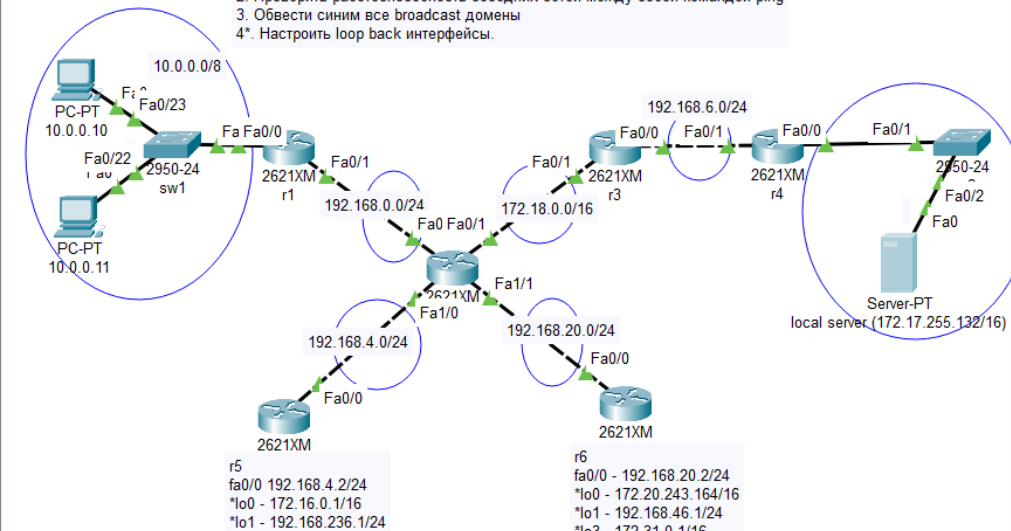




Logical Physical x 557, y: 131

1. Настроить сеть согласно схеме.
2. Проверить работоспособность соседних сетей между собой командой ping
3. Обвести синим все broadcast домены
- 4\*. Настроить loop back интерфейсы.



local server (172.17.255.132/16)

Physical Config Services Desktop Programming Attributes

Command Prompt

```
Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
Approximate round trip times in milli-seconds:
  Minimum = 14ms, Maximum = 14ms, Average = 14ms
```

C:\>ping 10.0.0.11

Pinging 10.0.0.11 with 32 bytes of data:

```
Reply from 10.0.0.11: bytes=32 time=14ms TTL=124
Reply from 10.0.0.11: bytes=32 time=14ms TTL=124
Reply from 10.0.0.11: bytes=32 time=14ms TTL=124
Reply from 10.0.0.11: bytes=32 time=14ms TTL=124
```

Ping statistics for 10.0.0.11:

```
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
  Minimum = 14ms, Maximum = 14ms, Average = 14ms
```

C:\>ping 10.0.0.10

Pinging 10.0.0.10 with 32 bytes of data:

```
Reply from 10.0.0.10: bytes=32 time<1ms TTL=124
Reply from 10.0.0.10: bytes=32 time=10ms TTL=124
Reply from 10.0.0.10: bytes=32 time<1ms TTL=124
Reply from 10.0.0.10: bytes=32 time<1ms TTL=124
```

Ping statistics for 10.0.0.10:

```
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
  Minimum = 0ms, Maximum = 10ms, Average = 2ms
```

