

CS 305 Lab Tutorial

Lab9 DHCP & Packet-Tracer

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Part A. DHCP

- DHCP is built on a Client-Server model
 - server: a host providing initialization parameters through DHCP
 - client: a host requesting initialization parameters from a DHCP server
 - designated DHCP server hosts allocate network addresses and deliver configuration parameters to dynamically configured hosts
- BOOTP is a transport mechanism for a collection of configuration information. BOOTP using port 67 AND 68 of UDP.

```
C:\Windows\system32\cmd.exe
无线局域网适配器 WLAN:

连接特定的 DNS 后缀 . . . . . :
描述. . . . . : Intel(R) Dual Band Wireless-AC 8265
物理地址. . . . . : 88-E1-84-53-00-59
DHCP 已启用 . . . . . : 是
自动配置已启用. . . . . : 是
本地链接 IPv6 地址. . . . . : fe80::84bf:7fbc:b61f:c23b%19(首选)
IPv4 地址. . . . . : 192.168.2.104(首选)
子网掩码. . . . . : 255.255.255.0
获得租约的时间. . . . . : 2020年11月6日 18:44:01
租约过期的时间. . . . . : 2020年11月7日 18:44:01
默认网关. . . . . : 192.168.2.1
DHCP 服务器. . . . . : 192.168.2.1
DHCPv6 IAID. . . . . : 277897646
DHCPv6 客户端 DUID. . . . . : 00-01-00-01-05-07-00-00-00-00-00-00-00-00-00-00
DNS 服务器. . . . . : 116.77.76.254
                        116.77.76.253
```

default gateway, DHCP Server

DHCP

RFC 2131

Dynamic Host Configuration Protocol

March 1997

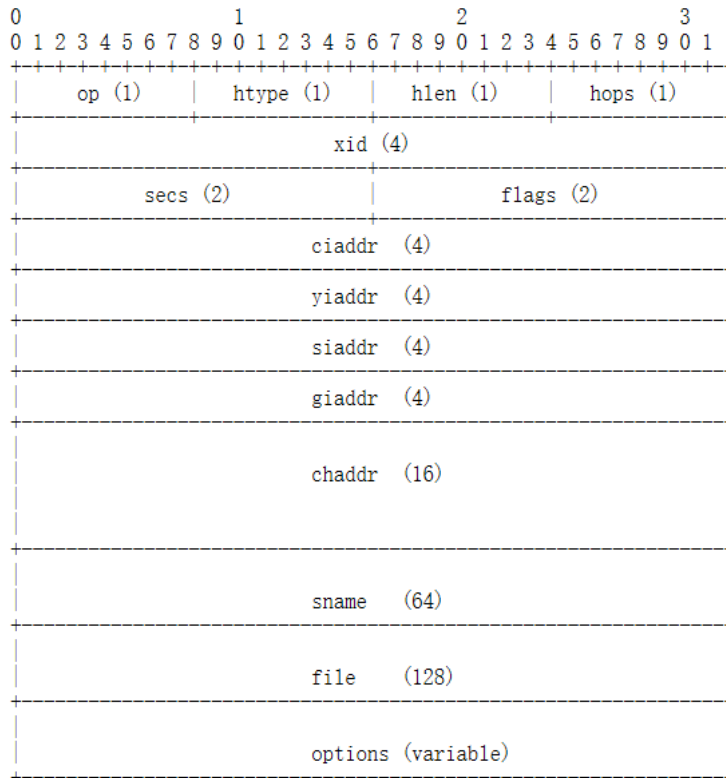


Figure 1: Format of a DHCP message

FIELD	OCTETS	DESCRIPTION
op	1	Message op code / message type. 1 = BOOTREQUEST, 2 = BOOTREPLY
htype	1	Hardware address type, see ARP section in "Assigned Numbers" RFC; e.g., '1' = 10mb ethernet.
hlen	1	Hardware address length (e.g. '6' for 10mb ethernet).
hops	1	Client sets to zero, optionally used by relay agents when booting via a relay agent.
xid	4	Transaction ID, a random number chosen by the client, used by the client and server to associate messages and responses between a client and a server.
secs	2	Filled in by client, seconds elapsed since client began address acquisition or renewal process.
flags	2	Flags (see figure 2).
ciaddr	4	Client IP address; only filled in if client is in BOUND, RENEW or REBINDING state and can respond to ARP requests.
yiaddr	4	'your' (client) IP address.
siaddr	4	IP address of next server to use in bootstrap; returned in DHCPPOFFER, DHCPACK by server.
giaddr	4	Relay agent IP address, used in booting via a relay agent.
chaddr	16	Client hardware address.
sname	64	Optional server host name, null terminated string.
file	128	Boot file name, null terminated string; "generic" name or null in DHCPDISCOVER, fully qualified directory-path name in DHCPPOFFER.
options	var	Optional parameters field. See the options documents for a list of defined options.

Table 1: Description of fields in a DHCP message

DHCP Session(1)

