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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CS19541 - COMPUTER NETWORKS LABORATORY

THIRD YEAR

FIFTH SEMESTER

2024 - 2025

ODD SEMESTER

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List of Experiments

| List of Experiments | | |
|----------------------------|--|------------|
| 1. | <p>Study of various Network commands used in Linux and Windows:</p> <p>Hands-on practice of various network commands.</p> | [4] |
| 2. | <p>Study of Network cables.</p> <p>1. Understand different types of Network cables. 2. Make a cross-wired cable and straight through cable using a crimping/crimping tool.</p> | [4] |
| 3. | <p>Experiments on CISCO PACKET TRACER (Simulation Tool):</p> <p>a) To understand the environment of CISCO PACKET TRACER to design a simple network. b) Analyse the behaviour of network devices using CISCO PACKET TRACER simulator.</p> <p>Design a simple network with multiple nodes and connect via networking devices available in the library. Perform simulation and trace communication behaviour of specified network devices.</p> <p>1: Use only HUB to design a small network having 4 to 6 hosts 2: Use only a Switch to design a small network with 4 to 6 hosts. 3: Use both the device (HUB and SWITCH) for a network and find out the functioning difference between switch and hub.</p> <p>Find out the network topology implemented in your college and draw and label that topology in your observation book.</p> | [2] [2] |
| 4. | <p>a) Setup and configure a LAN (Local area network) using a Switch and Ethernet cables in your lab.</p> <p>1. Connect 3-4 host machines to a switch. 2. Assign ip addresses to each host machine. 3. Check the connectivity between the machines by using ping command. 4. Share and access files and folder across the machines of the LAN.</p> | [2] |

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| | | |
|----|--|------------|
| 5. | <p>Experiments on Packet capture tool: Wireshark</p> <p>To understand the features of wireshark as a packet capture tool and understand encapsulation of information at various layers of a Protocol stack.</p> | [4] |
| 6. | <p>Error Correction at Data Link Layer:</p> <p>Write a program to implement error detection and correction using the HAMMING code concept. Make a test run to input data streams and verify error correction features.</p> | [4] |
| 7. | <p>Flow control at Data Link Layer:</p> <p>Write a program to implement flow control at the data link layer using SLIDING WINDOW PROTOCOL. Simulate the flow of frames from one node to another.</p> | [4] |
| 8. | <p>Virtual LAN:</p> <p>a) Simulate Virtual LAN configuration using CISCO Packet Tracer Simulation.</p> <p>b) There are 10 faculty in the Robotics department sitting in 3 different blocks. Design and configure a Virtual LAN for Robotics department (using switch and Ethernet cables) so that all the faculty are logically in the same LAN.</p> <p>Wireless LAN:</p> <p>c) Configuration of Wireless LAN using CISCO Packet Tracer.</p> | [4] [2] |
| 9. | <p>Implementation of SUBNETTING in CISCO PACKET TRACER simulator.</p> <p>a) Design multiple subnets with a suitable number of hosts. b) Assign static IP addresses across all subnets and connect the subnets via Router.</p> <p>c) Simulate packet transmission across the subnets and observe the results:-</p> <p>a. When subnets are connected via a router. b. When subnets are not connected without a router.</p> | [4] |

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| Additional programs for practice | | |
|----------------------------------|--|--|
| 1. | Data Link Layer (Frame Generation): Write a program to read a stream of data from a data file (Having Characters) to create BSC frames by implementing character stuffing concept and inserting control characters. The receiving program must execute on another computer and decode received bytes and write to a file. | |
| 2. | Demonstrate Configuration of Network Address Translation (NAT) and Port Address Translation (PAT) using CISCO Packet Tracer simulation. | |
| 3. | Implement a static routing protocol which also displays the routing table details after every update. | |
| 4. | Implement a dynamic routing protocol which also displays the routing table after every update. | |
| 5. | Implement FTP server using socket programming. | |

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Practical -1

AIM: - Study of various Network commands used in Linux and Windows:

BASIC NETWORKING COMMANDS:

arp -a:- ARP is a short form of address resolution protocol, It will show the IP address of your computer along with the IP address and MAC address of your router.

hostname: This is the simplest of all TCP/IP commands. It simply displays the name of your computer.

ipconfig /all: This command displays detailed configuration information about your TCP/IP connection including Router, Gateway, DNS, DHCP, and type of Ethernet adapter in your system

nbtstat -a: This command helps solve problems with NetBIOS name resolution. (Nbt stands for NetBIOS over TCP/IP)

netstat: (network statistics) netstat displays a variety of statistics about a computer's active TCP/IP connections. It is a command line tool for monitoring network connections both incoming and outgoing as well as viewing routing tables, interface statistics etc. e.g.: netstat -r

nslookup: (name server lookup) is a tool used to perform DNS lookups in Linux. It is used to display DNS details, such as the IP address of a particular computer, the MX records for a domain or the NS servers of a domain. nslookup can operate in two modes: interactive and non-interactive.
e.g.: nslookup www.google.com

pathping: Pathping is unique to Window's, and is basically a combination of the Ping and Tracert commands. Pathping traces the route to the destination address then launches a 25 second test of each router along the way, gathering statistics on the rate of data loss along each hop.

ping: (Packet INternet Groper) command is the best way to test connectivity between two nodes. Ping use ICMP (Internet Control Message Protocol) to communicate to other devices.

1. #ping hostname(ping localhost)
2. #ping ip address (ping 4.2.2.2)
3. #ping fully qualified domain name(ping www.facebook.com)

Route: route command is used to show/manipulate the IP routing table. It is primarily used to setup static routes to specific host or networks via an interface.

Some important Linux networking commands

1. ip

The ip command is one of the basic commands every administrator will need in daily work, from setting up new systems and assigning IPs to troubleshooting existing systems. The ip command can show address information, manipulate routing, plus display network various devices, interfaces, and tunnels.

ip <OPTIONS> <OBJECT> <COMMAND>

Here are some common use cases for the ip command.

a. To show the IP addresses assigned to an interface on your server:

a. [root@server ~]# *ip address show*

b. To assign an IP to an interface, for example, **enps03**:

a. [root@server ~]# *ip address add 192.168.1.254/24 dev enps03*

c. To delete an IP on an interface:

a. [root@server ~]# *ip address del 192.168.1.254/24 dev enps03*

d. Alter the status of the interface by bringing the interface **eth0** online:

[root@server ~]# *ip link set eth0 up*

e. Alter the status of the interface by bringing the interface **eth0** offline:

[root@server ~]# *ip link set eth0 down*

f. Alter the status of the interface by enabling promiscuous mode for **eth0**:

[root@server ~]# *ip link set eth0 promisc on*

g. Add a default route (for all addresses) via the local gateway 192.168.1.254 that can be reached on device **eth0**:

[root@server ~]# *ip route add default via 192.168.1.254 dev eth0*

h. Add a route to 192.168.1.0/24 via the gateway at 192.168.1.254:

[root@server ~]# *ip route add 192.168.1.0/24 via 192.168.1.254*

i. Add a route to 192.168.1.0/24 that can be reached on device **eth0**:

[root@server ~]# *ip route add 192.168.1.0/24 dev eth0*

j. Delete the route for 192.168.1.0/24 via the gateway at 192.168.1.254:

[root@server ~]# *ip route delete 192.168.1.0/24 via 192.168.1.254*

k. Display the route taken for IP 10.10.1.4:

[root@server ~]# *ip route get 10.10.1.4*

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2. ifconfig

The ifconfig command was/is a staple in many sysadmin's tool belts for configuring and troubleshooting networks. It has since been replaced by the ip command discussed above.

3. mtr

MTR (Matt's traceroute) is a program with a command-line interface that serves as a network diagnostic and troubleshooting tool. This command combines the functionality of the ping and traceroute commands. Just like a traceroute, the mtr command will show the route from a computer to a specified host. mtr provides a lot of statistics about each hop, such as response time and percentage. With the mtr command, you will get more information about the route and be able to see problematic devices along the way. If you see a sudden increase in response time or packet loss, then obviously, there is a bad link somewhere.

The syntax of the command is as follows:

mtr <options> hostname/IP

Let's look at some common use cases.