C:\>

Top

Time: 00:58:08



819HG-4G-IOX

Scenario 0

New

Delete

Toggle PDU List Window

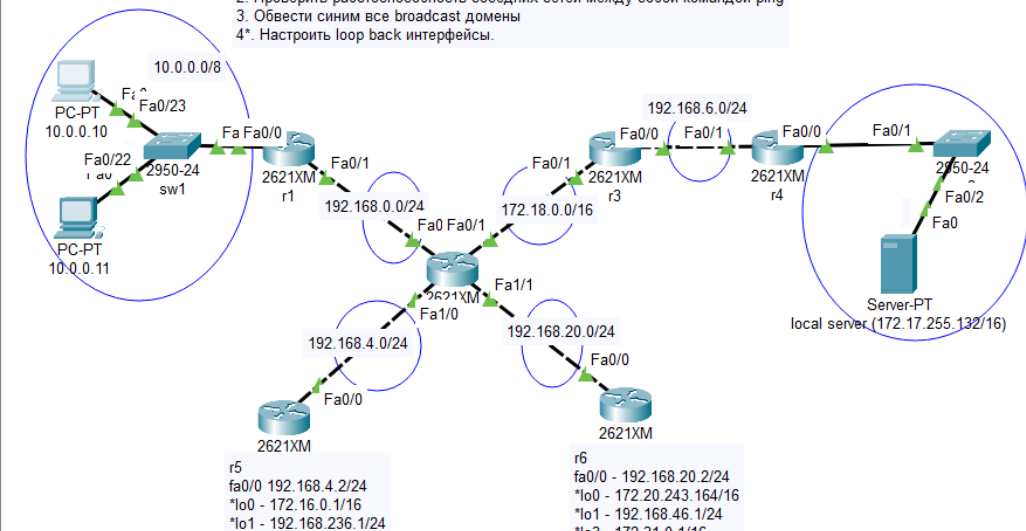
Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete

Simulation



Logical Physical x: 897, y: 318

1. Настроить сеть согласно схеме.
2. Проверить работоспособность соседних сетей между собой командой ping
3. Обвести синим все broadcast домены
- 4\*. Настроить loop back интерфейсы.



10.0.0.10

Physical Config Desktop Programming Attributes

Command Prompt

Approximate round trip times in milli-seconds:  
Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\&gt;ping 172.17.0.0

Pinging 172.17.0.0 with 32 bytes of data:

Reply from 192.168.6.2: bytes=32 time=10ms TTL=252  
Reply from 192.168.6.2: bytes=32 time=27ms TTL=252  
Reply from 192.168.6.2: bytes=32 time<1ms TTL=252  
Reply from 192.168.6.2: bytes=32 time=1ms TTL=252

Ping statistics for 172.17.0.0:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),  
Approximate round trip times in milli-seconds:  
Minimum = 0ms, Maximum = 27ms, Average = 9ms

C:\&gt;ping 172.17.255.132

Pinging 172.17.255.132 with 32 bytes of data:

Reply from 172.17.255.132: bytes=32 time<1ms TTL=124  
Reply from 172.17.255.132: bytes=32 time<1ms TTL=124  
Reply from 172.17.255.132: bytes=32 time<1ms TTL=124  
Reply from 172.17.255.132: bytes=32 time=1ms TTL=124

Ping statistics for 172.17.255.132:

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

C:\&gt;

Top

Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete

Scenario 0

New

Delete

Toggle PDU List Window

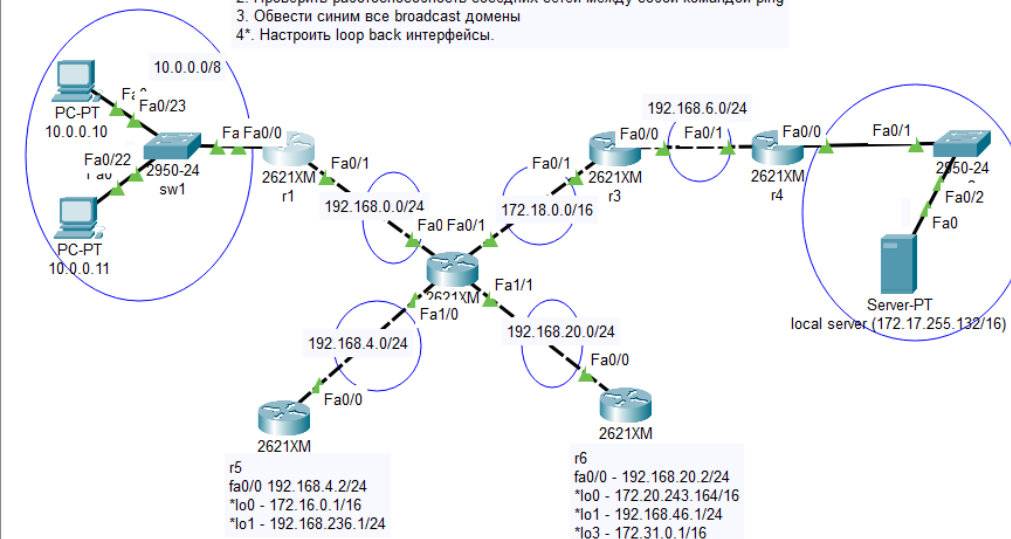
819HG-4G-IOX





Logical Physical x 606, y: 178

1. Настроить сеть согласно схеме.
2. Проверить работоспособность соседних сетей между собой командой ping
3. Обвести синим все broadcast домены
- 4\*. Настроить loop back интерфейсы.