- Client-Server interaction when allocating a new network address

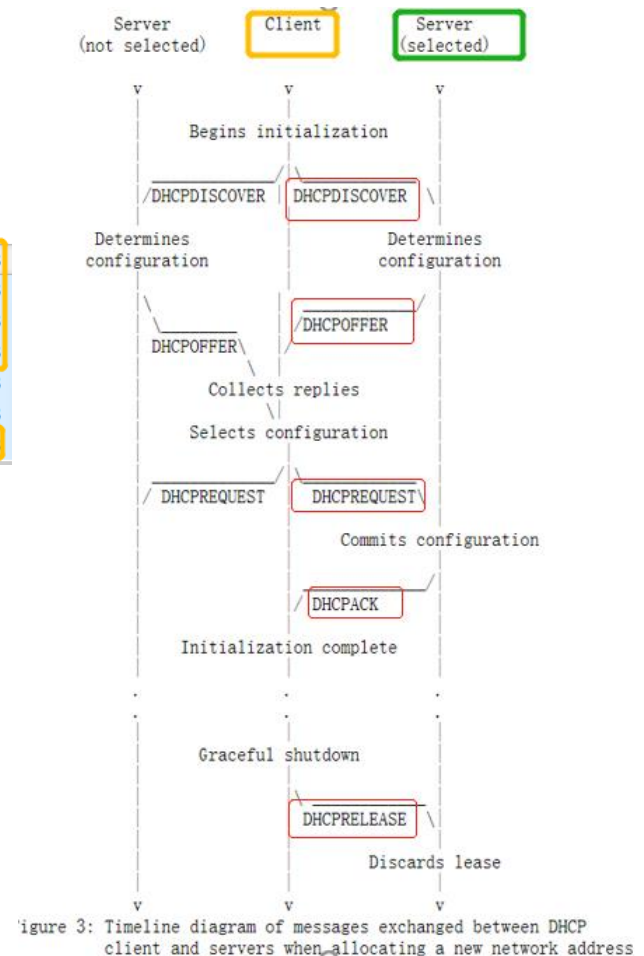
Source	Destination	Protocol	Info
0.0.0.0	255.255.255.255	DHCP	DHCP Discover - Transaction ID 0x3e5e0ce3
192.168.1.1	255.255.255.255	DHCP	DHCP Offer - Transaction ID 0x3e5e0ce3
0.0.0.0	255.255.255.255	DHCP	DHCP Request - Transaction ID 0x3e5e0ce3
192.168.1.1	255.255.255.255	DHCP	DHCP ACK - Transaction ID 0x3e5e0ce3
192.168.1.101	192.168.1.1	DHCP	DHCP Request - Transaction ID 0x257e55a3
192.168.1.1	255.255.255.255	DHCP	DHCP ACK - Transaction ID 0x257e55a3
192.168.1.101	192.168.1.1	DHCP	DHCP Release - Transaction ID 0xb7a32733

Tips in command line:

*While network interface card is set as DHCP client,
using 'ipconfig /renew' to request a dynamically assigned IP addresses.
using 'ipconfig /release' to release the dynamically assigned IP addresses.*

Tips in Wireshark display filter : DHCP or

udp.port == 67 || udp.port == 68



DHCP Discover

```
> Frame 2: 342 bytes on wire (2736 bits), 342 bytes captured (2736 bits)
> Ethernet II, Src: Dell_4f:36:23 (00:08:74:4f:36:23), Dst: Broadcast (ff:ff:ff:ff:ff:ff)
> Internet Protocol Version 4, Src: 0.0.0.0 (0.0.0.0), Dst: 255.255.255.255 (255.255.255.255)
> User Datagram Protocol, Src Port: bootpc (68), Dst Port: bootps (67)
```

✓ Bootstrap Protocol (Discover)

Message type: Boot Request (1)

Hardware type: Ethernet (0x01)

Hardware address length: 6

Hops: 0

Transaction ID: 0x3e5e0ce3

Seconds elapsed: 0

> Bootp flags: 0x0000 (Unicast)

Client IP address: 0.0.0.0 (0.0.0.0)

Your (client) IP address: 0.0.0.0 (0.0.0.0)

Next server IP address: 0.0.0.0 (0.0.0.0)

Relay agent IP address: 0.0.0.0 (0.0.0.0)

Client MAC address: Dell_4f:36:23 (00:08:74:4f:36:23)

Client hardware address padding: 00000000000000000000

Server host name not given

Boot file name not given

Magic cookie: DHCP

> Option: (53) DHCP Message Type (Discover)

> Option: (116) DHCP Auto-Configuration

> Option: (61) Client identifier

> Option: (50) Requested IP Address

> Option: (12) Host Name

> Option: (60) Vendor class identifier

> Option: (55) Parameter Request List

> Option: (255) End

Padding: 00000000000000000000

✓ Option: (53) DHCP Message Type (Discover)

Length: 1

DHCP: Discover (1)

✓ Option: (116) DHCP Auto-Configuration

Length: 1

DHCP Auto-Configuration: AutoConfigure (1)

✓ Option: (61) Client identifier

Length: 7

Hardware type: Ethernet (0x01)

Client MAC address: Dell_4f:36:23 (00:08:74:4f:36:23)

✓ Option: (50) Requested IP Address

Length: 4

Requested IP Address: 192.168.1.101 (192.168.1.101)

✓ Option: (12) Host Name

Length: 4

Host Name: Noho

✓ Option: (60) Vendor class identifier

Length: 8

Vendor class identifier: MSFT 5.0

✓ Option: (55) Parameter Request List

Length: 11

Parameter Request List Item: (1) Subnet Mask

Parameter Request List Item: (15) Domain Name

Parameter Request List Item: (3) Router

Parameter Request List Item: (6) Domain Name Server

Parameter Request List Item: (44) NetBIOS over TCP/IP Name Server

Parameter Request List Item: (46) NetBIOS over TCP/IP Node Type

Parameter Request List Item: (47) NetBIOS over TCP/IP Scope

Parameter Request List Item: (31) Perform Router Discover

Parameter Request List Item: (33) Static Route

Parameter Request List Item: (249) Private/Classless Static Route (Microsoft)

DHCP Offer

```
> User Datagram Protocol, Src Port: bootps (67), Dst Port: bootpc (68)
```


- ▼ Bootstrap Protocol (Offer)

Message type: Boot Reply (2)

Hardware type: Ethernet (0x01)