- a. The basic mtr command shows you the statistics, including each hop (hostnames) with time and loss%:

```
[root@server ~]# mtr google.com
```

- b. Show numeric IP addresses (if you use -g, you will get IP addresses (numbers) instead of hostnames):

```
[root@server ~]# mtr -g google.com
```

- c. Show the numeric IP addresses and hostnames, too:

```
[root@server ~]# mtr -b google.com
```

- d. Set the number of pings that you want to send:

```
[root@server ~]# mtr -c 10 google.com
```

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4. tcpdump

The `tcpdump` command is designed for capturing and displaying packets.

You can install `tcpdump` with the command below:

```
[root@server ~]# dnf install -y tcpdump
```

Before starting any capture, you need to know which interfaces `tcpdump` can use.

You will need to use sudo or have root access in this case.

```
[root@server ~]# tcpdump -D
```

If you want to capture traffic on **eth0**, you can initiate that with `tcpdump -i eth0`

sample output:

```
[root@server ~]# tcpdump -i eth0
```

```
[root@server ~]# tcpdump -i eth0 -c 10
```

Capture traffic to and from one host

You can filter out traffic coming from a specific host. For example, to find traffic coming from and going to 8.8.8.8, use the command:

```
[root@server ~]# tcpdump -i eth0 -c 10 host 8.8.8.8
```

For traffic coming from 8.8.8.8, use:

```
[root@server ~]# tcpdump -i eth0 src host 8.8.8.8
```

For outbound traffic going to 8.8.8.8, use:

```
[root@server ~]# tcpdump -i eth0 dst host 8.8.8.8
```

Capture traffic to and from a network

You can also capture traffic to and from a specific network using the command below: `[root@server ~]# tcpdump -i eth0 net 10.1.0.0 mask 255.255.255.0`

or:

```
[root@server ~]# tcpdump -i eth0 net 10.1.0.0/24
```

Capture traffic to and from port numbers

Capture only DNS port 53 traffic:

```
[root@server ~]# tcpdump -i eth0 port 53
```

For a specific host,

```
[root@server ~]# tcpdump -i eth0 host 8.8.8.8 and port 53
```

To capture only HTTPS traffic,

```
[root@server ~]# tcpdump -i eth0 -c 10 host www.google.com and port 443
```

To capture all port except port 80 and 25,

```
[root@server ~]# tcpdump -i eth0 port not 53 and not 25
```

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5. ping

Ping is a tool that verifies IP-level connectivity to another TCP/IP computer by sending Internet Control Message Protocol (ICMP) Echo Request messages. The receipt of corresponding Echo Reply messages is displayed, along with round-trip times. Ping is the primary TCP/IP command used to troubleshoot connectivity, reachability, and name resolution.

```
[root@server ~]# ping google.com
PING google.com (216.58.206.174) 56(84) bytes of data.
64 bytes from sof02s27-in-f14.1e100.net (216.58.206.174): icmp_seq=1 ttl=56
    time=10.7 ms
64 bytes from sof02s27-in-f14.1e100.net (216.58.206.174): icmp_seq=2 ttl=56
    time=10.2 ms
64 bytes from sof02s27-in-f14.1e100.net (216.58.206.174): icmp_seq=3 ttl=56
    time=10.4 ms
```

^C

You need to stop the ping command by pressing **CTRL+C**. Otherwise, it will ping until you stop it.

If you want to ping a host ten times, use the following command:

```
[root@server ~]# ping -c 10 google.com
```

While pinging a host, you'll find different output from the ping results, including the following three examples.

Destination Host Unreachable

The possible best reason is there is no route from the local host system and to the destination desired destination host, or a remote router reports that it has no route to the destination host.

Request timed out

This result means that no Echo Reply messages were received within the default time of one second or the time that you set while you are pinging that host. This can be due to many different causes; the most common include network congestion, failure of the ARP request, packet filtering/firewall, etc.

Unknown host/Ping Request Could Not Find Host

Maybe you misspelled the hostname or the host does not exist at all in the network.

You must have 0% packet loss for every ping result with a good latency or lower response time. Depending on which transmission medium (UTP, fibre optics cable, Wi Fi) you're using, your latency will differ.

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Configuring an Ethernet connection by using nmcli

If you connect a host to the network over Ethernet, you can manage the connection's settings on the command line by using the **nmcli** utility.

Procedure

1. List the NetworkManager connection profiles:

```
# nmcli connection show
```

```
NAME UUID TYPE DEVICE
Wired connection 1 a5eb6490-cc20-3668-81f8-0314a27f3f75
ethernet
enp1s0
```

2.

```
# nmcli connection add con-name <connection-name> ifname <device-name> type
      ethernet
```

Skip this step to modify an existing profile.

3. Optional: Rename the connection profile:

```
# nmcli connection modify "Wired connection 1"
```

Here, “Wired connection 1” is the name of the connection

4. Display the current settings of the connection profile:

```
# nmcli connection show
```

```
connection.interface-name: enp1s0
```

```
connection.autoconnect: yes
```

```
ipv4.method: auto
```

```
ipv6.method: auto
```

```
...
```

5. Configure the IPv4 settings:

- To use DHCP, enter:

```
# nmcli connection modify "Wired connection 1" ipv4.method auto Skip this step if ipv4.method
      is already set to auto (default).
```

- To set a static IPv4 address, network mask, default gateway, DNS servers, and search domain, enter:

```
# nmcli connection modify "Wired connection 1" ipv4.method manual ipv4.addresses
      192.0.2.1/24 ipv4.gateway 192.0.2.254 ipv4.dns 192.0.2.200 ipv4.dns-search example.com
```

6. Configure the IPv6 settings:

- To use stateless address autoconfiguration (SLAAC), enter:

```
# nmcli connection modify "Wired connection 1" ipv6.method auto Skip this step if ipv6.method
      is already set to auto (default).
```

To set a static IPv6 address, network mask, default gateway, DNS servers, and search domain, enter:

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```
# nmcli connection modify "Wired connection 1" ipv6.method manual ipv6.addresses  
2001:db8:1::fffe/64 ipv6.gateway 2001:db8:1::fffe ipv6.dns 2001:db8:1::ffbb ipv6.dns-search  
example.com
```

7. Activate the profile:

```
# nmcli connection up Internal-LAN
```

Verification

1. Display the IP settings of the NIC:

```
# ip address show enp1s0  
enp1s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP group  
    default qlen 1000  
    link/ether 52:54:00:17:b8:b6 brd ff:ff:ff:ff:ff:ff  
    inet 192.0.2.1/24 brd 192.0.2.255 scope global noprefixroute enp1s0 valid_lft forever preferred_lft  
        forever  
    inet6 2001:db8:1::fffe/64 scope global noprefixroute  
        valid_lft forever preferred_lft forever
```

2. Display the IPv4 default gateway:

```
# ip route show default
```

```
default via 192.0.2.254 dev enp1s0 proto static metric 102
```

3. Display the IPv6 default gateway:

```
# ip -6 route show default  
default via 2001:db8:1::ffee dev enp1s0 proto static metric 102 pref medium.
```

4. Display the DNS settings:

```
# cat /etc/resolv.conf
```

```
search example.com  
nameserver 192.0.2.200  
nameserver 2001:db8:1::ffbb
```

If multiple connection profiles are active at the same time, the order
nameserver entries depend on the DNS priority values in these profiles and the connection types.

5. Use the ping utility to verify that this host can send packets to other hosts: # **ping**
<host-name-or-IP-address>

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Troubleshooting

- Verify that the network cable is plugged-in to the host and a switch.
- Check whether the link failure exists only on this host or also on other hosts connected to the same switch.
- Verify that the network cable and the network interface are working as expected. Perform hardware diagnosis steps and replace defect cables and network interface cards.
- If the configuration on the disk does not match the configuration on the device, starting or restarting NetworkManager creates an in-memory connection that reflects the configuration of the device.

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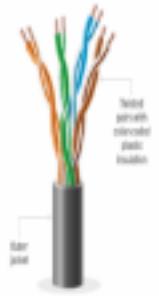
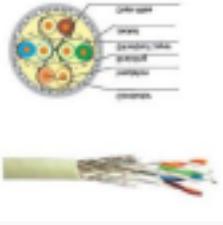
Practical-2

Aim: Study of different types of Network cables.

a) Understand different types of network cable.

Different type of cables used in networking are:

1. Unshielded Twisted Pair (UTP) Cable
2. Shielded Twisted Pair (STP) Cable
3. Coaxial Cable
4. Fibre Optic Cable

| Cable type | Category | Maximum Data Transmission | Advantages/Disadvantages | Application/Use | Image |
|------------|----------------|---------------------------|--|---|--|
| UTP | Category 3 | 10 bps | Advantages <ul style="list-style-type: none"> ● Cheaper in cost ● Easy to install as they have a smaller overall diameter. Disadvantages <ul style="list-style-type: none"> ● More prone to (EMI) Electromagnetic interference and noise | 10Base-T Ethernet |  |
| | Category 5 | Up to 100 Mbps | | Fast Ethernet, Gigabit Ethernet | |
| | Category 5e | 1Gbps | | Fast Ethernet, Gigabit Ethernet | |
| STP | Category 6, 6a | 10Gbps | Advantages <ul style="list-style-type: none"> ● Shielded. ● Faster than UTP. ● Less susceptible to noise and interference Disadvantages <ul style="list-style-type: none"> ● Expensive ● Greater installation effort | Gigabit Ethernet, 10G Ethernet (55m) Widely used in data centres |   |
| | Category 7 | 10Gbps | Gigabit Ethernet, 10G Ethernet (100m) | | |

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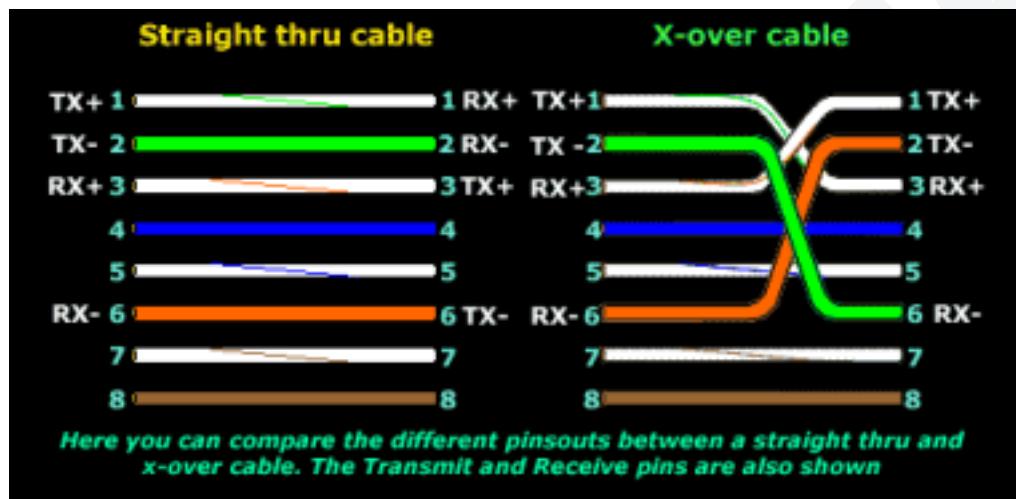
| | | | | | |
|--------------------|---------------------------|------------|--|---|--|
| Coaxial cable | RG-6 RG-59 RG-11 | 10-100Mbps | <ul style="list-style-type: none"> ● High bandwidth ● Immune to interference ● Low loss bandwidth ● Versatile <p>Disadvantages</p> <ul style="list-style-type: none"> ● Limited distance ● Cost ● Size is bulky | Speed of signal is 500m Television network High speed internet connections |  |
| Fibre optics cable | Single mode Multi mode | 100Gbps | <p>Advantages</p> <ul style="list-style-type: none"> ● High speed ● High bandwidth ● High security ● Long distance <p>Disadvantages</p> <ul style="list-style-type: none"> ● Expensive ● Requires skilled installers | <ul style="list-style-type: none"> ● Maximum distance of fibre optics cable is around 100 meters |  |

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b) Make Your Own Ethernet Crossover Cable / Straight cable

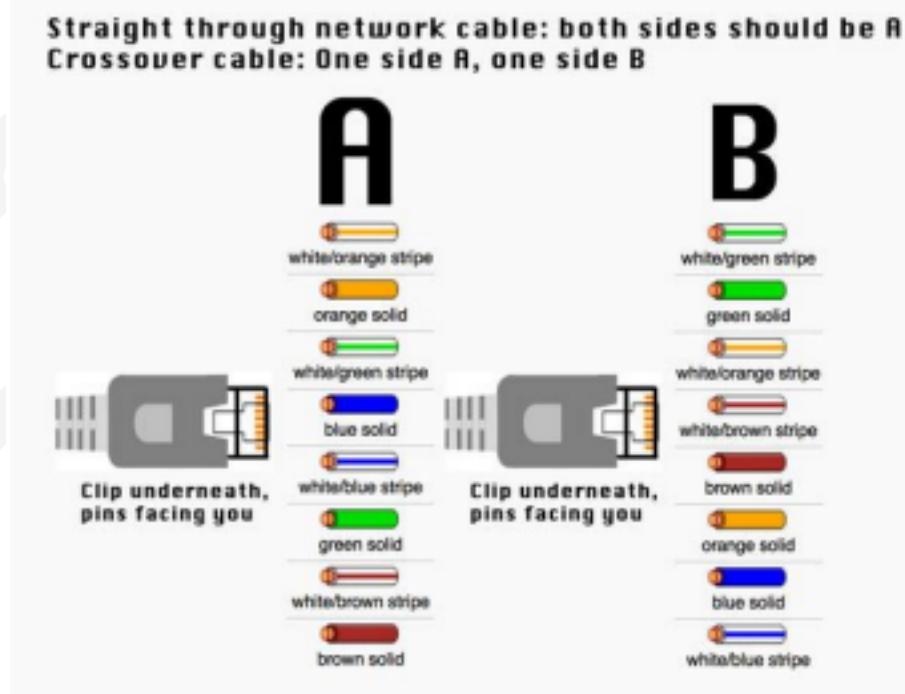
Tools and parts needed:

- Ethernet cabling. CAT5e is certified for gigabit support, but CAT5 cabling works as well, just over shorter distances.