r1

Physical Config CLI Attributes

IOS Command Line Interface

```

Router>show ip route
Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, B - BGP
       D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter
area
       N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external
type 2
       E1 - OSPF external type 1, E2 - OSPF external type 2, E -
EGP
       i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-
IS inter area
       * - candidate default, U - per-user static route, o - ODR
       P - periodic downloaded static route

```

Gateway of last resort is not set

```

C    10.0.0.0/8 is directly connected, FastEthernet0/0
S    172.17.0.0/16 [1/0] via 192.168.0.2
S    172.18.0.0/16 [1/0] via 192.168.0.2
C    192.168.0.0/24 is directly connected, FastEthernet0/1
S    192.168.4.0/24 [1/0] via 192.168.0.2
S    192.168.6.0/24 [1/0] via 192.168.0.2
S    192.168.20.0/24 [1/0] via 192.168.0.2

```

Router>

Copy

Paste

☐ Top

Time: 01:01:07



2620XM

Scenario 0

New

Delete

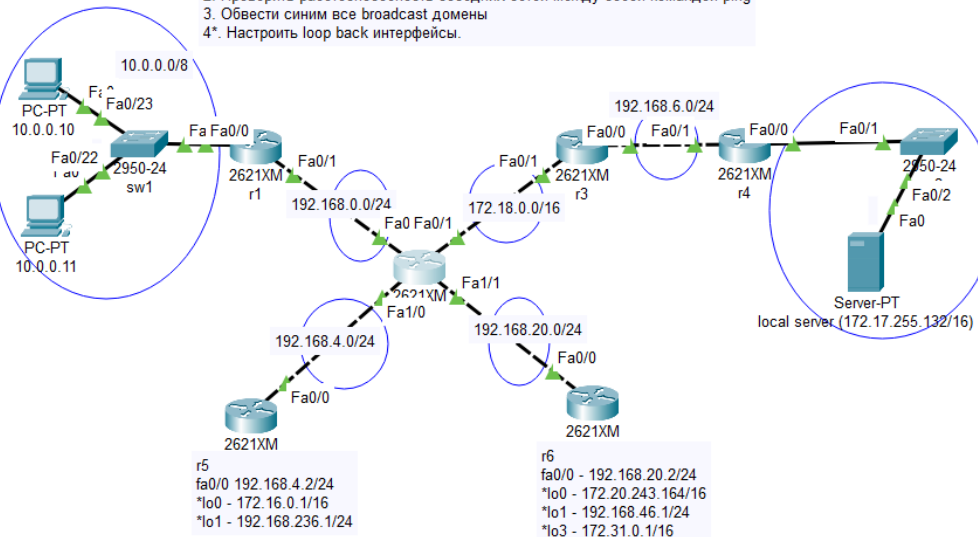
Toggle PDU List Window

Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete



Logical Physical x 625, y: 231

1. Настроить сеть согласно схеме.
2. Проверить работоспособность соседних сетей между собой командой ping
3. Обвести синим все broadcast домены
- 4\*. Настроить loop back интерфейсы.



Physical Config CLI Attributes

IOS Command Line Interface

```
Router>show ip route
Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, B
       - BGP
       D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter
       area
       N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external
       type 2
       E1 - OSPF external type 1, E2 - OSPF external type 2, E -
       EGP
       i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-
       IS inter area
       * - candidate default, U - per-user static route, o - ODR
       P - periodic downloaded static route
```

Gateway of last resort is not set

```
S    10.0.0.0/8 [1/0] via 192.168.0.1
S    172.17.0.0/16 [1/0] via 172.18.0.1
C    172.18.0.0/16 is directly connected, FastEthernet0/1
C    192.168.0.0/24 is directly connected, FastEthernet0/0
C    192.168.4.0/24 is directly connected, FastEthernet1/0
S    192.168.6.0/24 [1/0] via 172.18.0.1
C    192.168.20.0/24 is directly connected, FastEthernet1/1
```