Hardware address length: 6

Hops: 0

Transaction ID: 0x3e5e0ce3 

Seconds elapsed: 0

```
> Bootp flags: 0x0000 (Unicast)
```

Client IP address: 0.0.0.0 (0.0.0.0)

```
Your (client) IP address: 192.168.1.101 (192.168.1.101)
```

```
Next server IP address: 0.0.0.0 (0.0.0.0)
```

Relay agent IP address: 0.0.0.0 (0.0.0.0)

Client MAC address: Dell 4f:36:23 (00:08:74:4f:36:23)

```
Client hardware address padding: 00000000000000000000
```

Server host name not given

Boot file name not given

Magic cookie: DHCP

- Option: (53) DHCP Message Type (Offer)

Length: 1

DHCP: Offer (2)

- Option: (1) Subnet Mask

Length: 4

Subnet Mask: 255.255.255.0

- Option: (3) Router

Length: 4

Router: 192.168.1.1 (192.168.1.1)

- Option: (6) Domain Name Server

Length: 8

Domain Name Server: ns10.attbi.com (63.240.76.19)

Domain Name Server: 204.127.198.19 (204.127.198.19)

✓ Option: (15) Domain Name

Length: 22

Domain Name: ne2.client2.attbi.com

- Option: (51) IP Address Lease Time

Length: 4

IP Address Lease Time: (86400s) 1 day

- Option: (54) DHCP Server Identifier

Length: 4

DHCP Server Identifier: 192.168.1.1 (192.168.1.1)

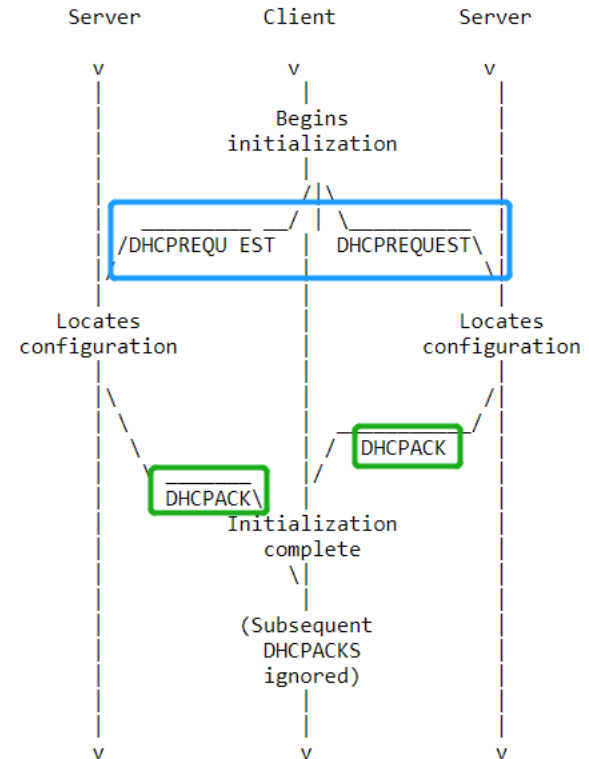
Option: (255) End

Option End: 255

[illegible]

DHCP Session(2)

- Client-Server interaction when reusing a previously allocated network address



dhcp			
Source	Destination	Protocol	Info
activate.adobe.com	255.255.255.255	DHCP	DHCP Request - Transaction ID 0x98bd1be8
192.168.2.1	LAPTOP-RITC8FUU.local	DHCP	DHCP ACK - Transaction ID 0x98bd1be8

DHCP Request & Ack

```
> User Datagram Protocol, Src Port: bootpc (68), Dst Port: bootps (67)
< Dynamic Host Configuration Protocol (Request)
  Message type: Boot Request (1)
  Hardware type: Ethernet (0x01)
  Hardware address length: 6
  Hops: 0
  Transaction ID: 0x98bd1be8
  Seconds elapsed: 0
  > Bootp flags: 0x0000 (Unicast)
  Client IP address: activate.adobe.com (0.0.0.0)
  Your (client) IP address: activate.adobe.com (0.0.0.0)
  Next server IP address: activate.adobe.com (0.0.0.0)
  Relay agent IP address: activate.adobe.com (0.0.0.0)
  Client MAC address: LAPTOP-RITC8FUU.local (90:61:ae:5c:69:58)
  Client hardware address padding: 00000000000000000000
  Server host name not given
  Boot file name not given
  Magic cookie: DHCP
  > Option: (53) DHCP Message Type (Request)
  > Option: (61) Client identifier
  > Option: (50) Requested IP Address (192.168.2.104)
  > Option: (12) Host Name
  > Option: (81) Client Fully Qualified Domain Name
  > Option: (60) Vendor class identifier
  > Option: (55) Parameter Request List
  > Option: (255) End
```

```
User Datagram Protocol, Src Port: bootps (67), Dst Port: bootpc (68)
Dynamic Host Configuration Protocol (ACK)
  Message type: Boot Reply (2)
  Hardware type: Ethernet (0x01)
  Hardware address length: 6
  Hops: 0
  Transaction ID: 0x98bd1be8
  Seconds elapsed: 0
  > Bootp flags: 0x0000 (Unicast)
  Client IP address: activate.adobe.com (0.0.0.0)
  Your (client) IP address: LAPTOP-RITC8FUU.local (192.168.2.104)
  Next server IP address: 192.168.2.1 (192.168.2.1)
  Relay agent IP address: activate.adobe.com (0.0.0.0)
  Client MAC address: LAPTOP-RITC8FUU.local (90:61:ae:5c:69:58)
  Client hardware address padding: 00000000000000000000
  Server host name not given
  Boot file name not given
  Magic cookie: DHCP
  > Option: (53) DHCP Message Type (ACK)
  > Option: (1) Subnet Mask (255.255.255.0)
  > Option: (2) Time Offset
  > Option: (3) Router
  > Option: (23) Default IP Time-to-Live
  > Option: (51) IP Address Lease Time
  > Option: (54) DHCP Server Identifier (192.168.2.1)
  > Option: (6) Domain Name Server
  > Option: (58) Renewal Time Value
  > Option: (59) Rebinding Time Value
  > Option: (255) End
  Padding: 00
```