- A crimping tool. This is an all-in-one networking tool shaped to push down the pins in the plug and strip and cut the shielding off the cables.
- Two RJ45 plugs.
- Optional two plug shields.



Difference between crossover cable and straight cable

Take a print out the diagram below or have it handy as a reference



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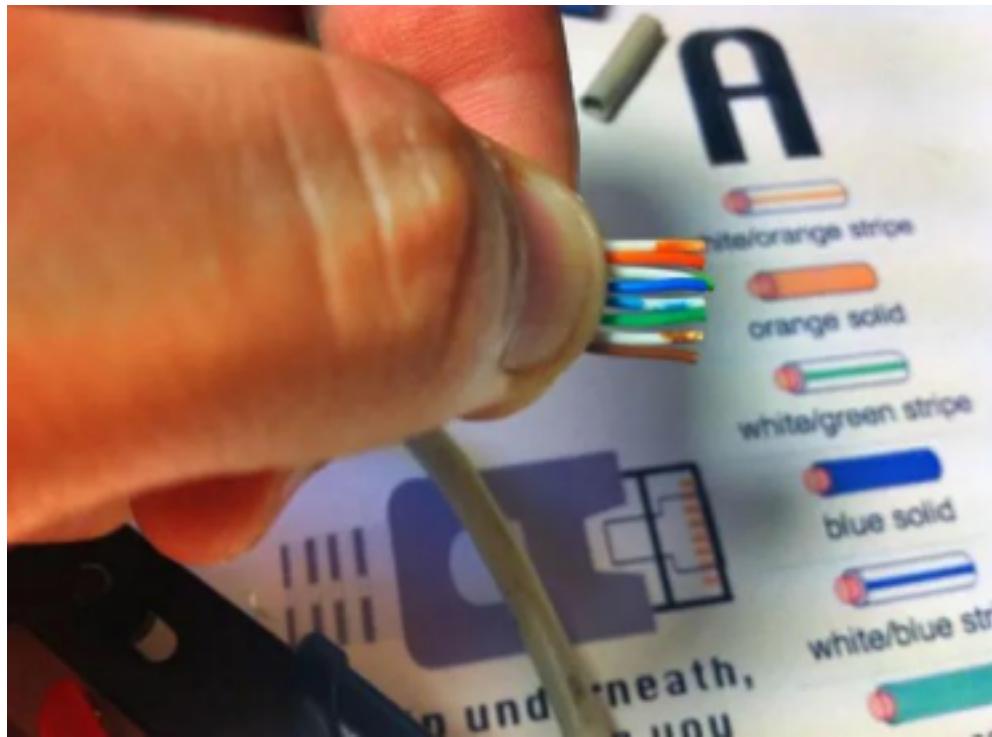
Step 1: To start construction of the device, begin by threading shields onto the cable.



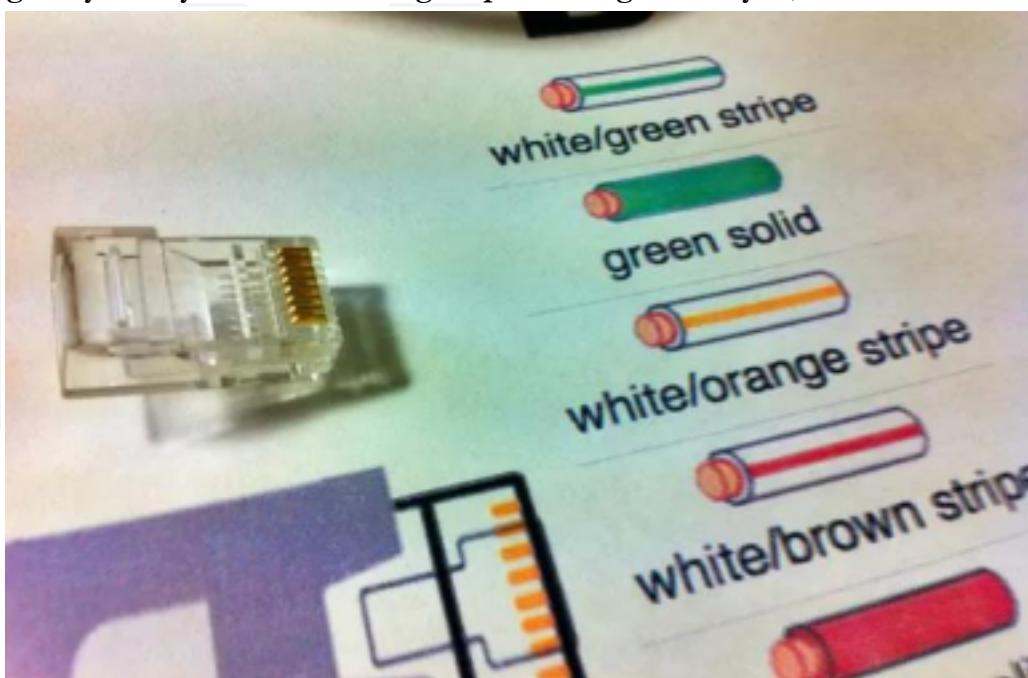
Step 2: Next, strip approximately 1.5 cm of cable shielding from both ends. The crimping tool has a round area to complete this task.



Step 3: After, you will need to untangle the wires; there should be four “twisted pairs.” Referencing back to the sheet, arrange them from top to bottom. One end should be in arrangement A and the other in B.



Step 4: Once the order is correct, bunch them together in a line, and if there are any that stick out farther than others, snip them back to create an even level. The difficult aspect is placing these into the RJ45 plug without messing up the order. To do so, hold the plug with the clip side facing away from you and have the gold pins facing toward you, as shown.



Step 5: Next, push the cable right in. The notch at the end of the plug needs to be just over the cable shielding, and if it isn't, that means that you stripped off too much shielding. Simply snip the cables back a little more.



Step 6: After the wires are securely sitting inside the plug, insert it into the crimping tool and push down.

It should be shaped correctly, but pushing too hard can crack the fragile plastic plug.

Step 7: Lastly, repeat for the other end using diagram B (to make a crossover cables)/ using diagram A (to make a straight through cable)

To test it, plug it in and attempt to connect two devices directly.

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Practical -3

AIM: To study the Packet tracer tool Installation and User Interface Overview

c) To understand the environment of CISCO PACKET TRACER to design a simple network.

INTRODUCTION:

A simulator, as the name suggests, simulates network devices and its environment. Packet Tracer is an exciting network design, simulation and modelling tool.

1. It allows you to model complex systems without the need for dedicated equipment.
2. It helps you to practise your network configuration and troubleshooting skills via computer or an Android or iOS based mobile device.
3. It is available for both the Linux and Windows desktop environments.
4. Protocols in Packet Tracer are coded to work and behave in the same way as they would on real hardware.

INSTALLING PACKET TRACER:

To download Packet Tracer, go to <https://www.netacad.com> and log in with your Cisco Networking Academy credentials; then, click on the Packet Tracer graphic and download the package appropriate for your operating system. (Can be used to download in your laptop).

Windows

Installation in Windows is pretty simple and straightforward; the setup comes in a single file named Packettracer_Setup6.0.1.exe. Open this file to begin the setup wizard, accept the licence agreement, choose a location, and start the installation.

Linux

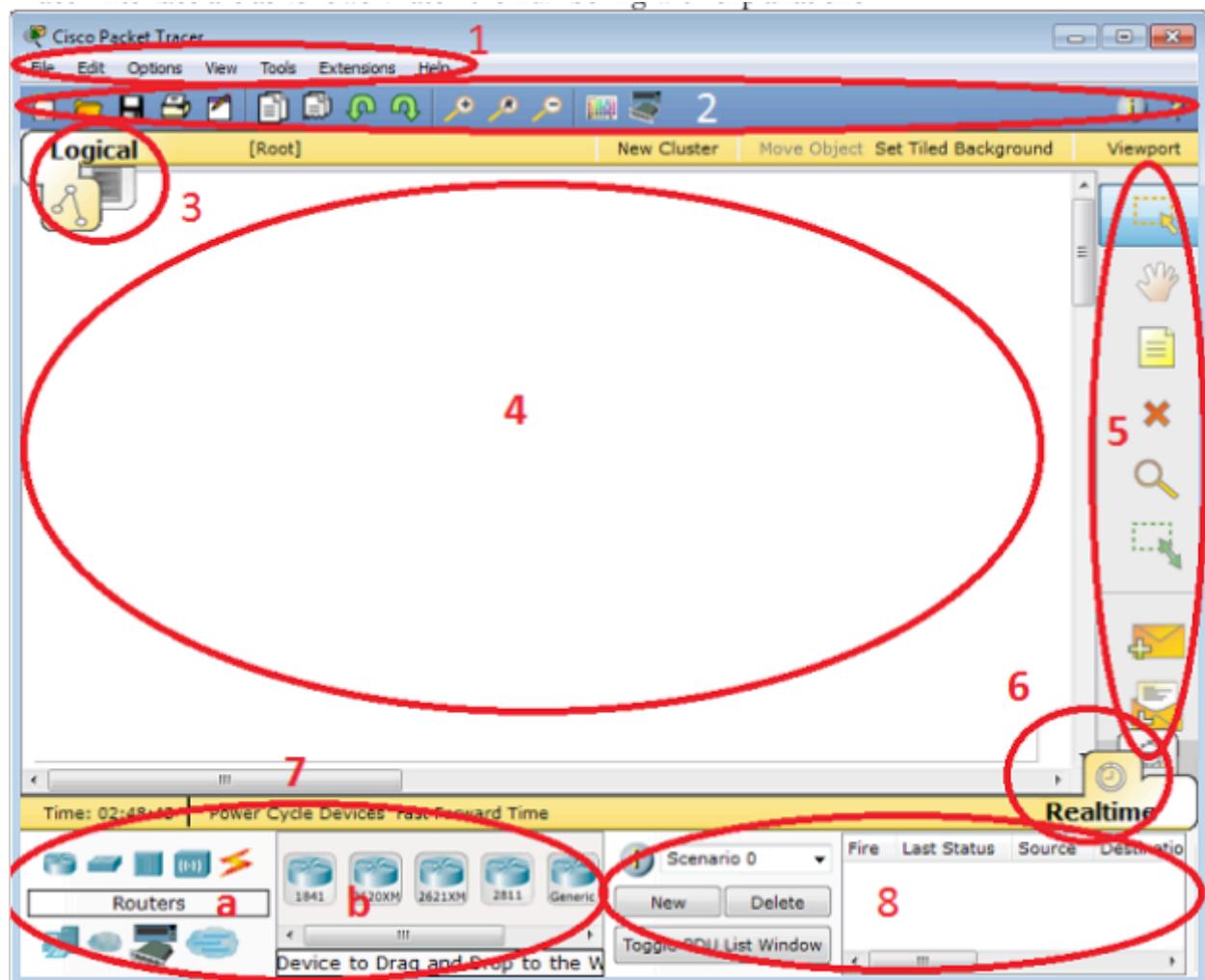
Linux users with an Ubuntu/Debian distribution should download the file for Ubuntu, and those using Fedora/Redhat/CentOS must download the file for Fedora. Grant executable permission to this file by using chmod, and execute it to begin the installation.