Router>

Copy

Paste

☐ Top

Time: 01:01:39



Scenario 0

New

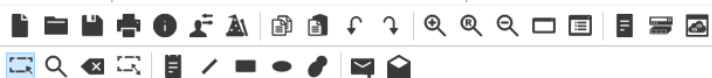
Delete

Toggle PDU List Window

Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete

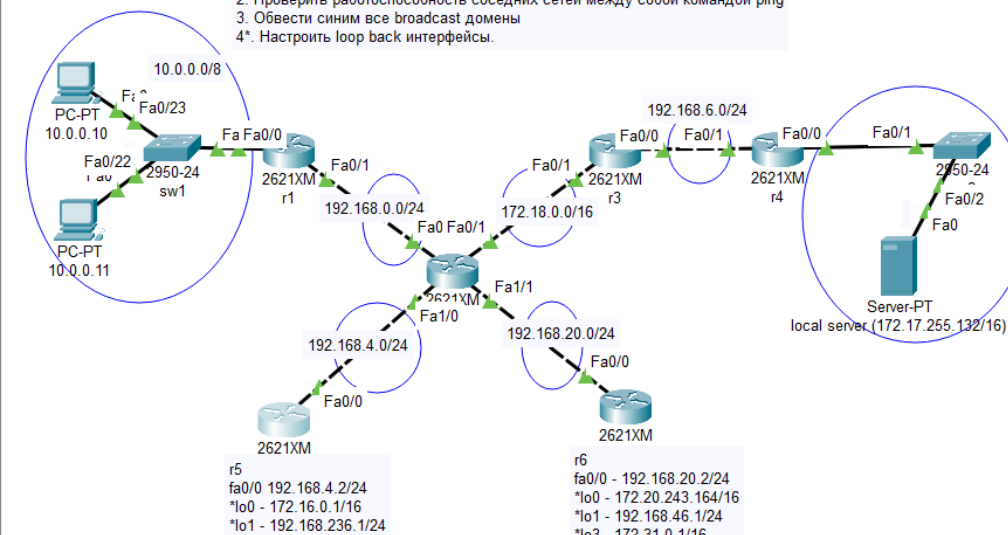
Realtime

Simulation



Logical Physical x 1163, y 64

1. Настроить сеть согласно схеме.
2. Проверить работоспособность соседних сетей между собой командой ping
3. Обвести синим все broadcast домены
- 4\*. Настроить loop back интерфейсы.



r5

Physical Config CLI Attributes

IOS Command Line Interface

```
Router(config)#
Router#
%SYS-5-CONFIG_I: Configured from console by console

Router#show ip route
Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, B
- BGP
       D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter
area
       N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external
type 2
       E1 - OSPF external type 1, E2 - OSPF external type 2, E -
EGP
       i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-
IS inter area
       * - candidate default, U - per-user static route, o - ODR
       P - periodic downloaded static route

Gateway of last resort is not set

S    10.0.0.0/8 [1/0] via 192.168.4.1
S    172.17.0.0/16 [1/0] via 192.168.4.1
S    172.18.0.0/16 [1/0] via 192.168.4.1
S    192.168.0.0/24 [1/0] via 192.168.4.1
C    192.168.4.0/24 is directly connected, FastEthernet0/0
S    192.168.6.0/24 [1/0] via 192.168.4.1
S    192.168.20.0/24 [1/0] via 192.168.4.1

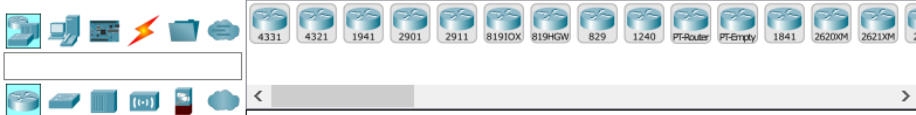
Router#
```

