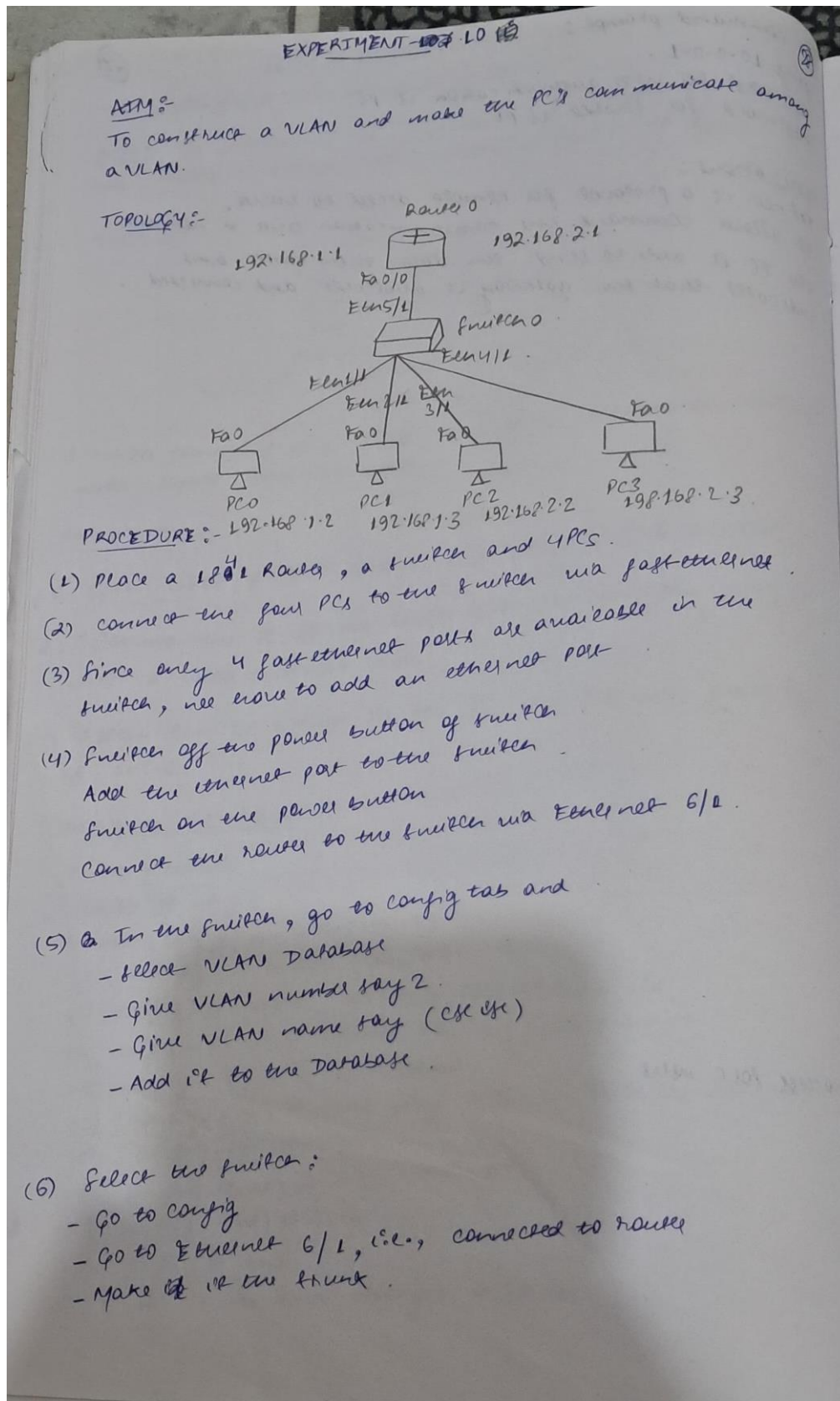


Program 10

Aim: To construct a VLAN and make the PC's communicate among a VLAN.

Topology, Procedure and Observation:



(7) Configure the PCs as shown in the topology

(8) Configure switch

- Go to config
- Go to FastEthernet 2/1
- Set VLAN number as 2, i.e., 'eth 2'
- Similarly set VLAN 2 for FastEthernet 3/1 interfaces.

(9) Configure the Router:

Router (config) # interface fastEthernet 0/0

Router (config-if) # ip address 192.168.1.1 255.255.255.0

Router (config-if) # no shut

Router (config-if) # exit

Now, to configure the router's VLAN interfaces

Router (config) # interface fastEthernet 0/0.1

Router (config-subif) # encapsulation dot1q 2

Router (config-subif) # ip address 192.168.2.1 255.255.255.0

Router (config-subif) # exit

(10) Ping devices within same VLAN and to devices of different VLAN.

OBSERVATIONS:-

(1) When devices are pinged within same VLAN:

- Pinging 192.168.1.3 from 192.168.1.2
- the data packet doesn't go to the router
- the switch forwards the packet without the need of the router

(2) When a device pings a device of another VLAN

- Pinging 192.168.2.3 from 192.168.1.2
- the data packet's journey is as follows:-

192.168.1.2 → switch → Router

192.168.2.3 ← Router ← switch

(3) VLANs divide a single switch into multiple logical switches.

- Devices in one VLAN cannot directly communicate with devices in another VLAN without a router.