```
chmod +x PacketTracer601_i386_installer-rpm.bin  
./PacketTracer601_i386_installer-rpm.bin
```

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USER INTERFACE OVERVIEW:

The layout of Packet Tracer is divided into several components. The components of the Packet Tracer interface are as follows: match the numbering with explanations.



1. Menu bar – This is a common menu found in all software applications; it is used to open, save, print, change preferences, and so on.
2. Main toolbar – This bar provides shortcut icons to menu options that are commonly accessed, such as open, save, zoom, undo, and redo, and on the right-hand side is an icon for entering network information for the current network.
3. Logical/Physical workspace tabs – These tabs allow you to toggle between the Logical and Physical work areas.
4. Workspace – This is the area where topologies are created and simulations are displayed.
5. Common tools bar – This toolbar provides controls for manipulating topologies, such as select, move layout, place note, delete, inspect, resize shape, and add simple/complex PDU.
6. Real-time/Simulation tabs – These tabs are used to toggle between the real and simulation modes. Buttons are also provided to control the time, and to capture the packets.
7. Network component box – This component contains all of the network and end devices available with Packet Tracer, and is further divided into two areas: Area 7a: Device-type selection box – This area contains device categories Area 7b: Device-specific selection box – When a device category is selected, this selection box displays the different device models within that

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- category.
8. User-created packet box – Users can create highly-customised packets to test their topology from this area, and the results are displayed as a list.

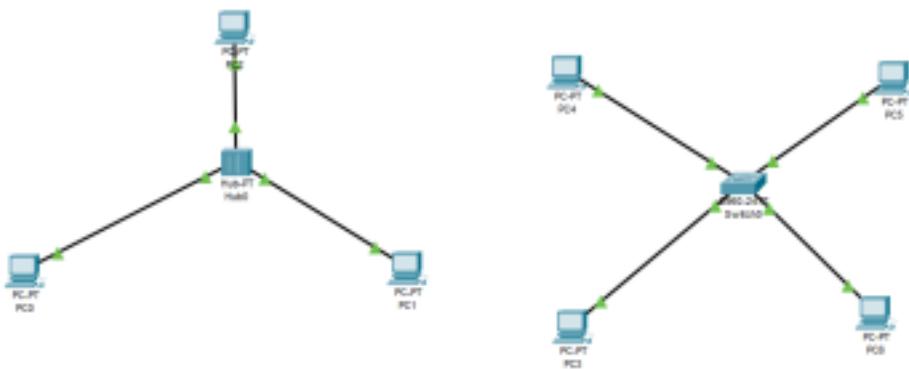
d) Analyse the behaviour of network devices using CISCO PACKET TRACER simulator.

1. From the network component box, click and drag-and-drop the below components:

- 4 Generic PCs and One HUB
- 4 Generic PCs and One switch

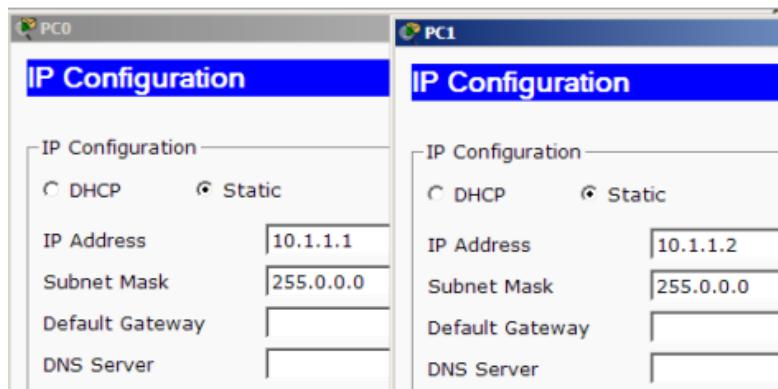
2. Click on Connections:

- Click on Copper Straight-Through cable,
- Select one of the PCs and connect it to HUB using the cable. The link LED should glow in green, indicating that the link is up. Similarly connect the remaining 3 PCs to the HUB.
- Similarly connect 4 PCs to the switch using copper straight-through cable.



3. Click on the PCs connected to the hub, go to the Desktop tab, click on IP Configuration, and enter an IP address and subnet mask. Here, the default gateway and DNS server information is not needed as there are only two end devices in the network.

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Click on the PDU (message icon) from the common tool bar,

- a. Drag and drop it on one of PC (source machine) and then drop it on another PC (destination machine) connected to the HUB.
4. Observe the flow of PDU from source PC to destination PC by selecting the Realtime mode of simulation.
5. Repeat step #3 to step #5 for the PCs connected to the switch.
6. Observe how HUB and switch are forwarding the PDU and write your observation and conclusion about the behaviours of Switch and HUB.