Copy

Paste

Top

Time: 01:02:14



Scenario 0

New

Delete

Toggle PDU List Window

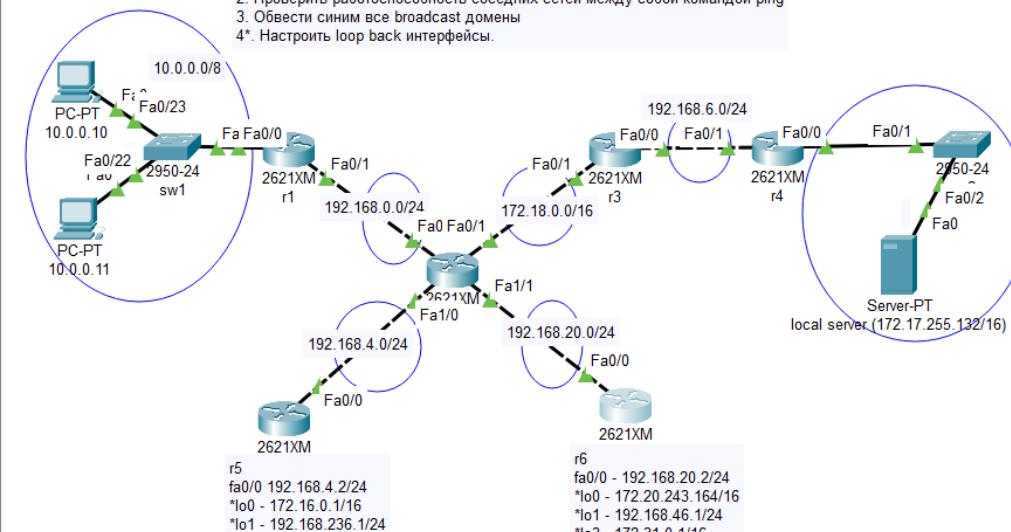
Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete





Logical Physical x: 655, y: 396

1. Настроить сеть согласно схеме.
2. Проверить работоспособность соседних сетей между собой командой ping
3. Обвести синим все broadcast домены
- 4\*. Настроить loop back интерфейсы.



r6

Physical Config CLI Attributes

IOS Command Line Interface

```

Router>show ip route
Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, B
- BGP
      D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter
area
      N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external
type 2
      E1 - OSPF external type 1, E2 - OSPF external type 2, E -
EGP
      i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-
IS inter area
      * - candidate default, U - per-user static route, o - ODR
      P - periodic downloaded static route

Gateway of last resort is not set

S    10.0.0.0/8 [1/0] via 192.168.20.1
S    172.17.0.0/16 [1/0] via 192.168.20.1
S    172.18.0.0/16 [1/0] via 192.168.20.1
S    192.168.0.0/24 [1/0] via 192.168.20.1
S    192.168.4.0/24 [1/0] via 192.168.20.1
S    192.168.6.0/24 [1/0] via 192.168.20.1
C    192.168.20.0/24 is directly connected, FastEthernet0/0

```

Router&gt;

Copy

Paste

☐ Top

Time: 01:02:45



2620XM

Scenario 0

New

Delete

Toggle PDU List Window

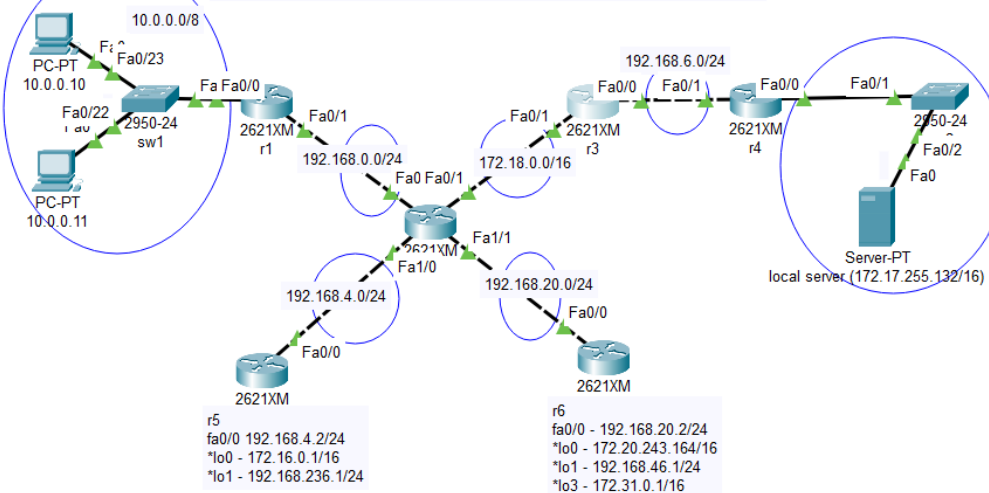
Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete

