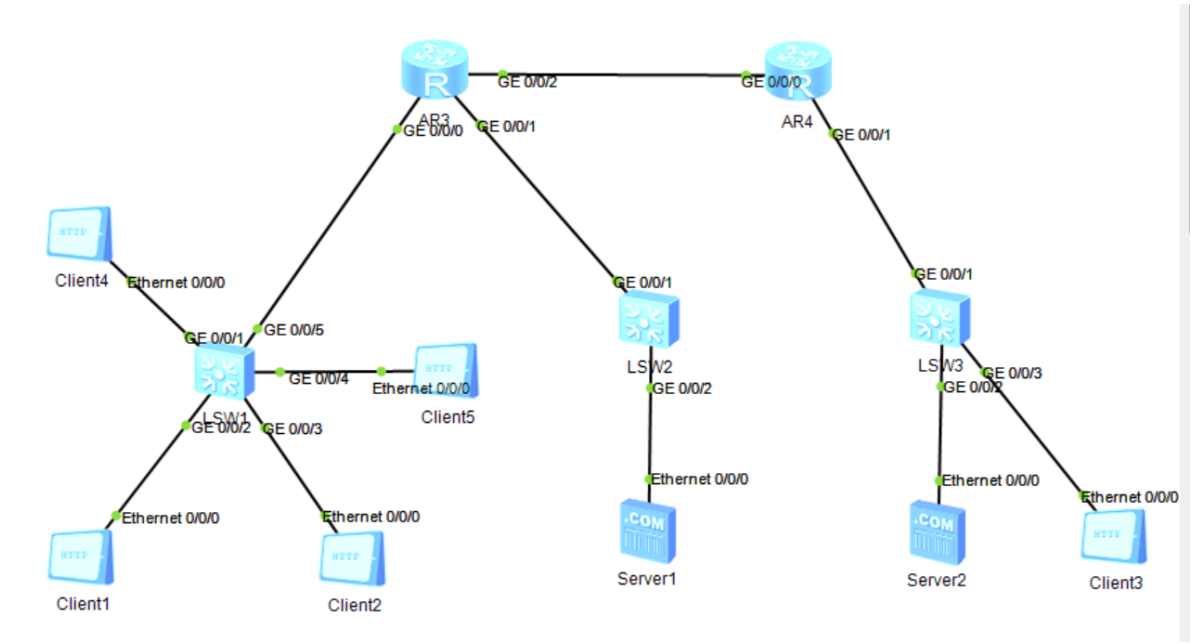
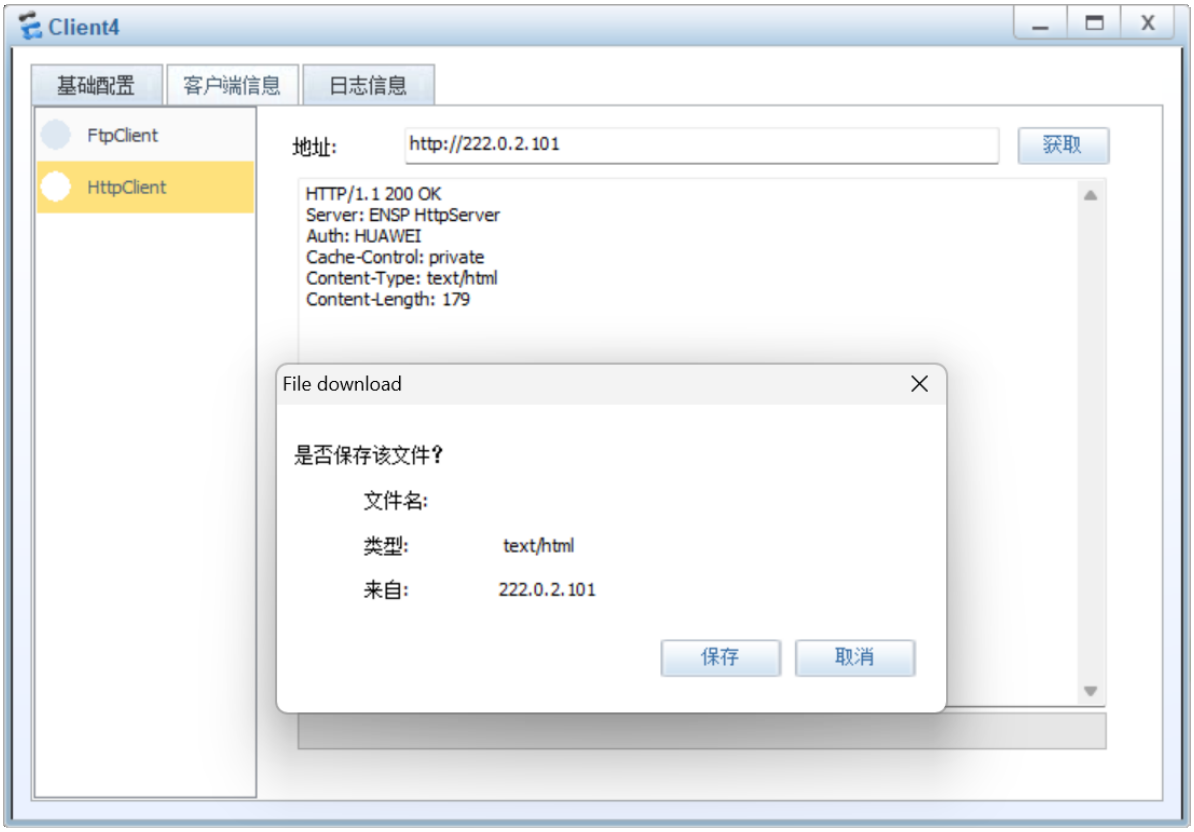
12110817 张展玮

