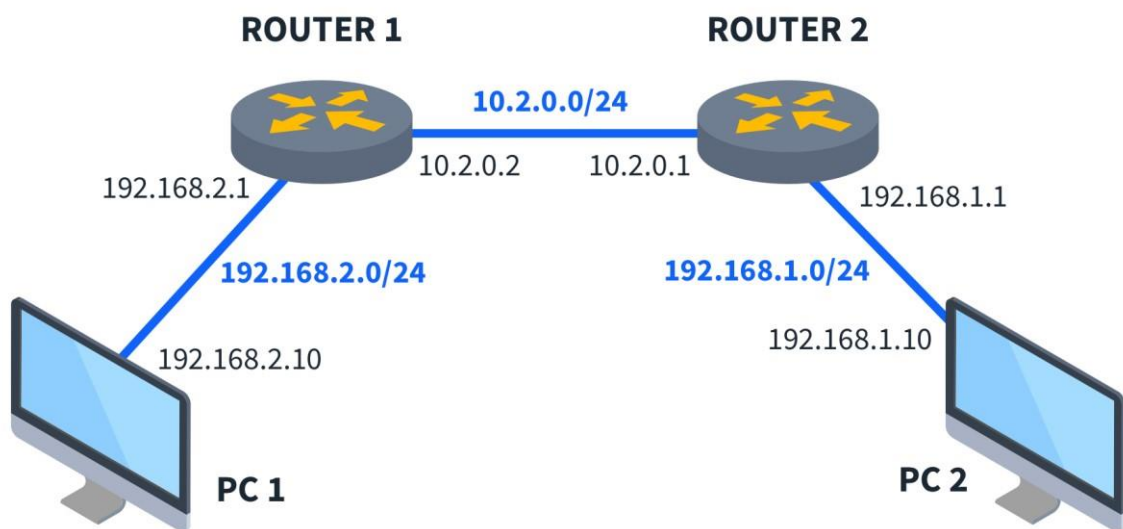
How Static Routing Works?

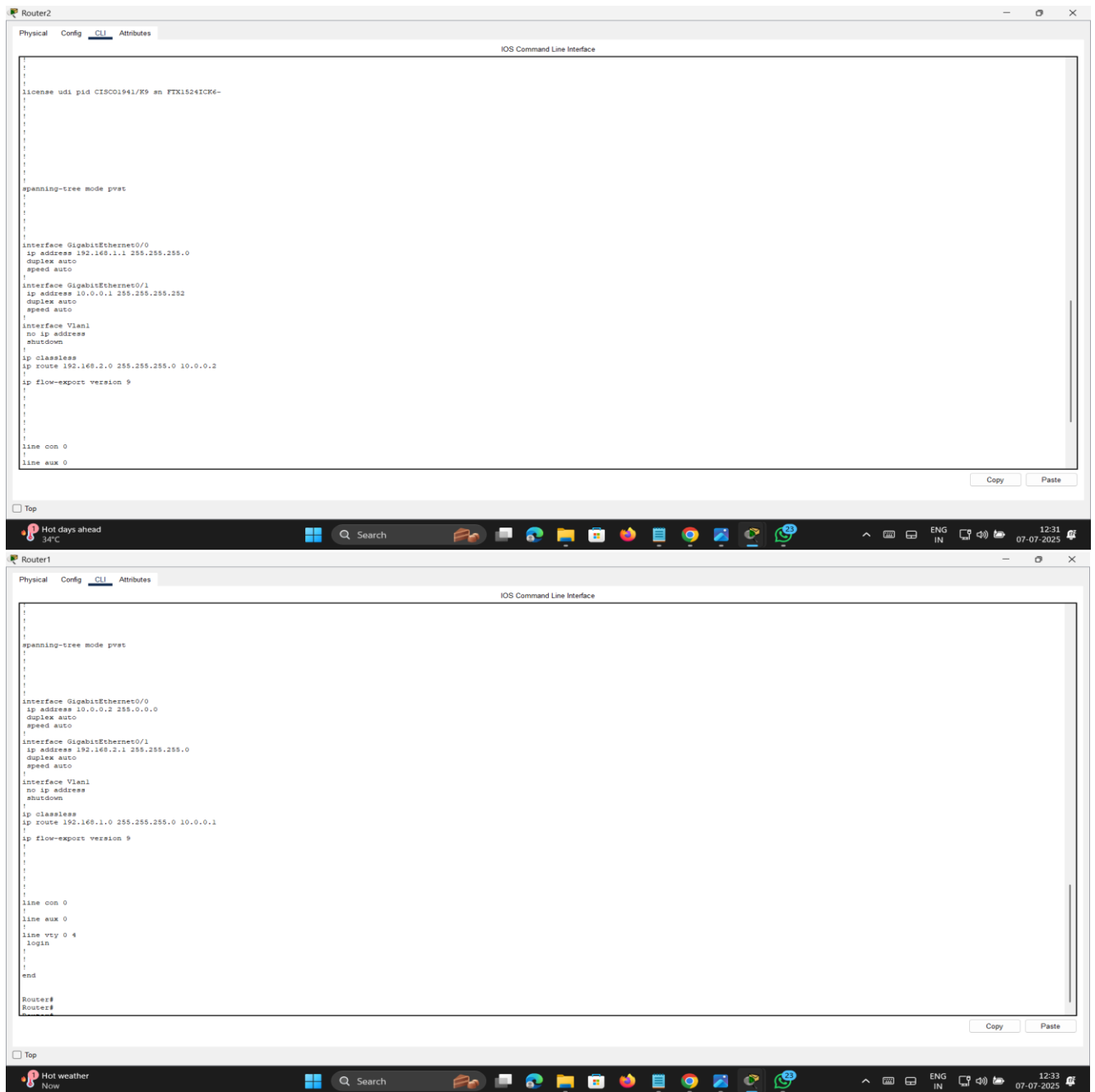
Static routing works by using fixed (i.e., they don't change unless someone changes them) routes to define where network traffic is sent. The simple overview of what that looks like in practice is: An administrator configures static routes on their routing devices