Part B. Simulator: Packet Tracer

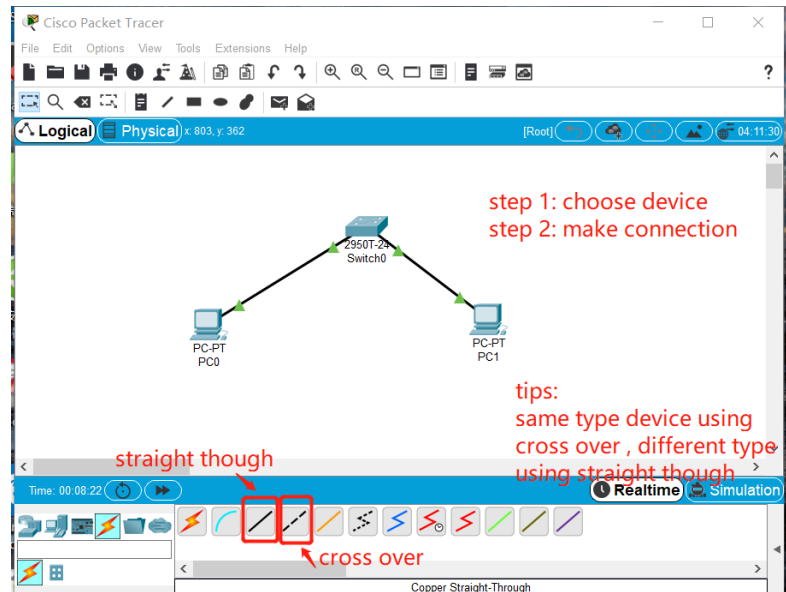
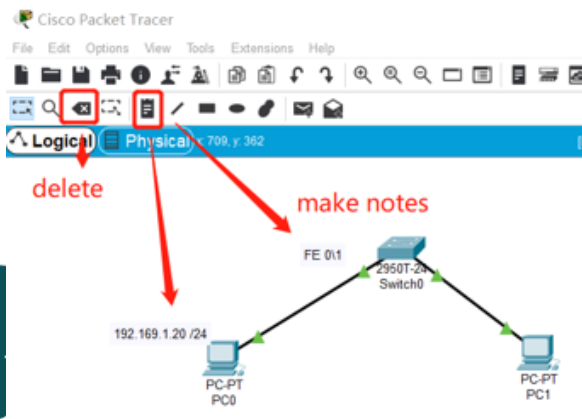
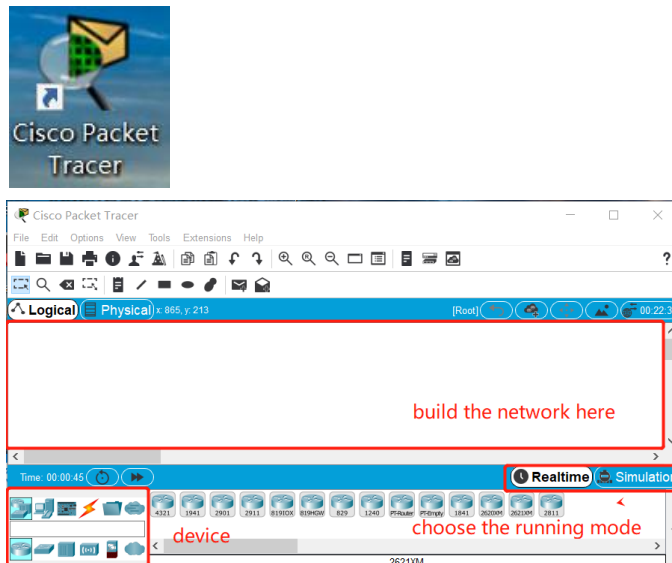
- **Packet Tracer** allows users to create simulated network topologies by dragging and dropping routers, switches and various other types of network devices.
- Packet Tracer supports an array of simulated Application Layer protocols, as well as basic routing with RIP, OSPF, EIGRP, BGP to the extents required by the current CCNA curriculum.
- Packet Tracer can be run on Linux and Microsoft Windows. Similar Android and iOS apps are also available.

Cisco CLI

- Different views
 - Three kinds of view, each supports different operations, and each view has different command prompt.

Router> Router# Router(config)#: Router(config-if)#:
 - From **user view** to **system view**, using command “enable” ,
 - From **system view** to **function view**, using **function name** or object name as command, such as “interface giga 0/0”
- Frequently used commands
 - **show** //display the info (ip routing table, interface, mac-address table)
 - **exit, end** //back to upper layer, back to root layer
 - **?, Tab** // help to find the rest part of command
 - **no ***** //to cancel the following command ***, such as: using “route rip” to config rip while using “no route rip” to cancel the setting

