

DATE : 20-NOVEMBER-2024

LAB- 5

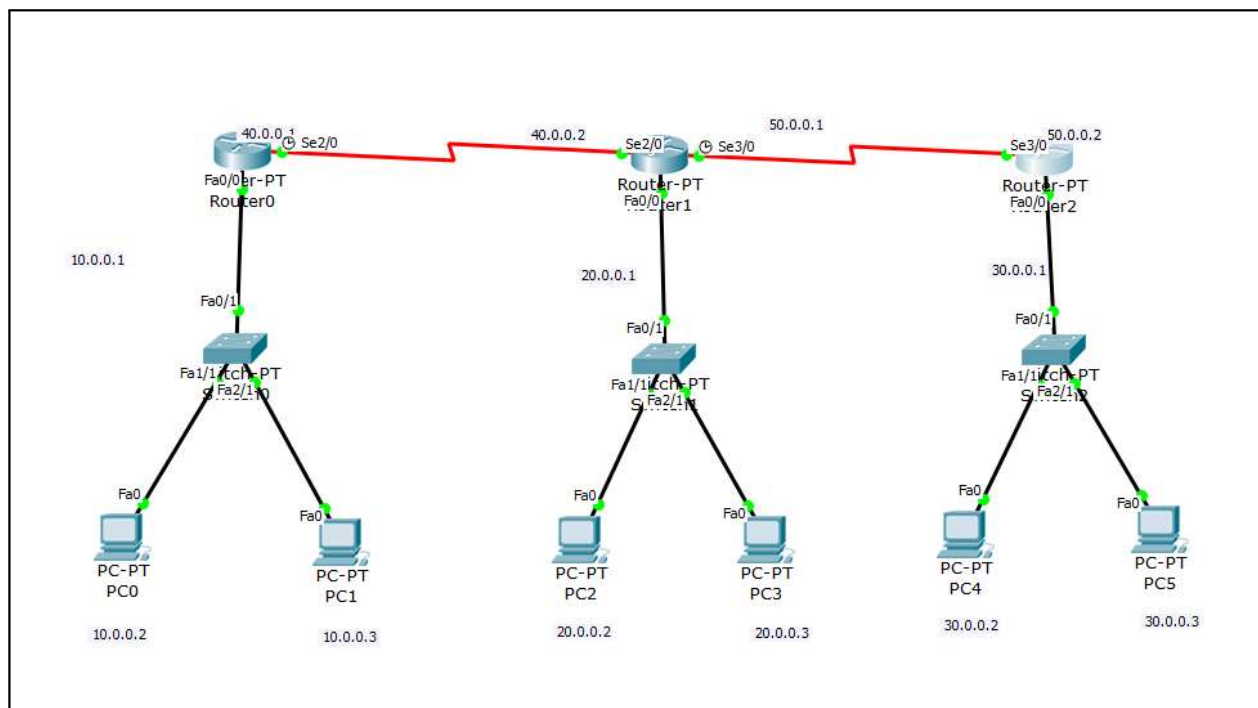
Question:

Demonstrate the TTL/ Life of a Packet

Aim:

To Demonstrate the TTL/ Life of a Packet.

Topology:



Topology Description:

