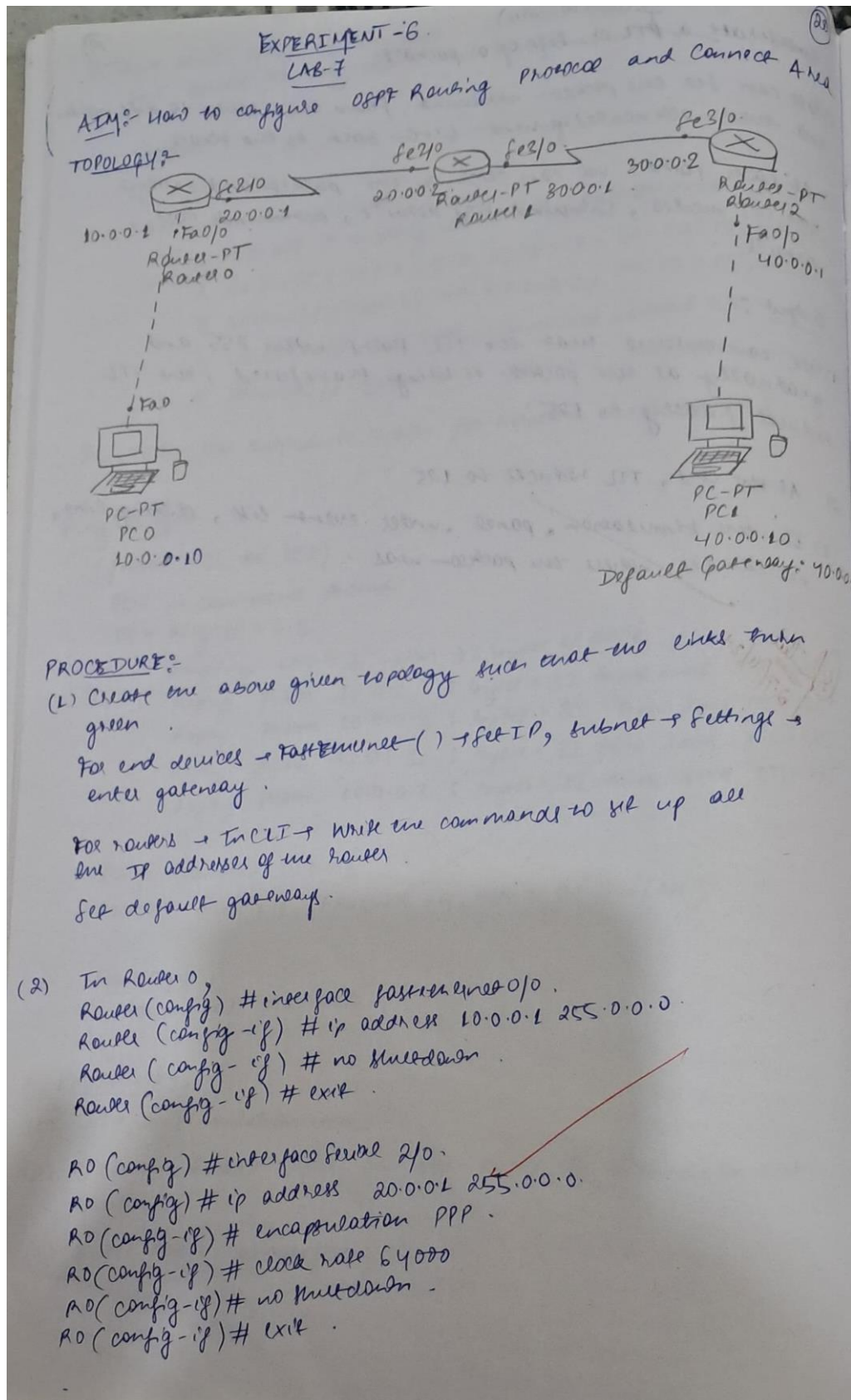


Program 7

Aim: Configure OSPF routing protocol.

Topology, Procedure and Observation:



(23)

Similarly we set up the IPs of R1 and R2 while the setup of R0 past Ethernet remains same, the setting up of serial connections has 2 extra lines (encapsulation PPP, clock rate 64000).
Clock rate 64000 must only be written if the serially connected port shows a \odot symbol.
Here, we write clock rate command for R0, serial 2/0, R1 & serial 3/0.
After this step all the connections must have turned green.

3. To enable IP routing by configuration of OSPF routing protocol in all routers.

Router R0 \rightarrow CLI

R0(config)# Router OSPF 1

R0(config-router)# router-id 1.1.1.1

R0(config-router)# network 10.0.0.0 0.255.255.255 area 3

R0(config-router)# network 20.0.0.0 0.255.255.255 area 1

R0(config-router)# exit

Router R1 \rightarrow CLI

R1(config)# Router OSPF 1

R1(config-router)# router-id 2.2.2.2

R1(config-router)# network 20.0.0.0 0.255.255.255 area 1

R1(config-router)# network 30.0.0.0 0.255.255.255 area 0

R1(config-router)# exit

Router R2 \rightarrow CLI

R2(config)# Router OSPF 1

R2(config-router)# router-id 3.3.3.3

R2(config-router)# network 30.0.0.0 0.255.255.255 area 0

R2(config-router)# network 40.0.0.0 0.255.255.255 area 2

R2(config-router)# exit

4. Once the setting up of networking area is done, we configure loopback address to routers

R0(config-if)# interface loopback 0

R0(config-if)# ip add 172.16.0.252 255.255.255.0

R0(config-if)# no shutdown

R2(config-if) # interface loopback 0
 R2(config-if) # ip add 172.16.1.254 255.255.0.0
 R2(config-if) # no shutdown
 R1(config-if) # interface loopback 0
 R1(config-if) # ip add 172.16.1.253 255.255.0.0
 R1(config-if) # no shutdown

5. On checking routing table of R3 using 'show ip route' we can see that R3 doesn't know about area 3. Gateway of last resort is not set.