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Practical -4

AIM: Setup and configure a LAN (Local area network) using Switch and Ethernet cables in your lab.

What is a LAN?

A Local Area Network (LAN) refers to a network that connects devices within a limited area, such as an office building, school, or home. It enables users to share resources, including data, printers, and internet access. LAN connects devices to promote collaboration and transfer information between users, such as computers, printers, servers, and switches. A local area network (LAN) switch serves as the primary connecting device, managing and directing communications within the local network. Each connected device on a LAN switch can communicate directly with each other, allowing for fast and secure data transfer.

How to set up a LAN?

Step 1. Plan and Design an appropriate network topology taking into account network requirements and equipment location.

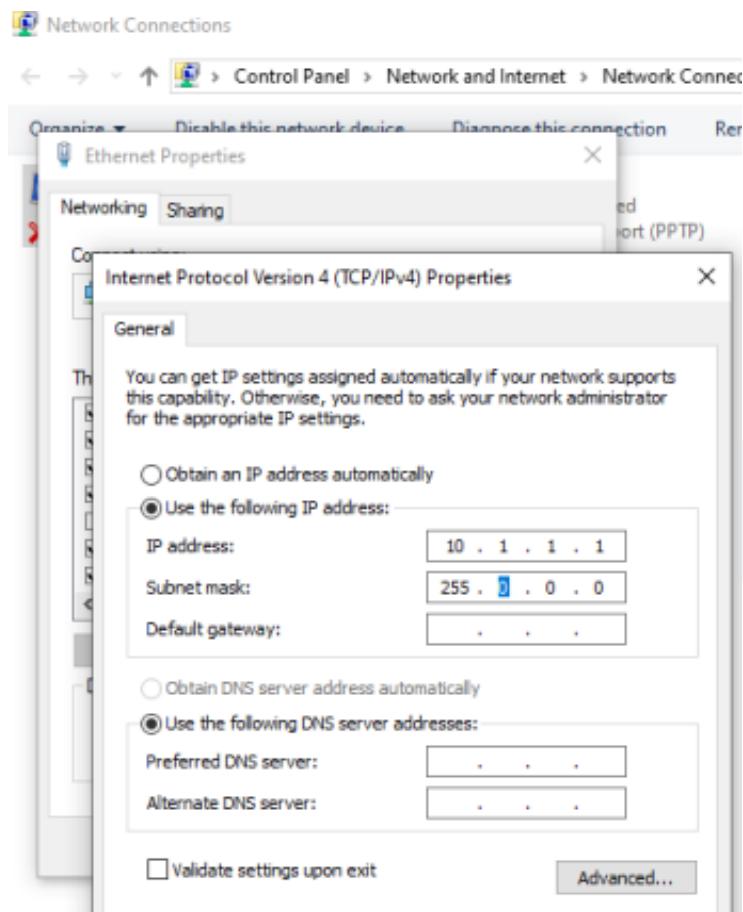
Step 2. You can take 4 Computers, a Switch with 8, 16, or 24 ports which is sufficient for networks of these sizes, and 4 Ethernet cables.

Step3: Connect your computers to the network switch via an Ethernet cable, which is as simple as plugging one end of the Ethernet cable into your computer and the other end into your network switch.

Step4: Assign IP address to your PCs

1. Log on to the client computer as Administrator or as Owner.
2. Click Network and Internet Connections.
3. Right Click Local Area Connection/Ethernet->Go to Properties->Select Internet Protocol (TCP/IPv4)->Click on Properties->Select use the following ip address option and assign ip address.

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Similarly assign IP address to all the PCs connected to switch.

PC1-IP address: 10.1.1.1, subnet mask 255.0.0.0

PC2-IP address-10.1.1.2, subnet mask 255.0.0.0

PC3-IP address 10.1.1.3, subnet mask 255.0.0.0.

PC4-IP address 10.1.1.4, subnet mask 255.0.0.0.

Step 5:- Configure a network switch:

1. Connect your computer to the switch: To access the switch's web interface, you will need to connect your computer to the switch using an Ethernet cable.
2. Log in to the web interface: Open a web browser and enter the IP address of the switch in the address bar. This should bring up the login page for the switch's web interface. Enter the username and password to log in.
3. Configure basic settings: Once you're logged in, you will be able to configure basic settings for the switch,
4. Assign IP address as: 10.1.1.5, subnet mask 255.0.0.0.

Step 6:- Check the connectivity between the switch and other machine by using the ping command in the command prompt of the device.

Step 7: Select a folder, ->go to properties-> click Sharing tab->share it with everyone on the same LAN.

Step 8. Try to access the shared folder from others Computers of the network.

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Practical-5

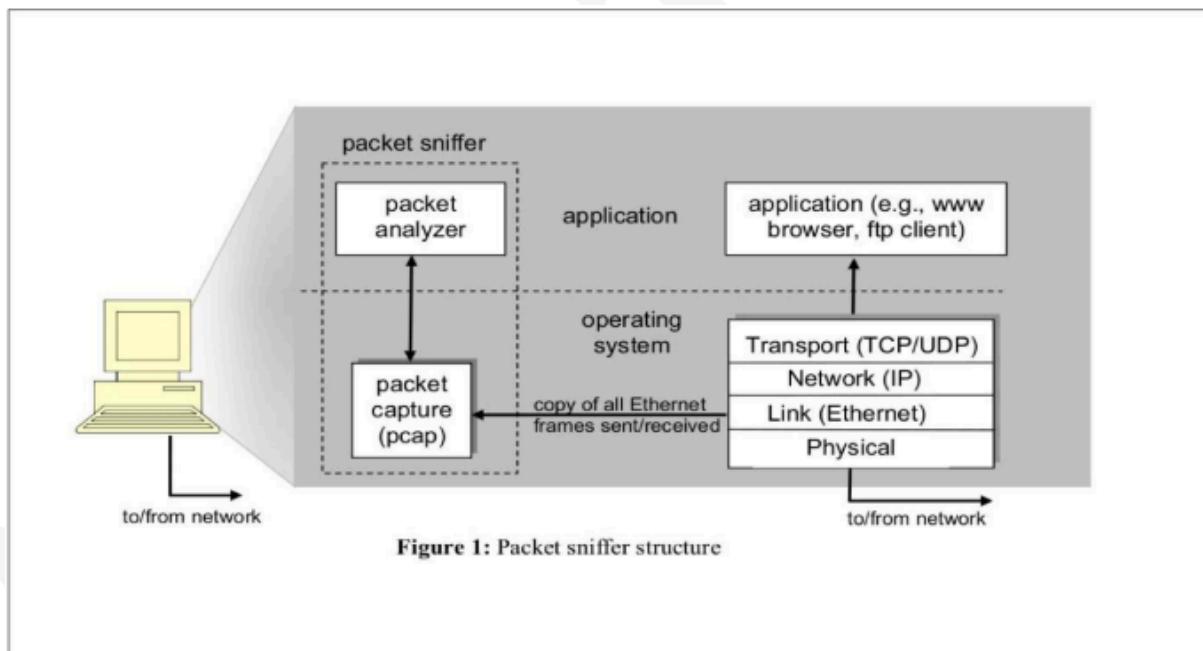
AIM Experiments on Packet capture tool: Wireshark

Packet Sniffer

- Sniffs messages being sent/received from/by your computer
- Store and display the contents of the various protocol fields in the messages
- Passive program
 - never sends packets itself
 - no packets addressed to it
 - receives a copy of all packets (sent/received)