4. Devices Involved:

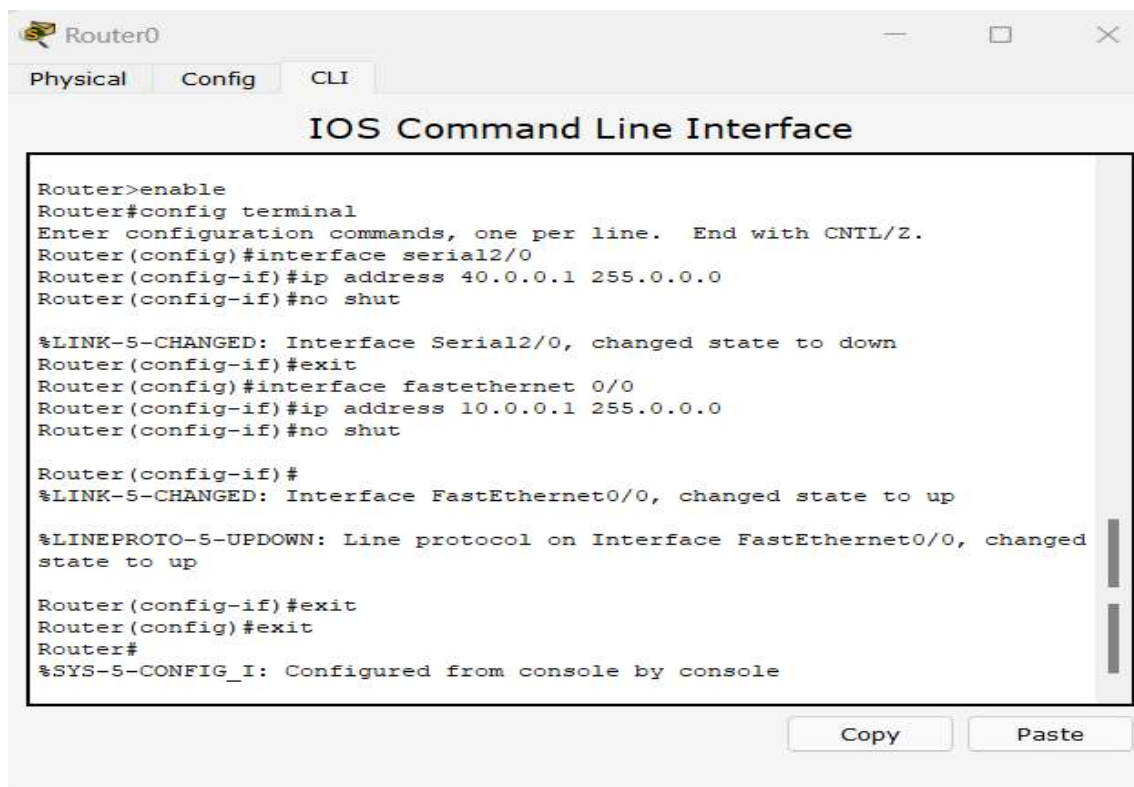
- **3 Routers:**
 - Router0
 - Router1
 - Router2
- **3 Switches:**

