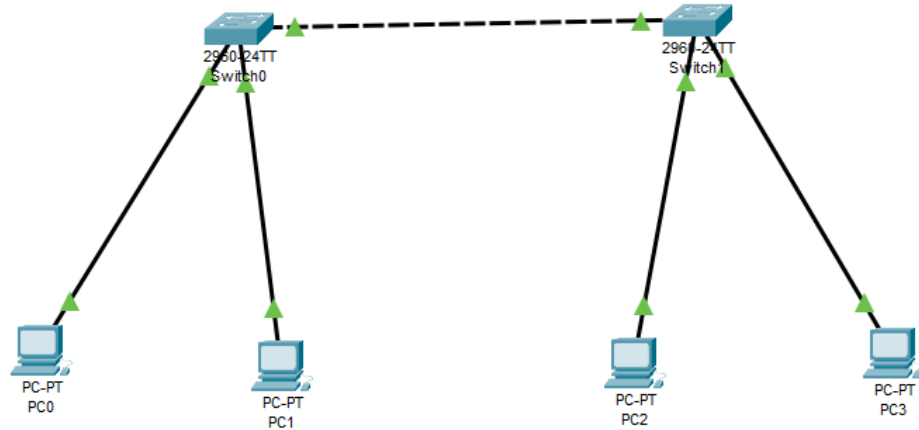Практическая работа номер 26

1. Строим сеть

2. Редактируем свитч0 /1

```
Switch>en
Switch#conf t
Enter configuration commands, one per line.  End with CNTL/Z.
Switch(config)#int fa0/1
Switch(config-if)#sw ac vl 10
                          ^
% Invalid input detected at '^' marker.

Switch(config-if)#sw ac vl 10
                          ^
% Invalid input detected at '^' marker.

Switch(config-if)#sw ac vlan 10
% Access VLAN does not exist. Creating vlan 10
Switch(config-if)#no sh
Switch(config-if)#int fa0/2
Switch(config-if)#sw ac vl 20
% Access VLAN does not exist. Creating vlan 20
Switch(config-if)#no sh
Switch(config-if)#exit
Switch(config)#
```

```
Switch#conf t
Enter configuration commands, one per line.  End with CNTL/Z.
Switch(config)#int fa0/2
Switch(config-if)#sw ac vl 10
% Access VLAN does not exist. Creating vlan 10
Switch(config-if)#no sh
Switch(config-if)#int fa0/3
Switch(config-if)#sw ac vl 20
% Access VLAN does not exist. Creating vlan 20
Switch(config-if)#no sh
Switch(config-if)#exit
Switch(config)#int gi0'
```

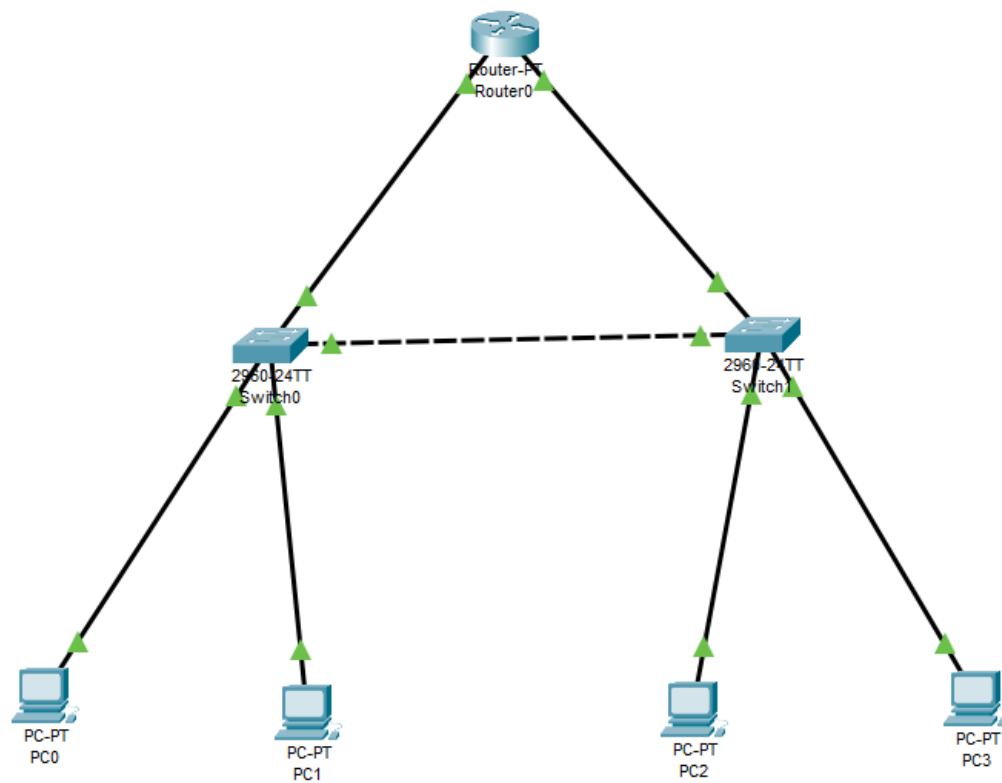3. Тестируем соединение ping pc1 от pc0

```
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=128
Reply from 192.168.1.2: bytes=32 time<1ms TTL=128
Reply from 192.168.1.2: bytes=32 time<1ms TTL=128
Reply from 192.168.1.2: bytes=32 time=6ms TTL=128
```

4. Достраиваем сеть

5. Пингуем pc3

```
Pinging 192.168.2.2 with 32 bytes of data:

Reply from 192.168.2.2: bytes=32 time<1ms TTL=128
Reply from 192.168.2.2: bytes=32 time<1ms TTL=128
Reply from 192.168.2.2: bytes=32 time<1ms TTL=128
Reply from 192.168.2.2: bytes=32 time<1ms TTL=128
```

6. Создаем новую сеть с двумя новыми машинами и пингуем

```
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=127
Reply from 192.168.2.2: bytes=32 time=3ms TTL=127
Reply from 192.168.2.2: bytes=32 time<1ms TTL=127
Reply from 192.168.2.2: bytes=32 time<1ms TTL=127

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 = 3ms, Average = 0ms
```