Packet Sniffer Structure Diagnostic Tools

- Tcpdump
 - E.g. tcpdump -enx host 10.129.41.2 -w exe3.out
- Wireshark
 - wireshark -r exe3.out



DESCRIPTION:

WIRESHARK

Wireshark, a network analysis tool formerly known as Ethereal, captures packets in real time and displays them in human-readable format. Wireshark includes filters, color coding, and other features that let you dig deep into network traffic and inspect individual packets. You can use Wireshark to inspect a suspicious program's network traffic, analyse the traffic flow on your network, or troubleshoot network problems.

What we can do with Wireshark:

- Capture network traffic

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- Decode packet protocols using dissectors
- Define filters – capture and display
- Watch smart statistics
- Analyse problems
- Interactively browse that traffic

Wireshark used for:

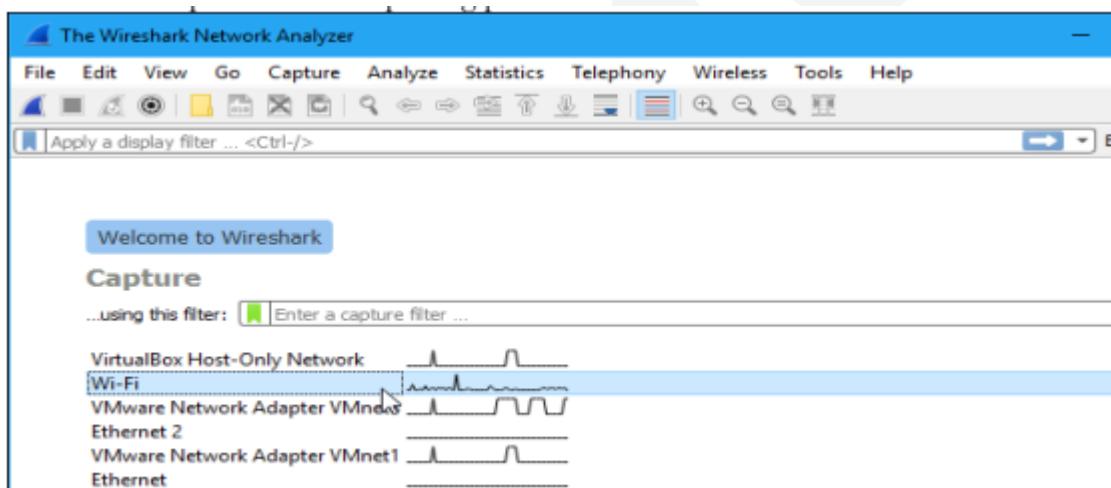
- Network administrators: troubleshoot network problems
- Network security engineers: examine security problems
- Developers: debug protocol implementations
- People: learn **network protocol internals**

Getting Wireshark

Wireshark can be downloaded for Windows or macOS from [its official website](#). For Linux or another UNIX-like system, Wireshark will be found in its package repositories. For Ubuntu, Wireshark will be found in the Ubuntu Software Center.

Capturing Packets

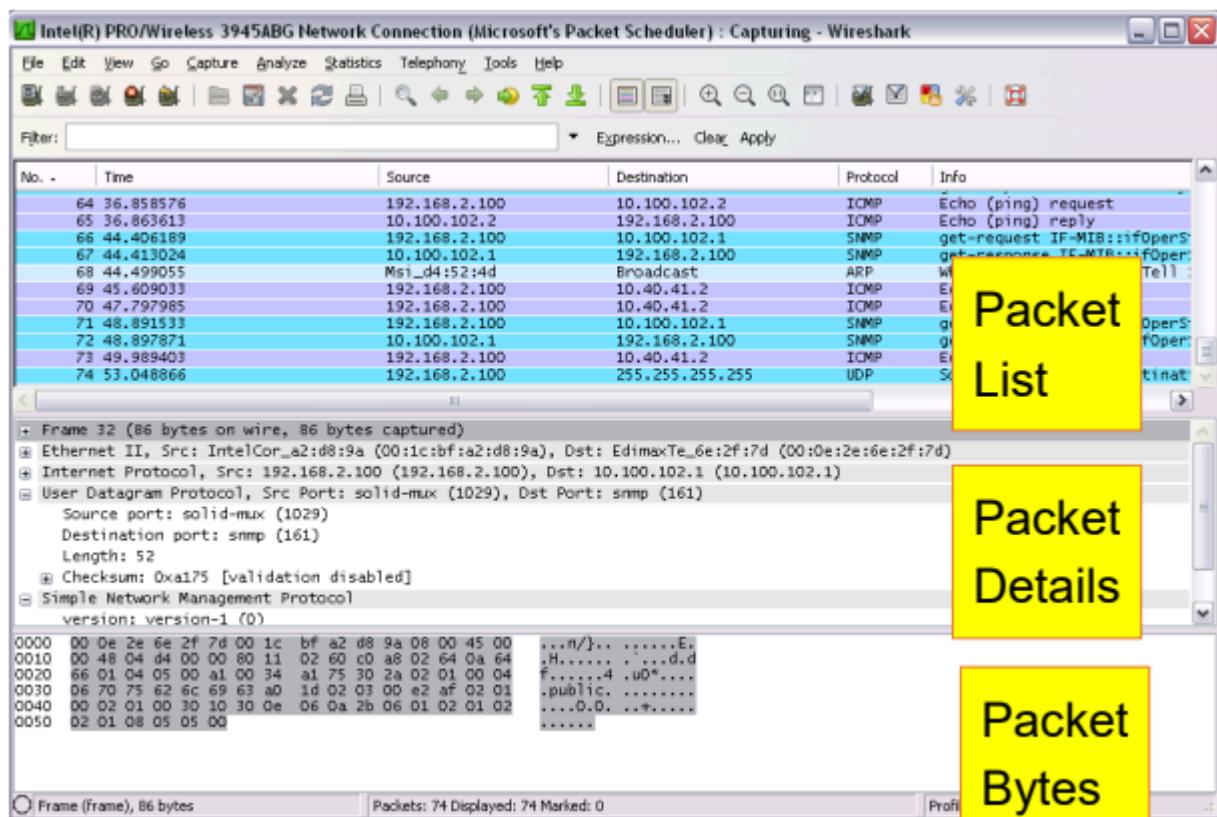
After downloading and installing Wireshark, launch it and double-click the name of a network interface under Capture to start capturing packets on that interface



As soon as you click the interface's name, you'll see the packets start to appear in real time. Wireshark captures each packet sent to or from your system.

If you have promiscuous mode enabled—it's enabled by default—you'll also see all the other packets on the network instead of only packets addressed to your network adapter. To check if promiscuous mode is enabled, click Capture > Options and verify the “Enable promiscuous mode on all interfaces” checkbox is activated at the bottom of this window.

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Click the red “Stop” button near the top left corner of the window when you want to stop capturing traffic.

The “Packet List” Pane

The packet list pane displays all the packets in the current capture file. Each line in the packet list corresponds to one packet in the capture file. If you select a line in this pane, more details will be displayed in the “Packet Details” and “Packet Bytes” panes.

The “Packet Details” Pane

The packet details pane shows the current packet (selected in the “Packet List” pane) in a more detailed form. This pane shows the protocols and protocol fields of the packet selected in the “Packet List” pane. The protocols and fields of the packet shown in a tree which can be expanded and collapsed.

The “Packet Bytes” Pane

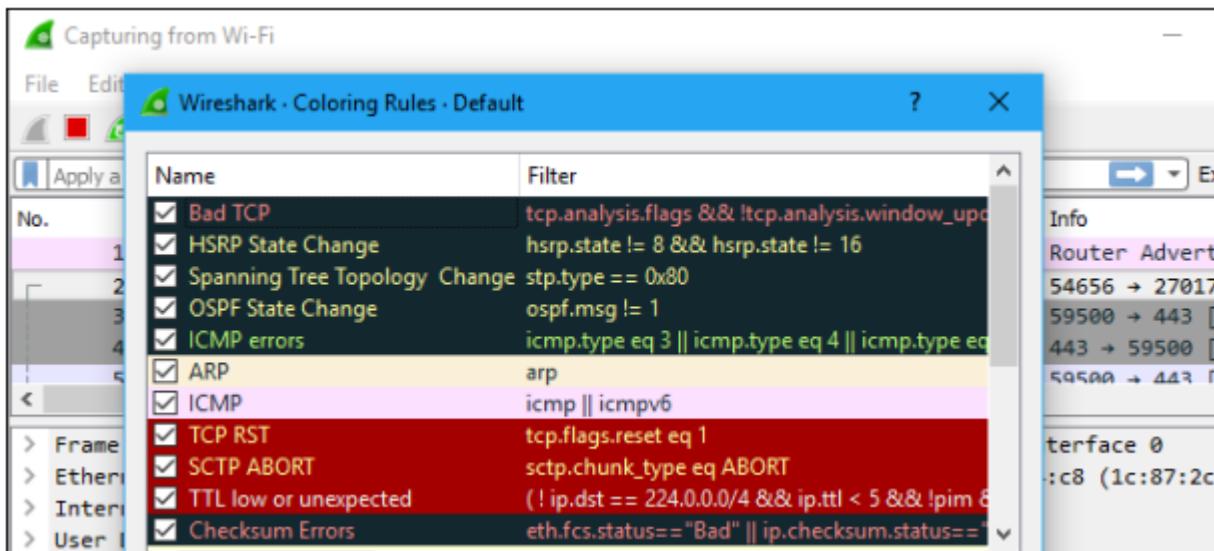
The packet bytes pane shows the data of the current packet (selected in the “Packet List” pane) in a hexdump style.

Color Coding

You'll probably see packets highlighted in a variety of different colors. Wireshark uses colors to help you identify the types of traffic at a glance. By default, light purple is TCP traffic, light blue is UDP traffic, and black identifies packets with errors—for example, they could have been delivered out of order.