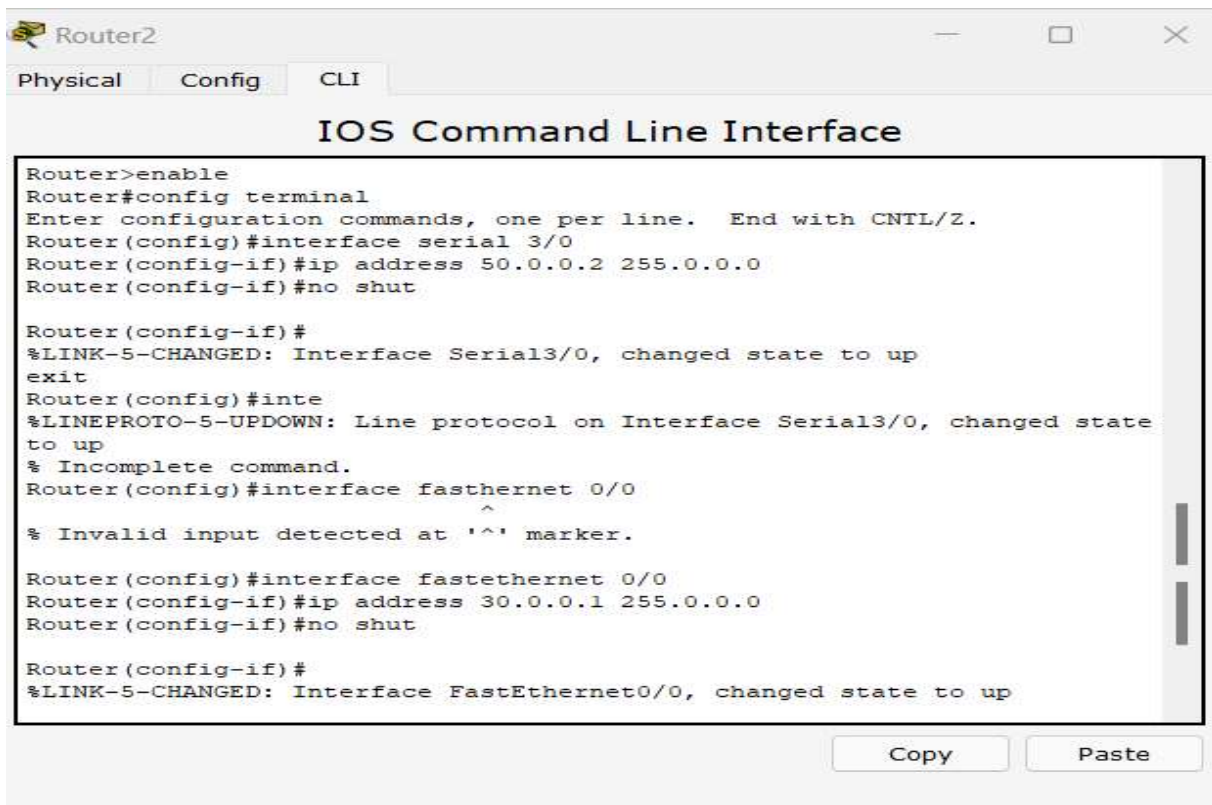
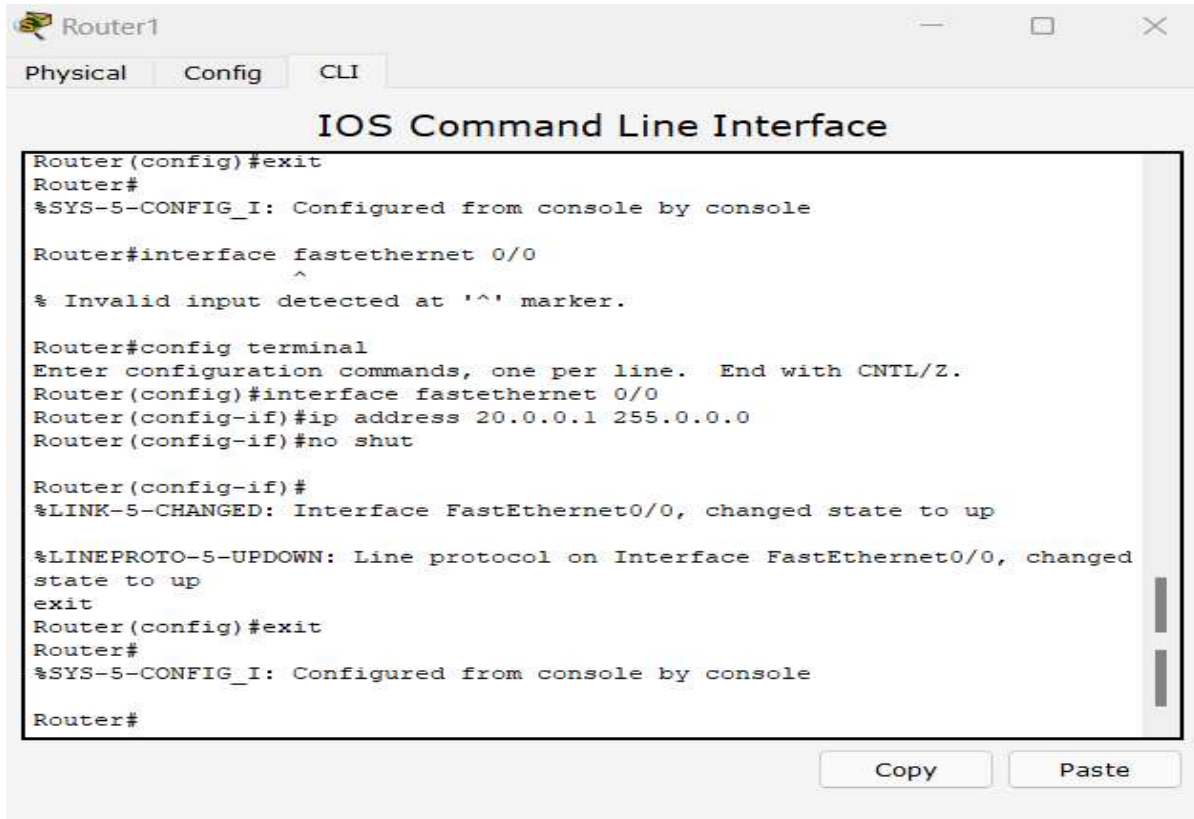
- Switch connected to Router0
 - Switch connected to Router1
 - Switch connected to Router2
- **6 PCs:**
 - PC0, PC1 connected to Router 0 via a switch
 - PC2, PC3 connected to Router 1 via a switch
 - PC4, PC5 connected to Router 2 via a switch
- 5. Connections:**
 - Router0 is connected to Router 1 via Serial (Se2/0) interface.
 - Router1 is connected to Router 2 via Serial (Se3/0) interface.
 - Each router connects to a switch, which then connects to two PCs.
- 6. IP Address Schema:**
 - **Router0 LAN: 10.0.0.0/24**
 - Router0: 10.0.0.1
 - PC0: 10.0.0.2
 - PC1: 10.0.0.3
 - **Router1 LAN: 20.0.0.0/24**
 - Router1: 20.0.0.1
 - PC2: 20.0.0.2
 - PC3: 20.0.0.3
 - **Router2 LAN: 30.0.0.0/24**
 - Router2: 30.0.0.1
 - PC4: 30.0.0.2
 - PC5: 30.0.0.3
 - Serial links:
 - Between Router0 and Router1: 40.0.0.0/30
 - Between Router1 and Router2: 50.0.0.0/30