Instead of using a dynamic routing protocol, routers send traffic based on their static routes

If something needs to change, the administrator must update the static routes on the routing devices

In practice, static routes and dynamic routes can both populate a routing table, which makes things more complex. If there are overlapping routes, a routing device will use the most specific path to a destination, and administrative distance acts as a tiebreaker.





PC0

Physical Config Desktop Programming Attributes

IP Configuration X

Interface FastEthernet0

IP Configuration

☐ DHCP ☒ Static

IPv4 Address 192.168.1.2

Subnet Mask 255.255.255.0

Default Gateway 192.168.1.1

DNS Server 0.0.0.0

PC1

Physical Config Desktop Programming Attributes

IP Configuration X

Interface FastEthernet0

IP Configuration

☐ DHCP ☒ Static

IPv4 Address 192.168.2.2

Subnet Mask 255.255.255.0

Default Gateway 192.168.2.1

DNS Server 0.0.0.0

Logical Physical x 1374, y 422

Root 14:42:00

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	0.000	-
	0.001	PC0
	0.002	Router2
	0.003	Router1
	0.004	PC1
	0.005	Router1
	0.006	Router2

Reset Simulation Constant Delay Captured to: 0.006 s

Play Controls

PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	PC1	ICMP		0.000	N	0	(edit)	(delete)

Event List Filters - Visible Events

ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPSec, ISAKMP, Iot, Iot TCP, LACP, LLDP, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters Show All/None

```
C:\>ping 192.168.2.2

Pinging 192.168.2.2 with 32 bytes of data:

Reply from 192.168.2.2: bytes=32 time<1ms TTL=126
Reply from 192.168.2.2: bytes=32 time<1ms TTL=126
Reply from 192.168.2.2: bytes=32 time<1ms TTL=126
Reply from 192.168.2.2: bytes=32 time<1ms TTL=126

Ping statistics for 192.168.2.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms
```

```
Cisco Packet Tracer PC Command Line 1.0
C:\>ping 192.168.1.2

Pinging 192.168.1.2 with 32 bytes of data:

Reply from 192.168.1.2: bytes=32 time<1ms TTL=126
Reply from 192.168.1.2: bytes=32 time<1ms TTL=126
Reply from 192.168.1.2: bytes=32 time<1ms TTL=126
Reply from 192.168.1.2: bytes=32 time<1ms TTL=126

Ping statistics for 192.168.1.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>|
```