Nama: Windiapriani Ginayawati

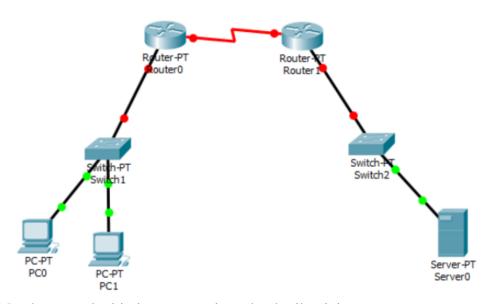
NIM: L200170157

Kelas : D Modul: IX

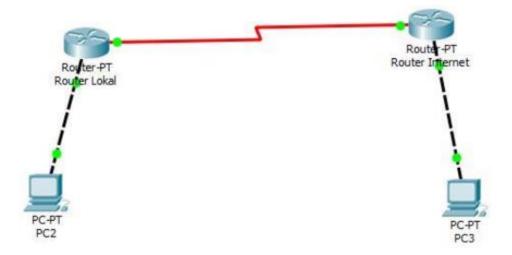
Kegiatan Praktikum Modul IX

Kegiatan Praktikum

1. Topologi praktek



2. Membuat topologi jaringan seperti gambar berikut ini.



3. Memberi alamat IP PC

- PC0

IP Address	30.0.0.2
Subnet Mask	255.0.0.0
Default Gateway	30.0.0.1
DNS Server	0.0.0.0

- PC1

IP Address	30.0.0.7
Subnet Mask	255.0.0.0
Default Gateway	30.0.0.1
DNS Server	0.0.0.0

4. Memberi alamat IP WebServer

O DHCP	Static
IP Address	10.0.0.2
Subnet Mask	255.0.0.0
Default Gateway	10.0.0.1
DNS Server	
TD 6.0 0 11	

5. Konfigurasi Router Internet

```
Router>en
Router#conf term
Enter configuration commands, one per line. End with CNTL/Z.
Router(config) #hostname Internet
Internet(config) #int fa0/0
Internet(config-if) #ip address 10.0.0.1 255.0.0.0
Internet(config-if) #no shutdown
Internet (config-if) #
%LINK-5-CHANGED: Interface FastEthernet0/0, changed state to up
%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/0, changed state to up
Internet (config-if) #exit
Internet(config) #int Se2/0
Internet(config-if) #ip address 20.0.0.2 255.0.0.0
Internet(config-if) #no shutdown
%LINK-5-CHANGED: Interface Serial2/0, changed state to down
Internet (config-if) #exit
Internet (config) #
Internet(config) #ip route 30.0.0.0 255.0.0.0 20.0.0.1
Internet(config) #ip nat inside source static 10.0.0.2 50.0.0.1
Internet(config) #int fa0/0
Internet(config-if) #ip nat inside
Internet (config-if) #exit
Internet(config) #int se2/0
Internet(config-if) #ip nat outside
Internet (config-if) #exit
Internet (config) #
```

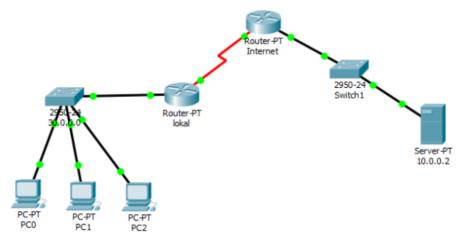
6. Konfigurasi Router Lokal

```
Router (config) #hostname Lokal
Lokal (config) #int fa0/0
Lokal(config-if) #ip address 30.0.0.1 255.0.0.0
Lokal(config-if) #no shutdown
Lokal (config-if) #
%LINK-5-CHANGED: Interface FastEthernet0/0, changed state to up
*LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/0, changed state to up
Lokal (config) #exit
Lokal#
*SYS-5-CONFIG_I: Configured from console by console
Lokal#conf term
Enter configuration commands, one per line. End with CNTL/Z.
Lokal(config) #int se2/0
Lokal(config-if) #ip address 20.0.0.1 255.0.0.0
Lokal(config-if)#clock rate 64000
Lokal(config-if) #bandwidth 64
Lokal(config-if) #no shutdown
Lokal(config-if)#
%LINK-5-CHANGED: Interface Serial2/0, changed state to up
Lokal(config-if) #exit
Lokal(config) #ip route 50.0.0.0 255.0.0.0 20.0.0.2
Lokal(config) #exit
```

7. Uji koneksi PC0 ke Web Server

```
C:\>ping 50.0.0.1
Pinging 50.0.0.1 with 32 bytes of data:
Reply from 50.0.0.1: bytes=32 time=2ms TTL=126
Reply from 50.0.0.1: bytes=32 time=2ms TTL=126
Reply from 50.0.0.1: bytes=32 time=1ms TTL=126
Reply from 50.0.0.1: bytes=32 time=10ms TTL=126
Ping statistics for 50.0.0.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 1ms, Maximum = 10ms, Average = 3ms
C:\>ping 10.0.0.2
Pinging 10.0.0.2 with 32 bytes of data:
Reply from 30.0.0.1: Destination host unreachable.
Ping statistics for 10.0.0.2:
    Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),
C:\>
```

8. Kembangkan topologi sebelumnya menjadi topologi seperti gambar dibawah ini.



- 9. Dengan langkah yang sama, konfigurasikan topologi diatas agar dapat terkoneksi dengan server melalui IP Publik
 - Uji koneksi PC1

```
C:\>ping 50.0.0.1

Pinging 50.0.0.1 with 32 bytes of data:

Reply from 50.0.0.1: bytes=32 time=lms TTL=126

Reply from 50.0.0.1: bytes=32 time=l2ms TTL=126

Reply from 50.0.0.1: bytes=32 time=lms TTL=126

Reply from 50.0.0.1: bytes=32 time=l2ms TTL=126

Ping statistics for 50.0.0.1:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

Approximate round trip times in milli-seconds:

Minimum = lms, Maximum = 12ms, Average = 6ms

C:\>
```

- Uji koneksi PC2

```
C:\>ping 50.0.0.1

Pinging 50.0.0.1 with 32 bytes of data:

Reply from 50.0.0.1: bytes=32 time=2ms TTL=126

Reply from 50.0.0.1: bytes=32 time=11ms TTL=126

Reply from 50.0.0.1: bytes=32 time=13ms TTL=126

Reply from 50.0.0.1: bytes=32 time=12ms TTL=126

Ping statistics for 50.0.0.1:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

Approximate round trip times in milli-seconds:

Minimum = 2ms, Maximum = 13ms, Average = 9ms

C:\>
```