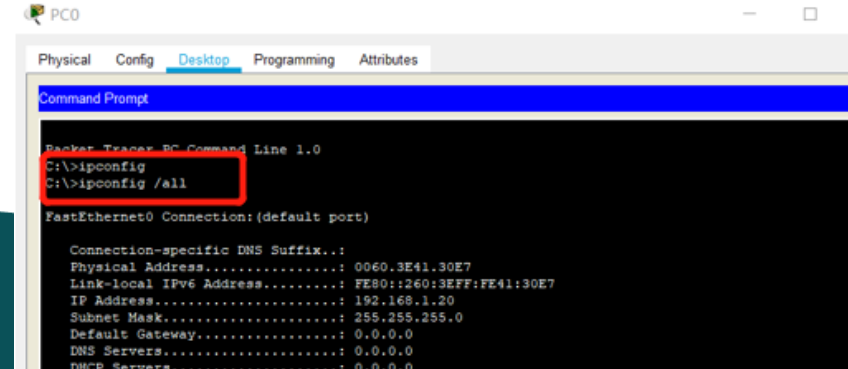
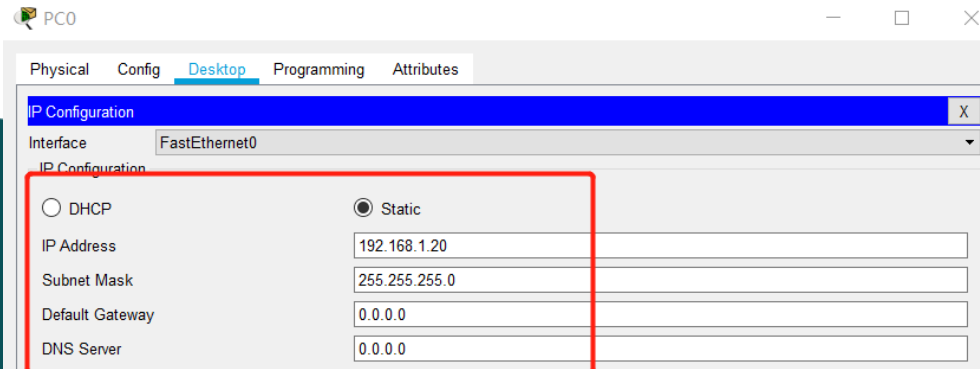
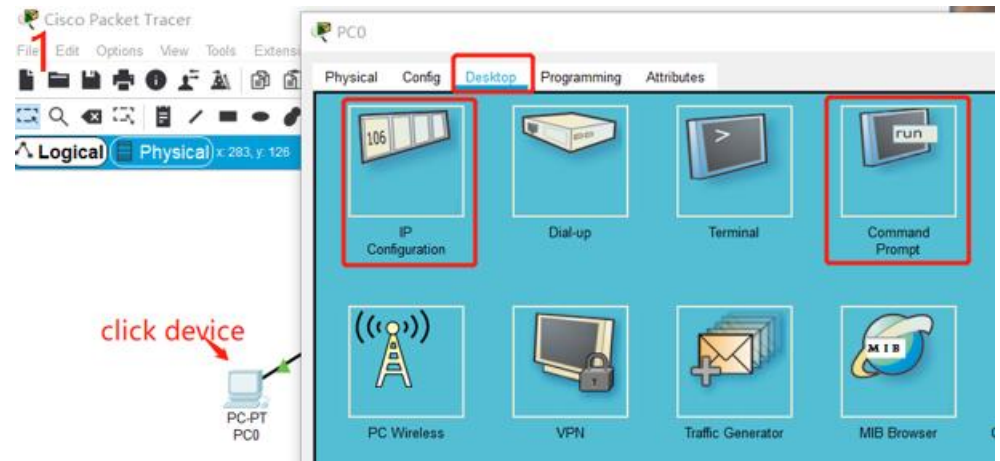
Packet Tracer(1) Create Network



Download from
<https://www.packettracernetwork.com/download/download-packet-tracer.html>

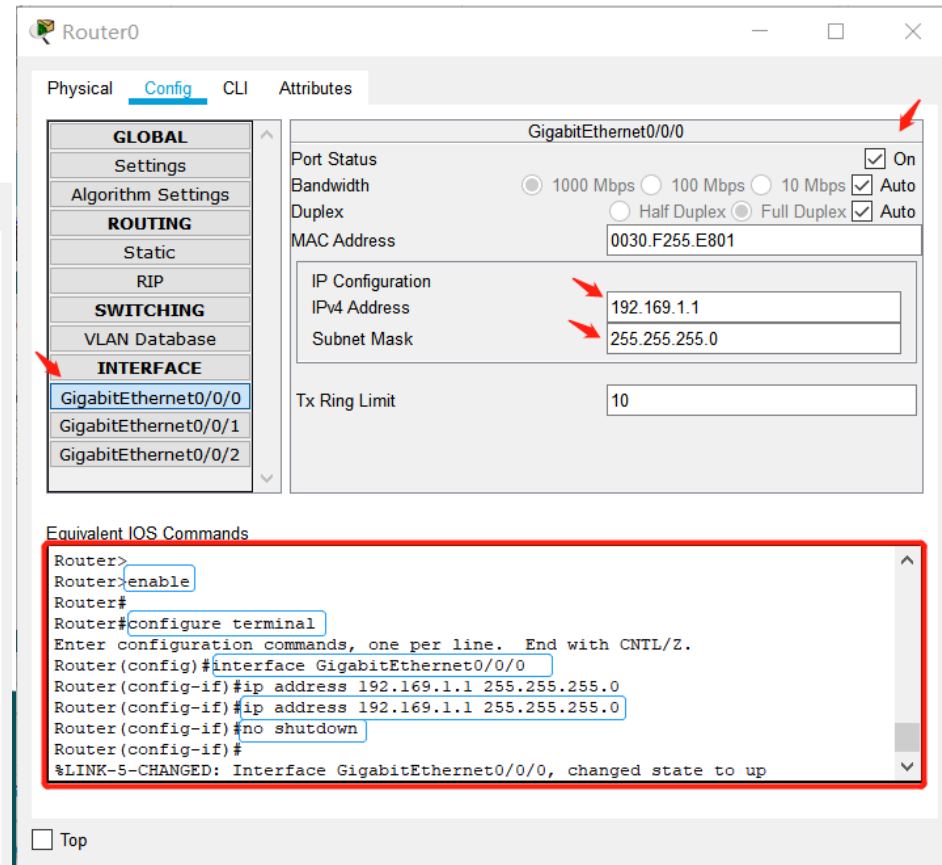
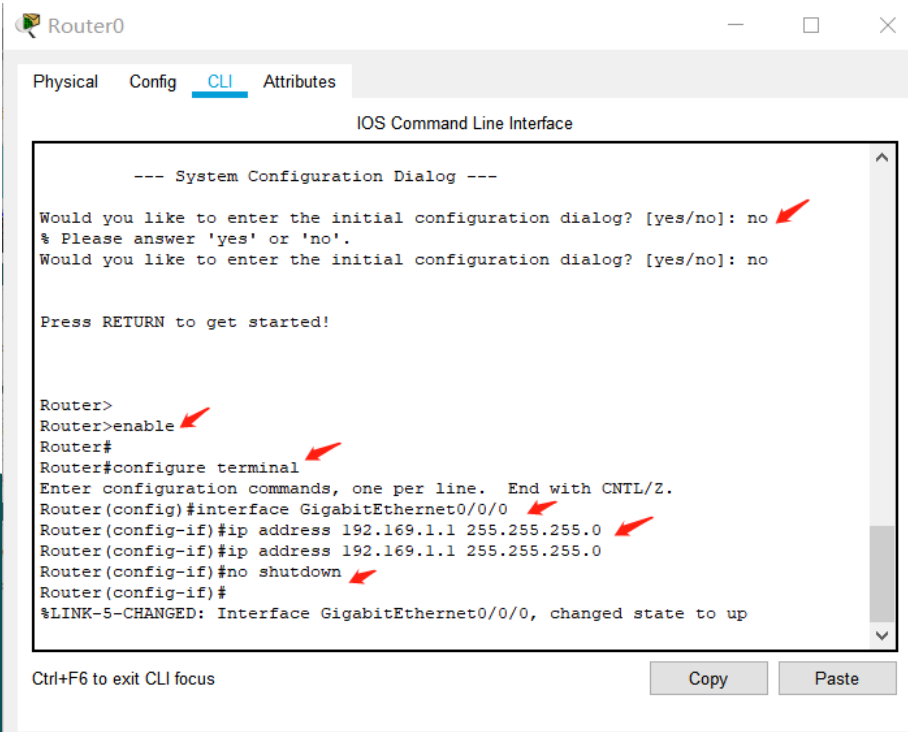
Packet Tracer(2) PC Configuration

