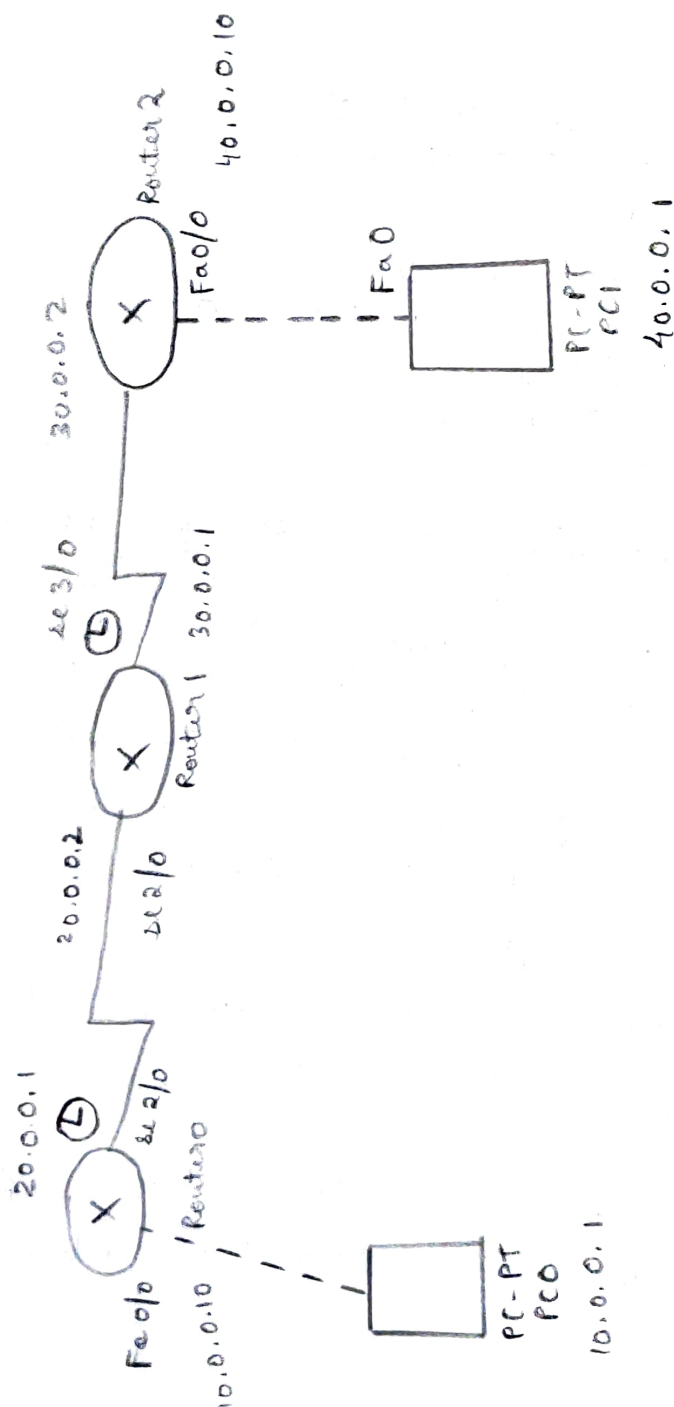


8/12/22

AIM:- Configuring RIP routing protocol on routers

RIP:- RIP is routing information protocol which finds best path between source and destination network. It is a distance vector routing protocol.



## Procedure :-

- \* Place 2 generic PC's, 3 routers, and place notes to indicate respective IP address
- \* For R-PT PC0 set IP address 10.0.0.1  
subnet 255.0.0.0  
and gateway as 10.0.0.10
- \* For PC-PT PC1 set IP address 40.0.0.1  
subnet 255.0.0.0  
and gateway as 40.0.0.10
- \* For router 0
  - enable
  - config t
  - interface fastethernet 0/0
  - ip address 10.0.0.10 255.0.0.0
  - no shut
  - ⇒ interface serial 2/0
  - ip address 20.0.0.1 255.0.0.0
  - encapsulation ppp
  - clock rate 64000
  - no shut
- \* Use the above commands for interfacing router which has clock symbol in cable near it and for interfacing other router use the same commands except "clock rate 64000"
- \* Place correct values while interfacing the routers.
- \* Once all the green lights are visible, follow the commands below for the router,
  - router rip
  - network 10.0.0.0
  - network 20.0.0.0
  - exit

} known networks are written here.
- \* Repeat above commands for router 1 and router 2 with respective network addresses.

## Observation :-

- \* In static IP routing we need to teach the routers independently, but we make use of RIP so that routing becomes easy when large number of routers are used.

DCE - ?

## Result :-

Pinging 40.0.0.1 with 32 bytes of data:

Reply	from	40.0.0.1	bytes = 32	time = 14ms	TTL = 125
Reply	from	40.0.0.1	bytes = 32	time = 15ms	TTL = 125
Reply	from	40.0.0.1	bytes = 32	time = 0ms	TTL = 125
Reply	from	40.0.0.1	bytes = 32	time = 16ms	TTL = 125

✓ ping statistics for 40.0.0.1  
packets sent = 4 > Received = 4 > Lost = 0.