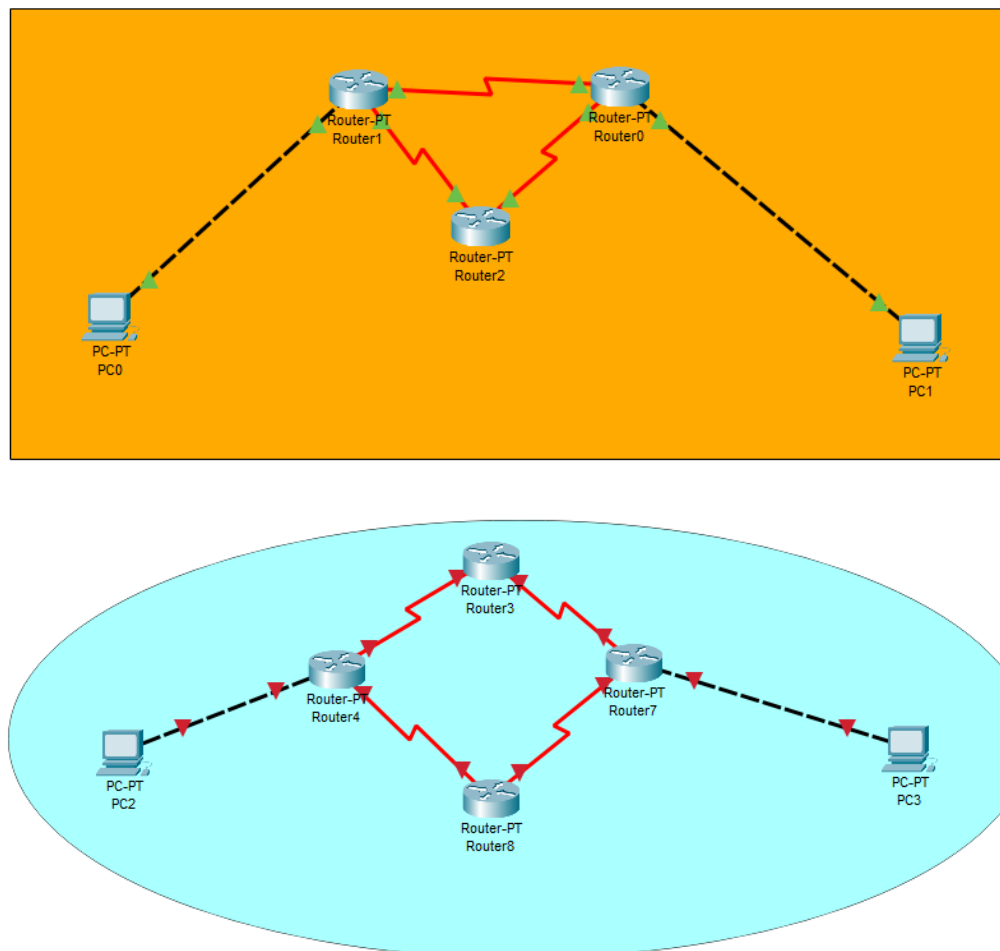


## Experiment 8: Distance Vector Routing (DVR) protocol using Packet Tracker

The Distance Vector Routing (DVR) protocol is a dynamic routing algorithm that determines the best path to a destination based on distance metrics and periodic updates from neighboring routers. It is widely used in small-scale networks and is fundamental in networking concepts like RIP (Routing Information Protocol). In this assignment, we will use a network simulation tool, such as Cisco Packet Tracer, to configure and analyze the working of the DVR protocol.

### 1. Design the Network Topology:

- Create a Following network topologies.
- Assign appropriate IP addresses and subnet masks to the interfaces.



### 2. Configure Distance Vector Routing:

- Enable RIP as the DVR protocol on each router.

- Define network addresses in the RIP configuration mode.
  - Verify that routers exchange updates periodically.
3. Simulate Link Failures:
- Disable a link and observe how the routers update their routing tables.
  - Record the time taken to converge to a new route.
4. Analyze Packet Transmission:
- Send packets between two end devices and observe the path taken.
  - Compare packet forwarding before and after a link failure.

### **Deliverables:**

Students must submit the following as part of their assignment:

1. **Theoretical Questions:**

- Explain the working of the Distance Vector Routing Protocol.
- What is the significance of periodic updates in DVR?
- Discuss the key differences between Distance Vector and Link-State Routing.
- What are the limitations of the DVR protocol, and how can they be mitigated?

2. **Experimental Questions:**

- Provide a **network topology diagram** showing the connections and IP configurations.
- List the **configuration commands** used for enabling RIP on routers.
- Attach **screenshots of routing tables** before and after link failures.
- Write an **analysis report** discussing the DVR protocol's behavior, convergence time, and the impact of link failures.