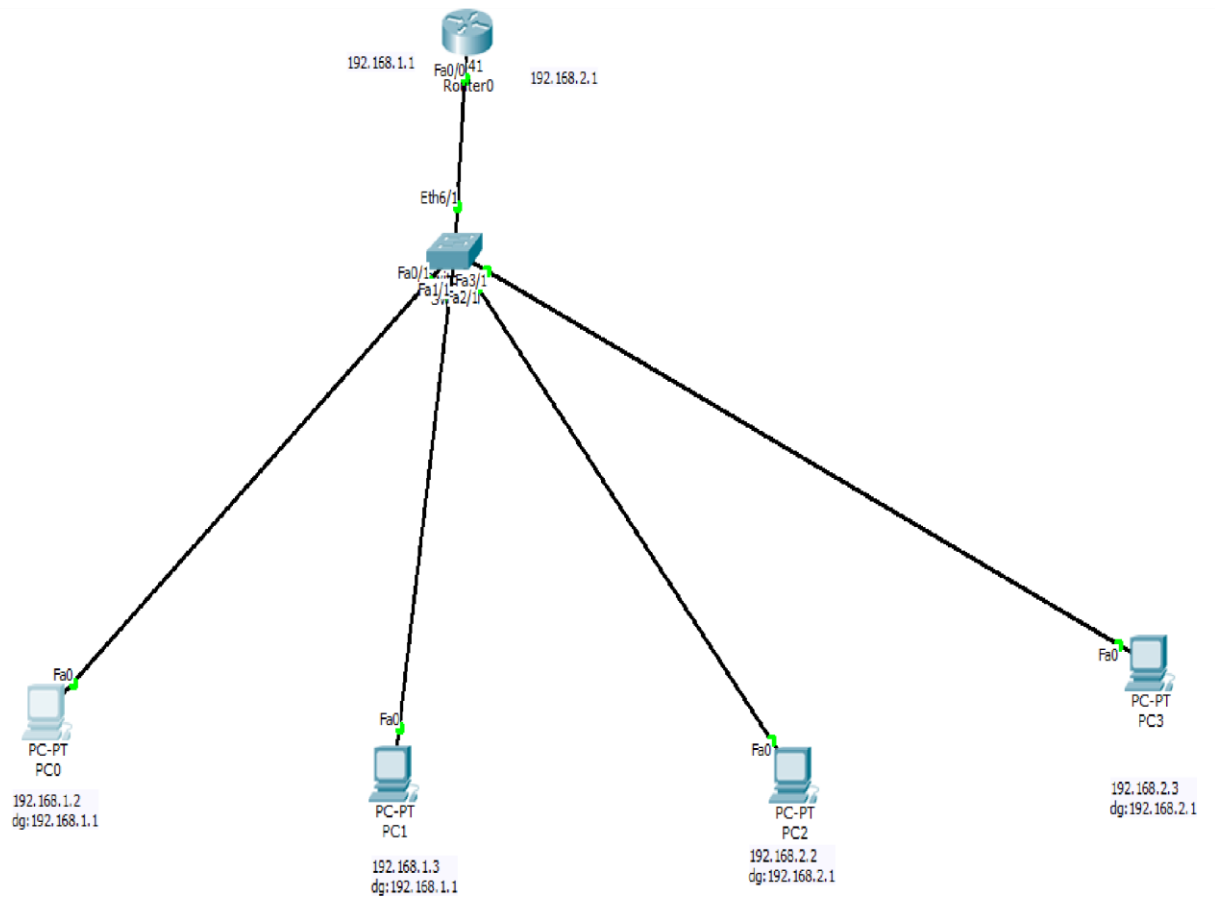
(4) Traffic Isolation:-

- Each VLAN maintains its own broadcast domain.
- Broadcasts sent by devices in one VLAN do not reach devices in another VLAN.

(5) VLAN trunking allows switches to forward frames from different VLANs over a single link called trunk.

- This is done by adding an additional header information called tag to the ethernet frame.
- VLAN tagging.

Screen Shots:



Command Prompt

```
Packet Tracer PC Command Line 1.0
PC>ping 192.168.2.2

Pinging 192.168.2.2 with 32 bytes of data:

Request timed out.
Reply from 192.168.2.2: bytes=32 time=0ms TTL=127
Reply from 192.168.2.2: bytes=32 time=0ms TTL=127
Reply from 192.168.2.2: bytes=32 time=4ms TTL=127

Ping statistics for 192.168.2.2:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 4ms, Average = 1ms

PC>ping 192.168.2.2

Pinging 192.168.2.2 with 32 bytes of data:

Reply from 192.168.2.2: bytes=32 time=0ms TTL=127
Reply from 192.168.2.2: bytes=32 time=0ms TTL=127
Reply from 192.168.2.2: bytes=32 time=2ms TTL=127
Reply from 192.168.2.2: bytes=32 time=0ms 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 = 2ms, Average = 0ms

PC>ping 192.168.2.3

Pinging 192.168.2.3 with 32 bytes of data:

Request timed out.
Reply from 192.168.2.3: bytes=32 time=3ms TTL=127
Reply from 192.168.2.3: bytes=32 time=2ms TTL=127
Reply from 192.168.2.3: bytes=32 time=1ms TTL=127

Ping statistics for 192.168.2.3:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 1ms, Maximum = 3ms, Average = 2ms

PC>ping 192.168.2.3

Pinging 192.168.2.3 with 32 bytes of data:

Reply from 192.168.2.3: bytes=32 time=0ms TTL=127
Reply from 192.168.2.3: bytes=32 time=0ms TTL=127
Reply from 192.168.2.3: bytes=32 time=2ms TTL=127
Reply from 192.168.2.3: bytes=32 time=0ms TTL=127

Ping statistics for 192.168.2.3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 2ms, Average = 0ms

PC>|
```