- Open configure window by clicking the PC icon.
- We can make all the configurations of PC in different interfaces.
- In IP Configuration interface, we can make IP configurations.
- In Command Prompt interface, we can use cmd commands just as what we can do on our own PC.
- Commands such as ping, ipconfig, etc. are available.



Packet Tracer(3) Router Configuration

- Open configure window by clicking the Router icon.
- We can make all the configurations of Router by using CLI commands.
- We can also make some simple configurations by using graphic interface, and the corresponding CLI commands will be generated on belowing.



Packet Tracer(4) Realtime Mode

- Complete all the operations once start in realtime mode.
- You can get the result “Fail” or “Successful”.



```
PC0
Physical Config Desktop Programming Attributes
Command Prompt
C:\>ipconfig

FastEthernet0 Connection: (default port)

Link-local IPv6 Address . . . . . : FE80::201:97FF:FE66:591E
IP Address. . . . . : 192.168.1.21
Subnet Mask . . . . . : 255.255.255.0
Default Gateway . . . . . : 192.168.1.1

Bluetooth Connection:

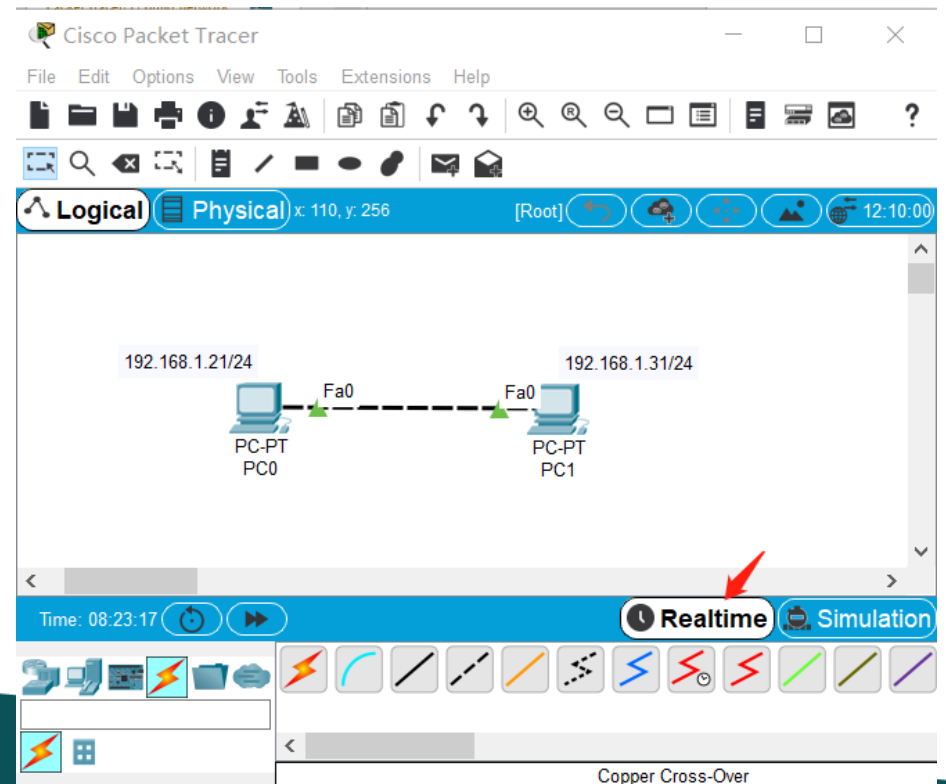
Link-local IPv6 Address . . . . . : FE80::200:CFF:FE9E:41A9
IP Address. . . . . : 0.0.0.0
Subnet Mask . . . . . : 0.0.0.0
Default Gateway . . . . . : 0.0.0.0

C:\>ping 192.168.1.31

Pinging 192.168.1.31 with 32 bytes of data:

Reply from 192.168.1.31: bytes=32 time<1ms TTL=128
Reply from 192.168.1.31: bytes=32 time<1ms TTL=128
Reply from 192.168.1.31: bytes=32 time<1ms TTL=128
Reply from 192.168.1.31: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.1.31:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 1ms, Average = 0ms
```



Packet Tracer(5) Simulation Mode

- All specified packets can be observed and analysed in simulation mode.