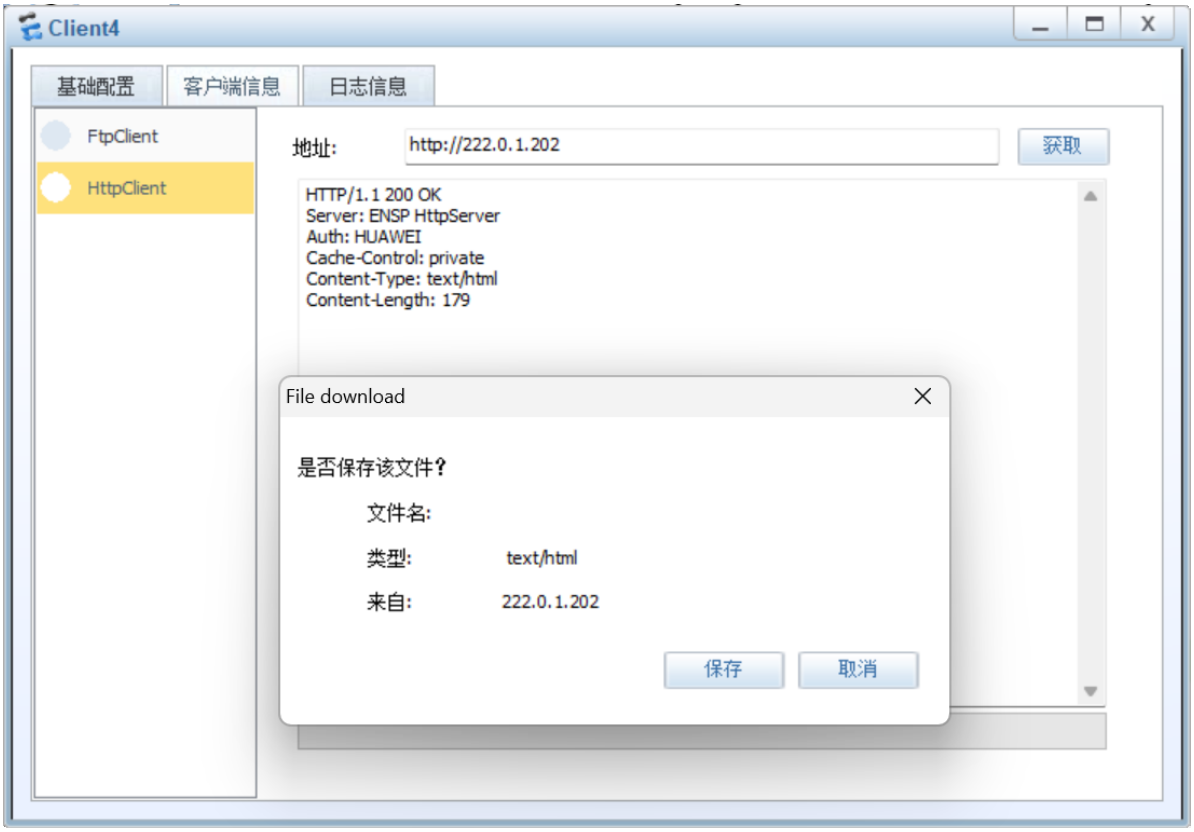
Practice 12.1



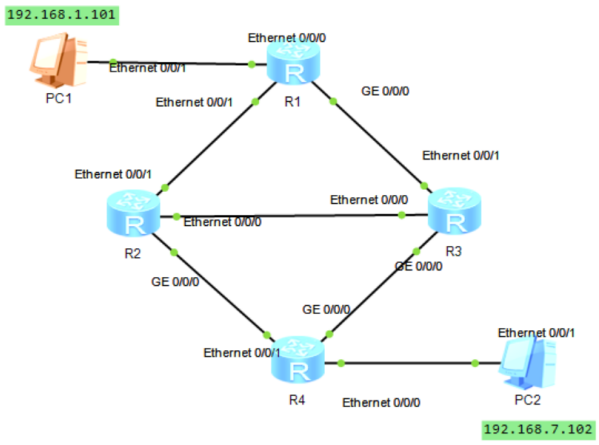
Client 4 accesses the http server Server2

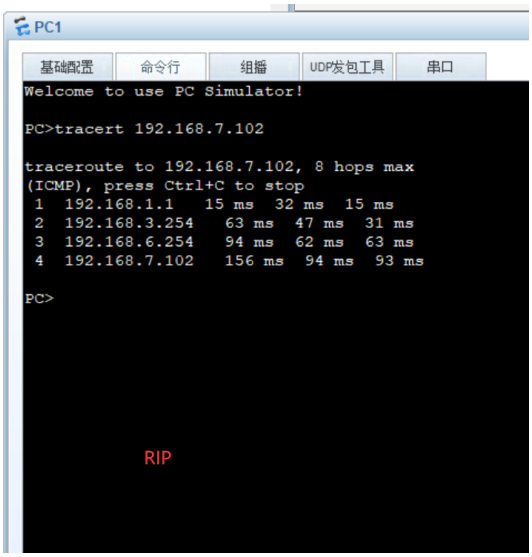


Client 4 accessed the http server Server1

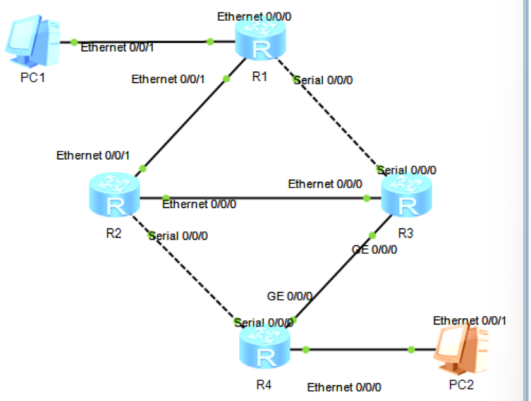


Practice 12.2(1)





Practice 12.2(2)




```
PC>ping 192.168.1.101

Ping 192.168.1.101: 32 data bytes, Press Ctrl_C to break
From 192.168.1.101: bytes=32 seq=1 ttl=124 time=109 ms
From 192.168.1.101: bytes=32 seq=2 ttl=124 time=110 ms
From 192.168.1.101: bytes=32 seq=3 ttl=124 time=93 ms
From 192.168.1.101: bytes=32 seq=4 ttl=124 time=141 ms
From 192.168.1.101: bytes=32 seq=5 ttl=124 time=109 ms

--- 192.168.1.101 ping statistics ---
  5 packet(s) transmitted
  5 packet(s) received
  0.00% packet loss
  round-trip min/avg/max = 93/112/141 ms

PC>tracert 192.168.1.101

traceroute to 192.168.1.101, 8 hops max
(ICMP), press Ctrl+C to stop
 1  192.168.7.1   31 ms  16 ms  31 ms
 2  192.168.6.1   31 ms  47 ms  47 ms
 3  192.168.4.1   63 ms  62 ms  63 ms
 4  192.168.2.1   78 ms  78 ms  94 ms
 5  192.168.1.101   109 ms  94 ms  109 ms

PC>t
```

OSPF

RIP和OSPF的不同：

- RIP使用距离矢量算法，OSPF使用链路状态算法
- RIP使用跳数作为度量值，OSPF使用成本作为度量值
- OSPF比RIP收敛得更快