Procedure to Configure the Network:

Step 1: Configure Router Interfaces

3. Access each router using CLI (Command Line Interface).
4. Assign IP addresses to FastEthernet and Serial interfaces:





Step 2: Configure Routing:

Router 0:

```
Router>enable
Router#config terminal
Enter configuration commands, one per line.  End with CNTL/Z.
Router(config)#router rip
Router(config-router)#network 40.0.0.0
Router(config-router)#network 10.0.0.0
Router(config-router)#
```

Router 1:

```
Router>enable
Router#config terminal
Enter configuration commands, one per line.  End with CNTL/Z.
Router(config)#router rip
Router(config-router)#network 40.0.0.0
Router(config-router)#network 20.0.0.0
Router(config-router)#network 50.0.0.0
Router(config-router)#network 10.0.0.0
Router(config-router)#exit
Router(config)#
```

Router 2:

```
Router>enable
Router#config terminal
Enter configuration commands, one per line.  End with CNTL/Z.
Router(config)#router rip
Router(config-router)#network 50.0.0.0
Router(config-router)#network 30.0.0.0
Router(config-router)#
```

Step 3: Routing

Router0

Physical Config CLI

IOS Command Line Interface

```
%LINEPROTO-5-UPDOWN: Line protocol on Interface Serial2/0, changed state
to down

%LINEPROTO-5-UPDOWN: Line protocol on Interface Serial2/0, changed state
to up

Router>show ip route
Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, B - BGP
       D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area
       N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2
       E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP
       i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS
inter area
       * - candidate default, U - per-user static route, o - ODR
       P - periodic downloaded static route

Gateway of last resort is not set

C    10.0.0.0/8 is directly connected, FastEthernet0/0
R    20.0.0.0/8 [120/1] via 40.0.0.2, 00:00:02, Serial2/0
R    30.0.0.0/8 [120/2] via 40.0.0.2, 00:00:02, Serial2/0
C    40.0.0.0/8 is directly connected, Serial2/0
R    50.0.0.0/8 [120/1] via 40.0.0.2, 00:00:02, Serial2/0
Router>
```

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Router1

Physical Config CLI

IOS Command Line Interface

```
to up

%LINEPROTO-5-UPDOWN: Line protocol on Interface Serial2/0, changed state
to up

Router>
Router>show ip route
Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, B - BGP
       D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area
       N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2
       E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP
       i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS
inter area
       * - candidate default, U - per-user static route, o - ODR
       P - periodic downloaded static route

Gateway of last resort is not set

R    10.0.0.0/8 [120/1] via 40.0.0.1, 00:00:12, Serial2/0
C    20.0.0.0/8 is directly connected, FastEthernet0/0
R    30.0.0.0/8 [120/1] via 50.0.0.2, 00:00:16, Serial3/0
C    40.0.0.0/8 is directly connected, Serial2/0
C    50.0.0.0/8 is directly connected, Serial3/0
Router>
```