The screenshot shows the Cisco Packet Tracer interface. At the top, a Command Prompt window displays the results of a ping command: `C:\>ping 192.168.1.202`. The output shows four successful replies from 192.168.1.202 with 32 bytes of data, response times of 4ms and 2ms, and a TTL of 128. Below the Command Prompt, the main Packet Tracer window is visible, showing a network diagram with two PCs connected via Fa0/0 interfaces. The Simulation Panel is open on the right, displaying an Event List table with columns for Vis., Time(sec), Last Device, At Device, and Type. The table shows five events, all of type ICMP, occurring between PC0 and PC1. The Simulation Panel also includes Play Controls (Reset, Play, Pause, Stop) and Event List Filters.

Vis.	Time(sec)	Last Device	At Device	Type
	0.003	PC0	PC1	ICMP
	0.004	PC1	PC0	ICMP
	1.006	--	PC0	ICMP
	1.007	PC0	PC1	ICMP
	1.008	PC1	PC0	ICMP

PDU Information at Device: PC1

OSI Model

Inbound PDU Details

Outbound PDU Details

At Device: PC1
Source: PC0
Destination: 192.168.1.202

In Layers

Layer7
Layer6
Layer5
Layer4
Layer 3: IP Header Src. IP: 192.168.1.101, Dest. IP: 192.168.1.202
ICMP Message Type: 8
Layer 2: Ethernet II Header 0001.C7AE.7969 >> 0030.A310.D9DE
Layer 1: Port FastEthernet0

Out Layers

Layer7
Layer6
Layer5
Layer4
Layer 3: IP Header Src. IP: 192.168.1.202, Dest. IP: 192.168.1.101
ICMP Message Type: 0
Layer 2: Ethernet II Header 0030.A310.D9DE >> 0001.C7AE.7969
Layer 1: Port(s): FastEthernet0

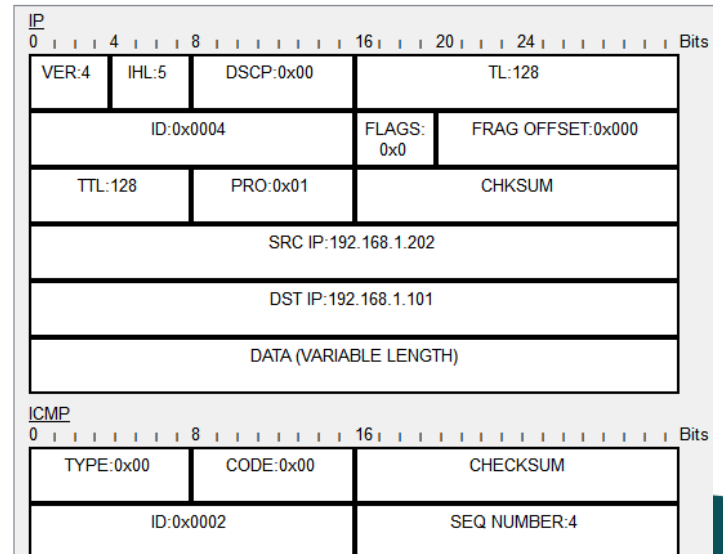
PDU Information at Device: PC1

OSI Model

Inbound PDU Details

Outbound PDU Details

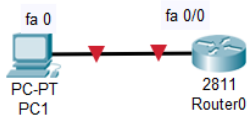
PDU Formats



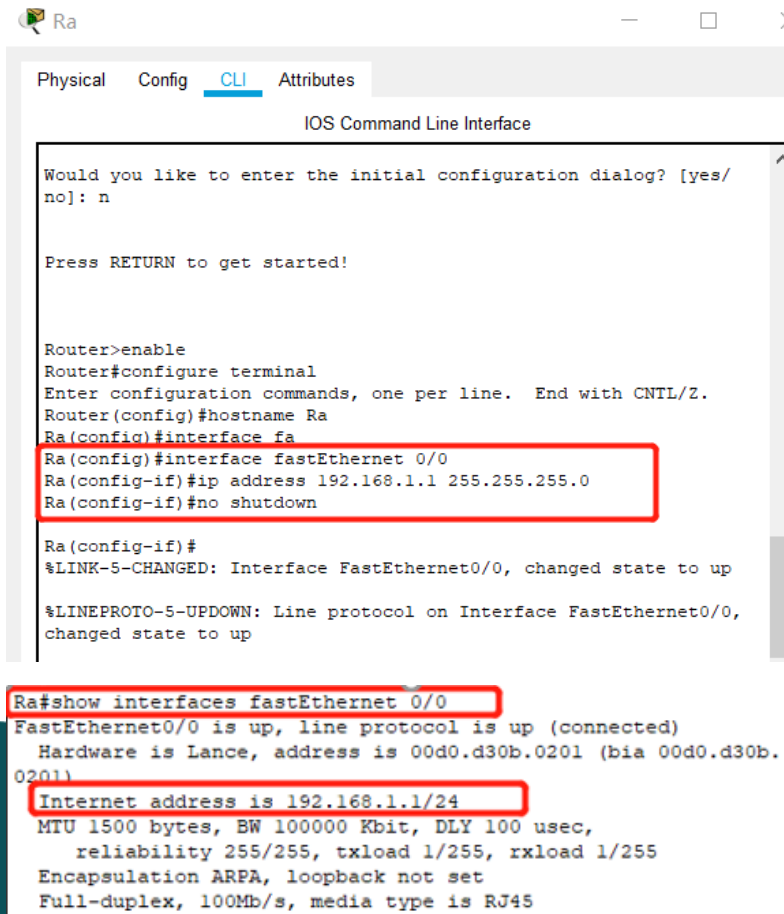
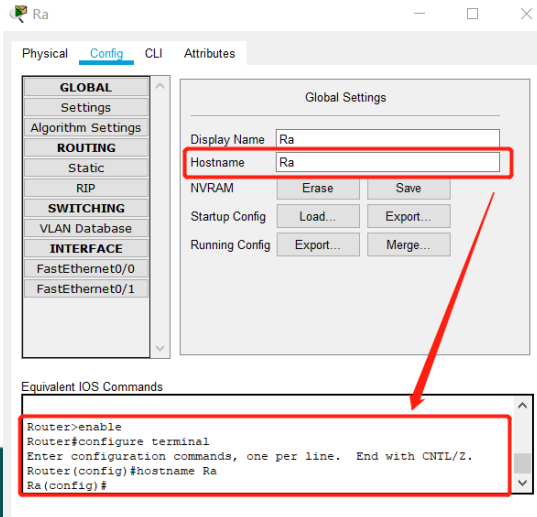
Packet Tracer DHCP(1)