Simulation



Logical Physical x 644, y: 217

1. Настроить сеть согласно схеме.
2. Проверить работоспособность соседних сетей между собой командой ping
3. Обвести синим все broadcast домены
- 4\*. Настроить loop back интерфейсы.



r3

Physical Config CLI Attributes

IOS Command Line Interface

Router&gt;show ip route

Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, B - BGP

D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area

N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2

E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP

i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS inter area

\* - candidate default, U - per-user static route, o - ODR  
P - periodic downloaded static route

Gateway of last resort is not set

```
S 10.0.0.0/8 [1/0] via 172.18.0.2
S 172.17.0.0/16 [1/0] via 192.168.6.2
C 172.18.0.0/16 is directly connected, FastEthernet0/1
S 192.168.0.0/24 [1/0] via 172.18.0.2
S 192.168.4.0/24 [1/0] via 172.18.0.2
C 192.168.6.0/24 is directly connected, FastEthernet0/0
S 192.168.20.0/24 [1/0] via 172.18.0.2
```

Router&gt;

Copy

Paste

☐ Top

Time: 01:03:22



Scenario 0

New

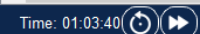
Delete

Toggle PDU List Window

Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete

Realtime Simulation



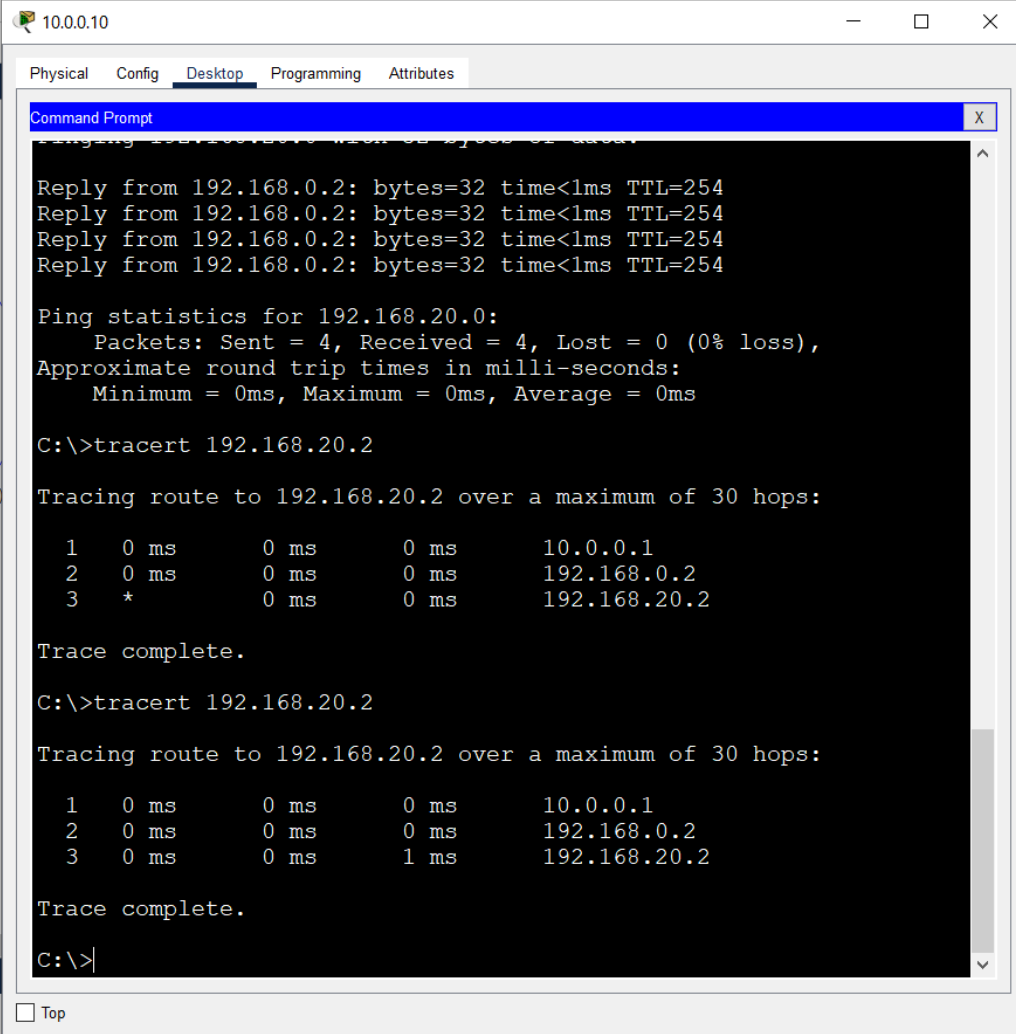
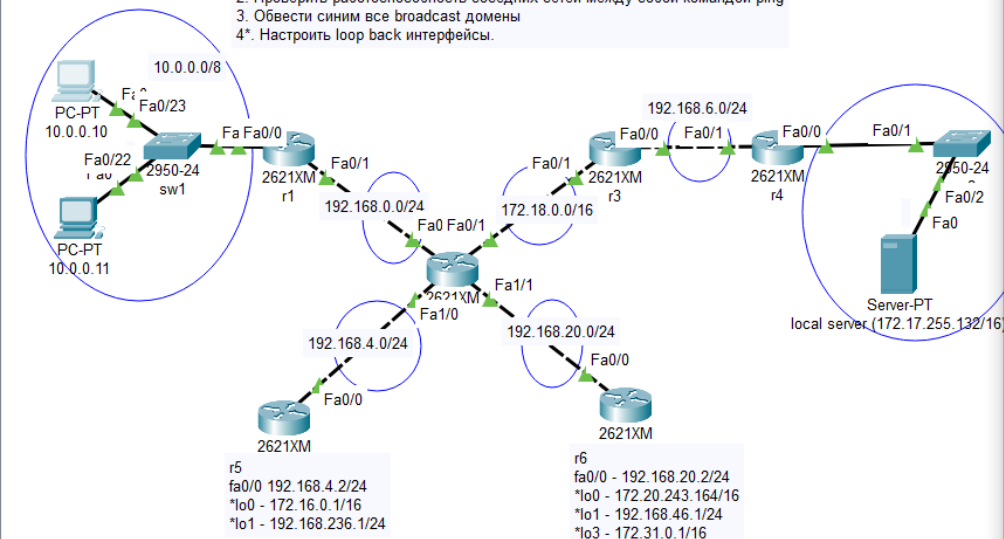


```
Router>
```



