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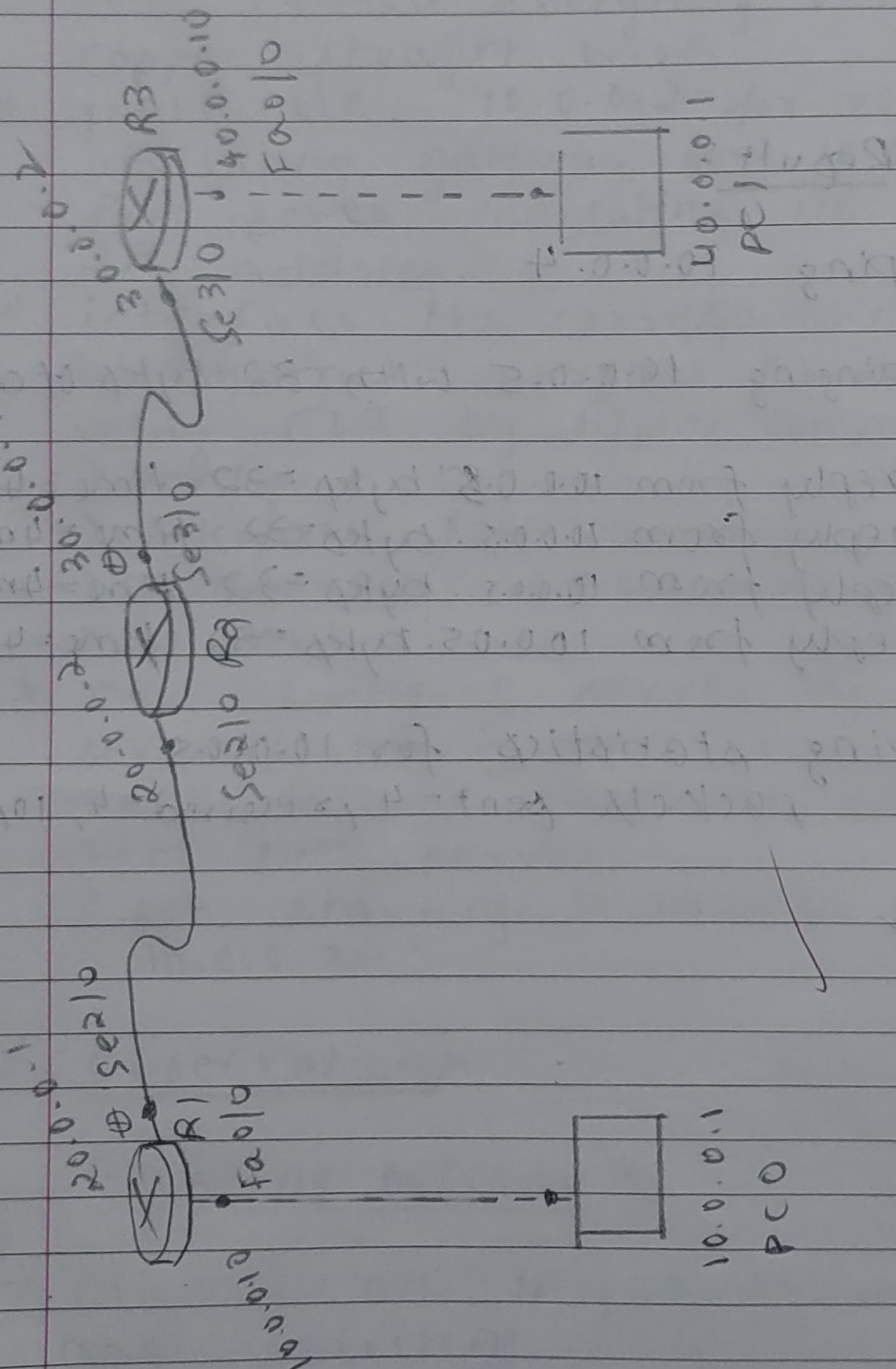
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SPLASH

Aim - configuring RIP routing protocol in routers

Topology :-



Procedure

- * RIP is routing information protocol which finds ^{shortest} best path between source and destination network.
- It is a distance vector routing protocol.

Procedure

- * place 3 generic routers, 2 generic PC and place notes to indicate respective IP addresses.
- * use serial DCE cable to connect routers and use Copper Cross over cable to connect PC with router 1 and router 3
- * set IP address, gateway and subnet mask as 10.0.0.1, 10.0.0.10, 255.0.0.0 for PC0 and respectively set 40.0.0.1, 40.0.0.10, 255.0.0.0 for PC1
- * interface PC0 and router 1 using following commands
 - interface fastethernet 0/0
 - ip address 20.0.0.10 255.0.0.0
 - no shut
- * for interfacing serial 2/0 of router 1 use following commands
 - interface serial 2/0
 - ip address 20.0.0.1 255.0.0.0
 - encapsulation PPP

DCE

→ clock rate 64000

→ no pvt

* use above commands for interfacing router which has clock symbol in cable near to it and for other interfaces of routers use same above command except "clock rate 64000" command

* Once all the green lights are visible, follow the commands below for each router,

→ router rip

→ network 10.0.0.0

→ network 20.0.0.0

→ exit

* repeat above commands for router 2 and router 3 with respective network addresses.

→ Observation:-

* instead of using static IP routing for all routers, by using RIP, routing becomes easy when large number of routers are present.

→ Result :-

pinging 10.0.0.1 with 32 bytes of data.

reply from 10.0.0.1: byte=32

reply from 10.0.0.1: byte=32

reply from 10.0.0.1: byte=32

reply from 10.0.0.1: byte=32

ping statistics for 10.0.0.1:

packets: sent=4, received=4, lost=0

✓
N

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