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```

Router2
Physical Config CLI
IOS Command Line Interface

Router>show ip route
Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, B - BGP
       D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area
       N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2
       E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP
       i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS
inter area
       * - candidate default, U - per-user static route, o - ODR
       P - periodic downloaded static route

Gateway of last resort is not set

R    10.0.0.0/8 [120/2] via 50.0.0.1, 00:00:25, Serial3/0
R    20.0.0.0/8 [120/1] via 50.0.0.1, 00:00:25, Serial3/0
C    30.0.0.0/8 is directly connected, FastEthernet0/0
R    40.0.0.0/8 [120/1] via 50.0.0.1, 00:00:25, Serial3/0
C    50.0.0.0/8 is directly connected, Serial3/0
Router>
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```

Demonstration of TTL (Time to Live) or Packet Lifetime

Overview

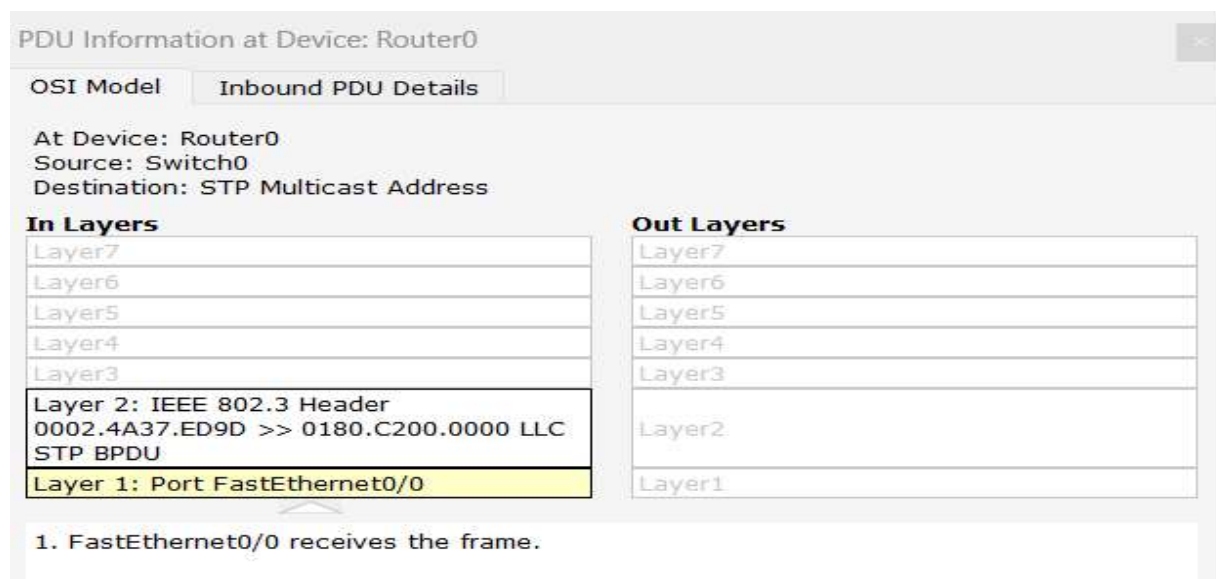
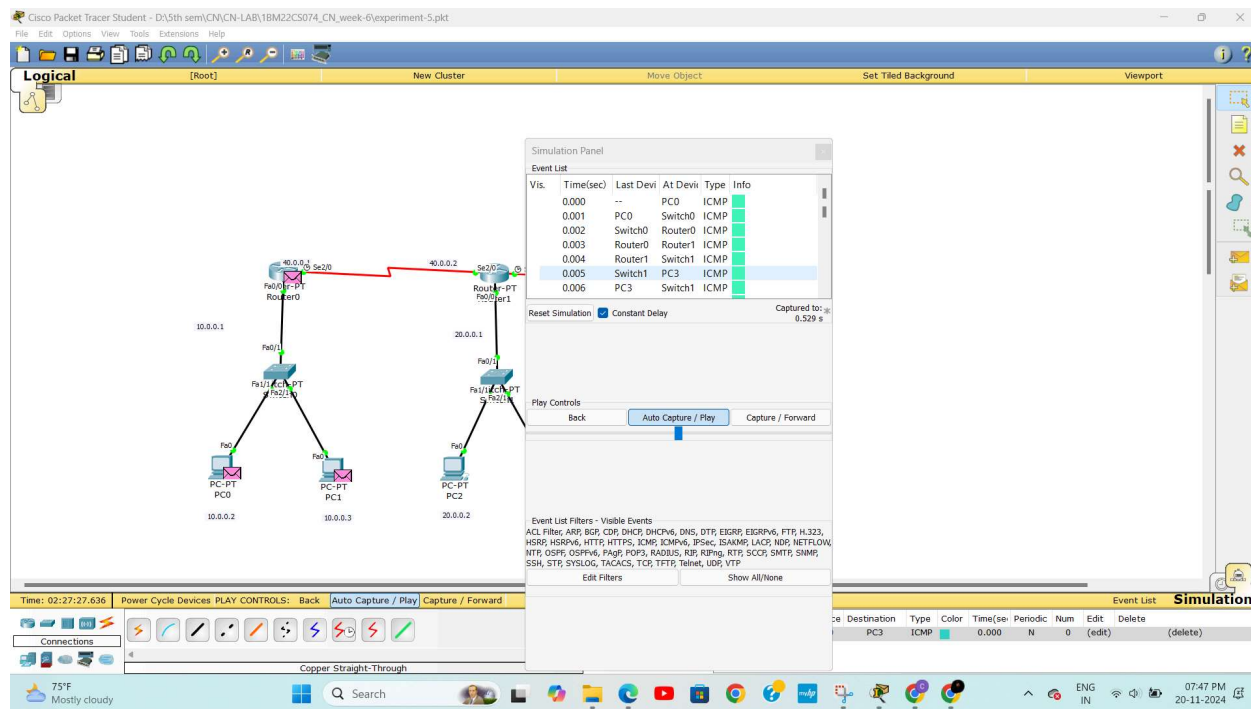
- **TTL (Time to Live):** It is a field in the IP header of a packet that limits the lifespan of a packet in the network. It is measured in hops. Every time the packet crosses a router, the TTL value is decremented by 1. When the TTL reaches 0, the packet is discarded, and an error message (ICMP "Time Exceeded") is sent back to the source.