Tips: (1) The state of interface of router is down by default, we can use “no shutdown” command to enable the interface.

(2) As soon as the interface is enabled, DHCP server is enabled by default.



Red icons indicate unreachable



Green icons indicate reachable

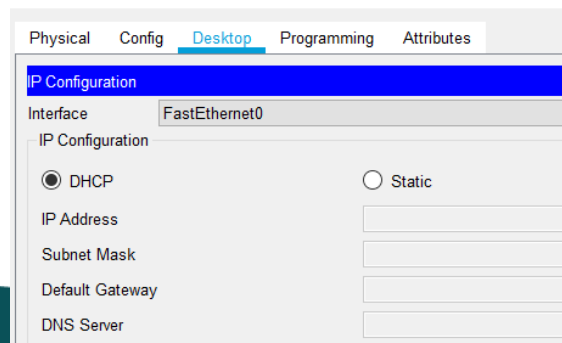
Packet Tracer DHCP(2)



1. Up the interface connect with PC, configure its IP address
2. Make a DHCP pool
 - 1) Configure the default-router with the IP address of the interface
 - 2) Configure the network with the same sub-net ID as default-router

```
Ra#configure
Configuring from terminal, memory, or network [terminal]? t
Enter configuration commands, one per line. End with CNTL/Z.
Ra(config)#ip dhcp pool pa0
Ra(dhcp-config)#?
  default-router  Default routers
  dns-server      Set name server
  domain-name     Domain name
  exit            Exit from DHCP pool configuration mode
  network         Network number and mask
  no              Negate a command or set its defaults
  option          Raw DHCP options
Ra(dhcp-config)#default-router 192.168.1.1
Ra(dhcp-config)#network 192.168.1.0 255.255.255.0
Ra(dhcp-config)#exit
Ra(config)#
```

Annotations: "make a dhcp pool" points to `ip dhcp pool pa0`; "gateway" points to `default-router 192.168.1.1`.



```
C:\>
C:\>ipconfig

FastEthernet0 Connection:(default port)

   Link-local IPv6 Address . . . . . : FE80::260:47FF:FE99:ED31
   IP Address. . . . . : 192.168.1.2
   Subnet Mask . . . . . : 255.255.255.0
   Default Gateway . . . . . : 192.168.1.1

Bluetooth Connection:

   Link-local IPv6 Address . . . . . : ::
   IP Address. . . . . : 0.0.0.0
   Subnet Mask . . . . . : 0.0.0.0
   Default Gateway . . . . . : 0.0.0.0
```

Annotation: "get ipv4 address by DHCP" points to the IP Address line in the FastEthernet0 section.

Packet Tracer DHCP(3)

- Some CLI commands about DHCP configuration.
- The DHCP commands should be used in DHCP conf view.

```
Router(config)#ip dhcp pool dhcpgpp12  
Router(dhcp-config)#network 192.168.2.0 255.255.255.0
```

Command	Function
show ip dhcp pool	Display information about DHCP address pool
show ip interface	Display information about interface
service dhcp	Launch DHCP server
ip dhcp pool	Configure DHCP address pool
network DHCP	Configure IP and network of server
default-router	Default gateway

Practise 9.1

1. Initiates a DHCP session on your Notebook, capture the session:
 - What's the source IP address and destination IP address of a DHCP request? What is the type of these two IP address?
 - What info items are required for a host if it need to contact with others by its name on the Internet?
 - Find the Lease Time of a dynamic IP address, What's its value? In which type of DHCP packet could this field be set?

Tips:

- using 'ipconfig /renew' to request a dynamically assigned IP addresses.
- using 'ipconfig /release' to release the dynamically assigned IP addresses

Practise 9.2

2. Practice on Packet Tracer

- Create a network with two PCs, connect the two PCs, configure them with static IP address, make them belong to same sub-network, test to see whether these two PCs could reach each other or not.
- Create another network with a Router and two PCs, make the configuration of interface visible
 - configure the interface of Router with IP address and netmask, 'up' the interface
 - configure the IP DHCP pool with name, default-gateway and subnet
 - configure the PCs as DHCP client
 - connect the Router with two PCs
 - test if two PCs could communicate with the Router
 - test if the two PCs could communicate with each other