OIA 20.0.0.0/8 [110/128] via 30.0.0.1 Serial 1/0
 C 40.0.0.0/8 is directly connected, FastEthernet 0/0
 C 30.0.0.0/8 is directly connected, Serial 2/0

Since R3 doesn't know about area 3 we have to create a virtual link between R0 & R1.

6. Creating virtual link between R1, R0.

In Router R0
 R0(config) # router ospf 1
 R0(config-router) # area 1 virtual-link 2.2.2.2
 R0(config-router) # exit

In Router R1
 R1(config) # router ospf 2
 R1(config-router) # area 1 virtual-link 1.1.1.1
 R1(config-router) # exit

7. Now, check routing table of R3. Once all these steps are completed, the message can now be pinged from 1 end-device to other.

Observation

In R2
 Router # show ip route

OIA 20.0.0.0/8 [110/128] via 30.0.0.1, 00:57:25, Serial 2/0
 C 40.0.0.0/8 is directly connected, FastEthernet 0/0
 OIA 10.0.0.0/8 [110/128] via 30.0.0.1 00:57:25, Serial 2/0
 C 30.0.0.0/8 is directly connected, Serial 2/0
 C 172.16.0.0/16 is directly connected, Loopback

Similarly the output is shown for Router0 and 1.

Ping output.

(from PC0 to PC1).

PC0 → Command prompt

C:\>ping 40.0.0.10.

Pinging 40.0.0.10 with 32 bytes of data:

Request time out

Reply from 40.0.0.10: bytes = 32 time = 21 ms TTL = 125

Reply from 40.0.0.10: bytes = 32 time = 2 ms TTL = 125

Reply from 40.0.0.10: bytes = 32 time = 2 ms TTL = 125

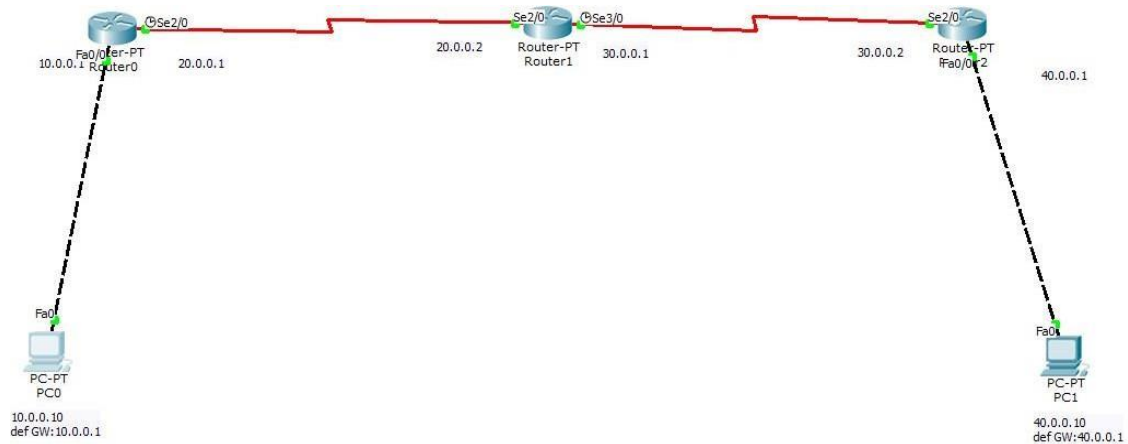
" " " " 2 ms TTL = 125

Pinging started for 40.0.0.10.

Packets: 7 sent = 4, Received = 3, loss = 1 (25% loss).

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Screen Shots:



PC0

Physical Config Desktop Custom Interface

Command Prompt

```
Pinging 40.0.0.10 with 32 bytes of data:

Request timed out.
Reply from 40.0.0.10: bytes=32 time=7ms TTL=125
Reply from 40.0.0.10: bytes=32 time=7ms TTL=125
Reply from 40.0.0.10: bytes=32 time=8ms TTL=125

Ping statistics for 40.0.0.10:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 7ms, Maximum = 8ms, Average = 7ms

PC>ping 40.0.0.10

Pinging 40.0.0.10 with 32 bytes of data:

Reply from 40.0.0.10: bytes=32 time=9ms TTL=125
Reply from 40.0.0.10: bytes=32 time=7ms TTL=125
Reply from 40.0.0.10: bytes=32 time=6ms TTL=125
Reply from 40.0.0.10: bytes=32 time=6ms TTL=125

Ping statistics for 40.0.0.10:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 6ms, Maximum = 9ms, Average = 7ms

PC>
```