Purpose of TTL Demonstration

- To observe the reduction of TTL as the packet traverses routers.
 - To demonstrate how the TTL value ensures packets don't circulate indefinitely in the network.
-

Topology Analysis

- **Source Device:** A PC in one network (e.g., PC0 in the 10.0.0.0/24 subnet).
- **Destination Device:** A PC in another network (e.g., PC4 in the 30.0.0.0/24 subnet).
- **Intermediate Routers:** The packet crosses Router0, Router1, and Router



PDU Information at Device: Router1

OSI Model Inbound PDU Details

At Device: Router1
Source: Router2
Destination: 255.255.255.255

In Layers

Layer 7: RIP Version: 1, Command: 2
Layer6
Layer5
Layer 4: UDP Src Port: 520, Dst Port: 520
Layer 3: IP Header Src. IP: 50.0.0.2, Dest. IP: 255.255.255.255
Layer 2: HDLC Frame HDLC
Layer 1: Port Serial3/0

Out Layers

Layer7
Layer6
Layer5
Layer4
Layer3
Layer2
Layer1

1. Serial3/0 receives the frame.

PDU Information at Device: Switch2

OSI Model Outbound PDU Details

At Device: Switch2
Source: Switch2
Destination: STP Multicast Address

In Layers

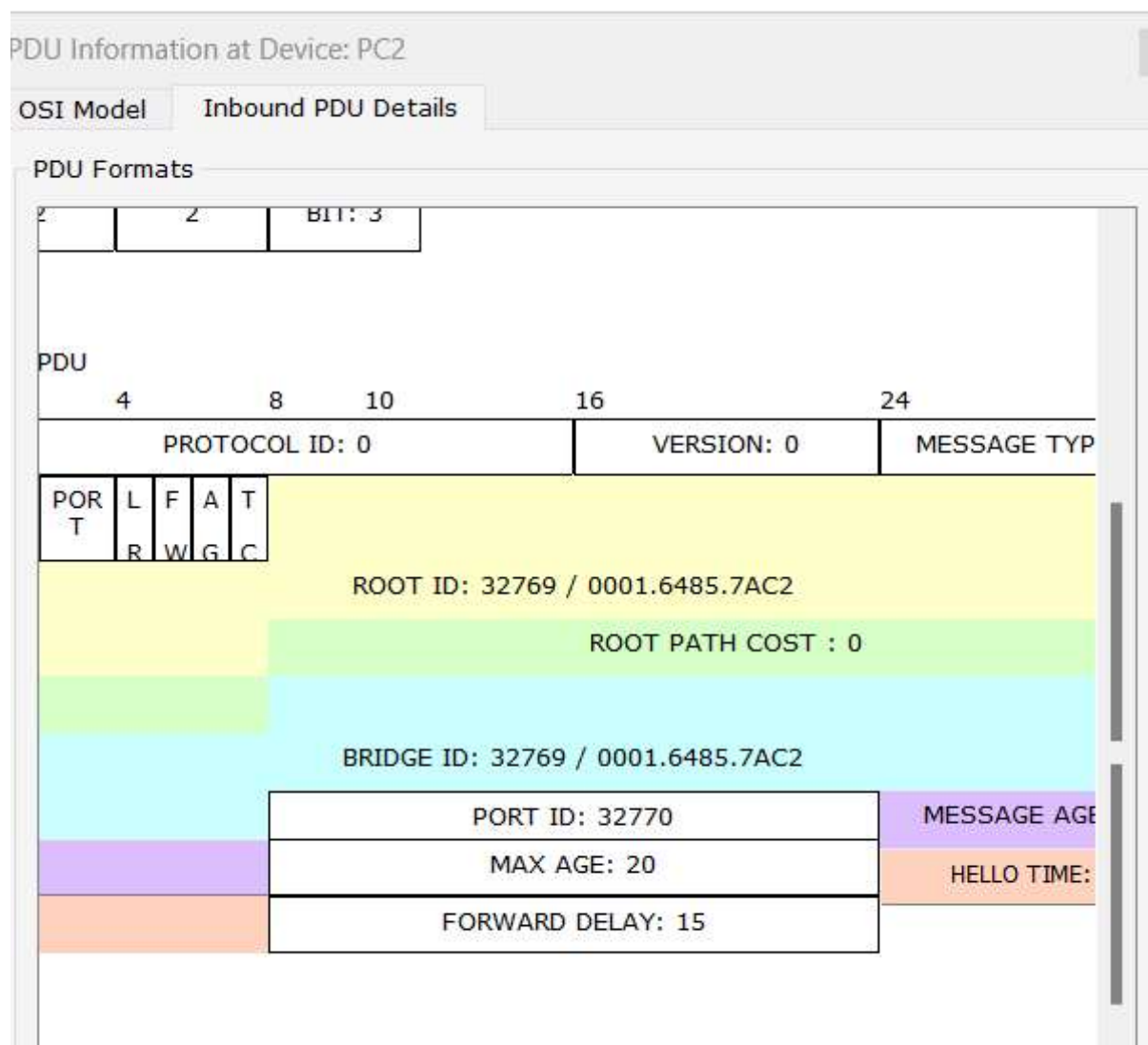
Layer7
Layer6
Layer5
Layer4
Layer3
Layer2
Layer1

Out Layers

Layer7
Layer6
Layer5
Layer4
Layer3
Layer 2: IEEE 802.3 Header 0001.96CC.078A >> 0180.C200.0000 LLC STP BPDU
Layer 1: Port(s): FastEthernet0/1 FastEthernet1/1 FastEthernet2/1

1. The STP process sends out a configuration BPDU.
2. The device encapsulates the PDU into an Ethernet frame.
3. The Switch unicasts the frame out to the access port.
4. The STP process sends out a configuration BPDU.
5. The device encapsulates the PDU into an Ethernet frame.
6. The Switch unicasts the frame out to the access port.
7. The STP process sends out a configuration BPDU.
8. The device encapsulates the PDU into an Ethernet frame.
9. The Switch unicasts the frame out to the access port.

Fire	Last Status	Source	Destination	Type	Color	Time(se	Periodic	Num	Edit	Delete
	Successful	PC0	PC3	ICMP		0.000	N	0	(edit)	(delete)



Observation:

The TTL field is crucial for network stability, ensuring packets do not circulate endlessly.

This experiment highlights the TTL decrement behavior at each hop and demonstrates its importance in maintaining efficient routing