Logical Physical x 833, y: 549

1. Настроить сеть согласно схеме.
2. Проверить работоспособность соседних сетей между собой командой ping
3. Обвести синим все broadcast домены
- 4\*. Настроить loop back интерфейсы.



Time: 01:07:06



2620XM



Top

New

Delete

Toggle PDU List Window

Realtime

Simulation

- 
- The diagram illustrates a network topology with the following components and configurations:
- Routers:** r1, r2, r3, r4, r5, and r6, all running 2621XM software.
  - Interfaces and Connections:**
    - r1 Fa0/0 is connected to r5 Fa0/0.
    - r1 Fa0/1 is connected to r2 Fa0/1.
    - r2 Fa0/0 is connected to r3 Fa0/0.
    - r2 Fa0/1 is connected to r3 Fa0/1.
    - r3 Fa0/1 is connected to r4 Fa0/0.
    - r4 Fa0/1 is connected to the local server Fa0.
    - r5 Fa0/0 is connected to r6 Fa0/0.
    - r5 Fa0/1 is connected to r2 Fa0/1.
    - r6 Fa0/0 is connected to r2 Fa0/1.
  - IP Addressing and Subnets:**
    - 192.168.0.0/24: Connected to r1 Fa0/1 and r2 Fa0/0.
    - 172.18.0.0/16: Connected to r2 Fa0/1 and r3 Fa0/1.
    - 192.168.6.0/24: Connected to r3 Fa0/0 and r4 Fa0/0.
    - 192.168.4.0/24: Connected to r5 Fa0/0 and r2 Fa0/1.
    - 192.168.20.0/24: Connected to r6 Fa0/0 and r2 Fa0/1.
    - 172.17.255.132/16: Connected to the local server Fa0.
  - Local Server:** Server-PT, connected to r4 Fa0/1.

C:\&gt;