To view exactly what the color codes mean, click View > Coloring Rules. You can also customise and modify the coloring rules from here, if you like.

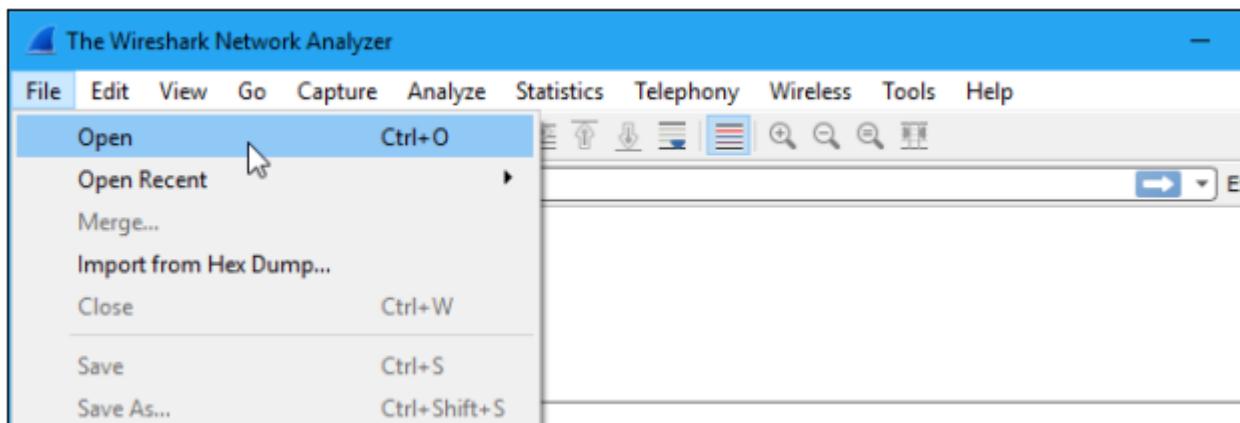
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Sample Captures

If there's nothing interesting on your own network to inspect, Wireshark's wiki has you covered. The wiki contains a [page of sample capture files](#) that you can load and inspect. Click File > Open in Wireshark and browse for your downloaded file to open one.

You can also save your own captures in Wireshark and open them later. Click File > Save to save your captured packets.

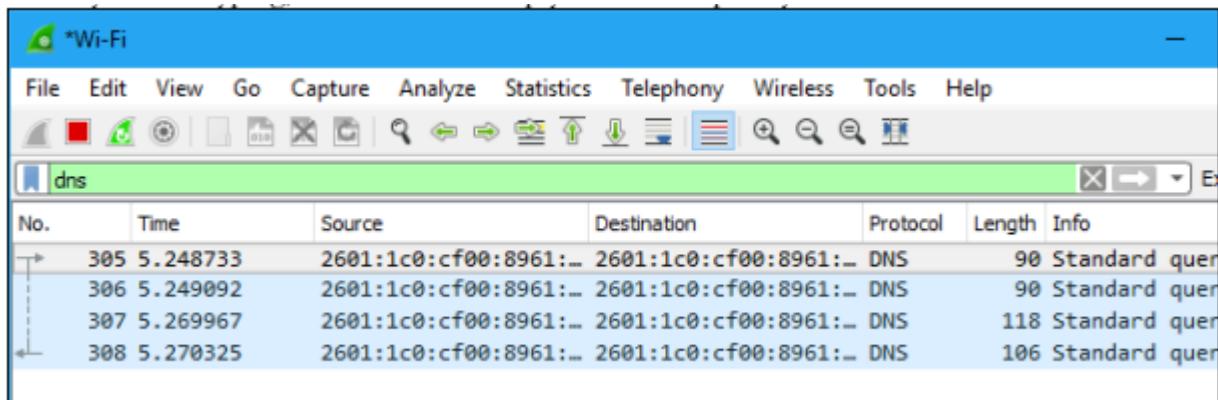


Filtering Packets

If you're trying to inspect something specific, such as the traffic a program sends when phoning home, it helps to close down all other applications using the network so you can narrow down the traffic. Still, you'll likely have a large amount of packets to sift through. That's where Wireshark's filters come in.

The most basic way to apply a filter is by typing it into the filter box at the top of the window and clicking Apply (or pressing Enter). For example, type "dns" and you'll see only DNS packets. When you start typing, Wireshark will help you autocomplete your filter.

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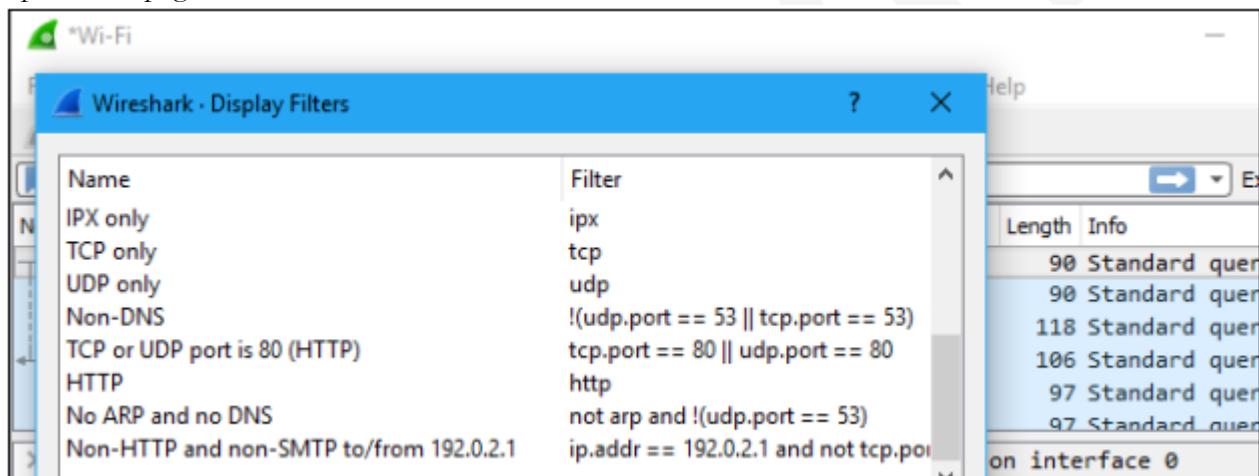


The screenshot shows the Wireshark interface with a capture titled "*Wi-Fi". The display filter is set to "dns". The packet list pane shows four DNS requests from source IP 2601:1c0:cf00:8961:: to destination IP 2601:1c0:cf00:8961:: on port 53. The columns are No., Time, Source, Destination, Protocol, Length, and Info.

| No. | Time | Source | Destination | Protocol | Length | Info |
|-----|----------|----------------------|----------------------|----------|--------|---------------|
| 305 | 5.248733 | 2601:1c0:cf00:8961:: | 2601:1c0:cf00:8961:: | DNS | 90 | Standard quer |
| 306 | 5.249092 | 2601:1c0:cf00:8961:: | 2601:1c0:cf00:8961:: | DNS | 90 | Standard quer |
| 307 | 5.269967 | 2601:1c0:cf00:8961:: | 2601:1c0:cf00:8961:: | DNS | 118 | Standard quer |
| 308 | 5.270325 | 2601:1c0:cf00:8961:: | 2601:1c0:cf00:8961:: | DNS | 106 | Standard quer |

You can also click Analyse > Display Filters to choose a filter from among the default filters included in Wireshark. From here, you can add your own custom filters and save them to easily access them in the future.

For more information on Wireshark's display filtering language, read the [Building display filter expressions](#) page in the official Wireshark documentation.



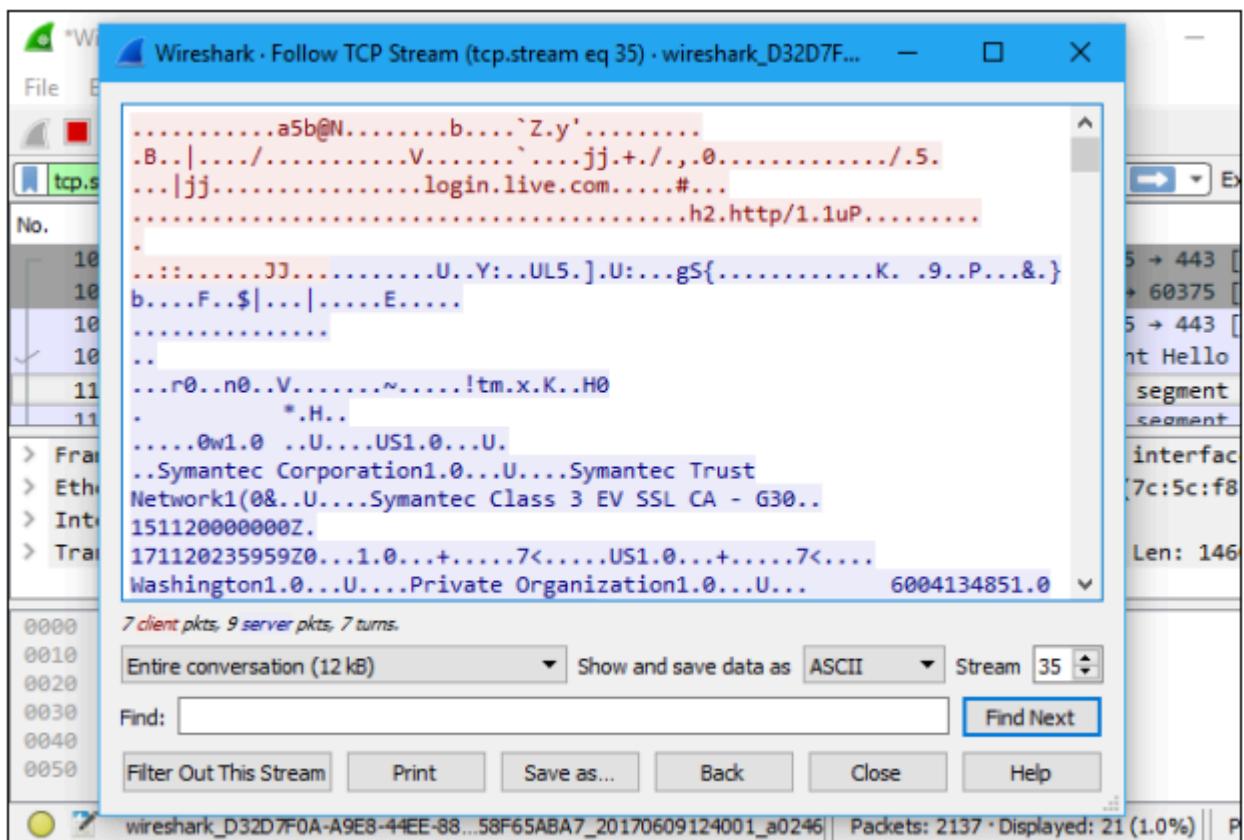
The screenshot shows the "Wireshark · Display Filters" dialog box. It lists several pre-defined filters with their corresponding BPF expressions:

| Name | Filter |
|---|--|
| IPX only | ipx |
| TCP only | tcp |
| UDP only | udp |
| Non-DNS | !(udp.port == 53 tcp.port == 53) |
| TCP or UDP port is 80 (HTTP) | tcp.port == 80 udp.port == 80 |
| HTTP | http |
| No ARP and no DNS | not arp and !(udp.port == 53) |
| Non-HTTP and non-SMTP to/from 192.0.2.1 | ip.addr == 192.0.2.1 and not tcp.port == 80 and not udp.port == 25 |

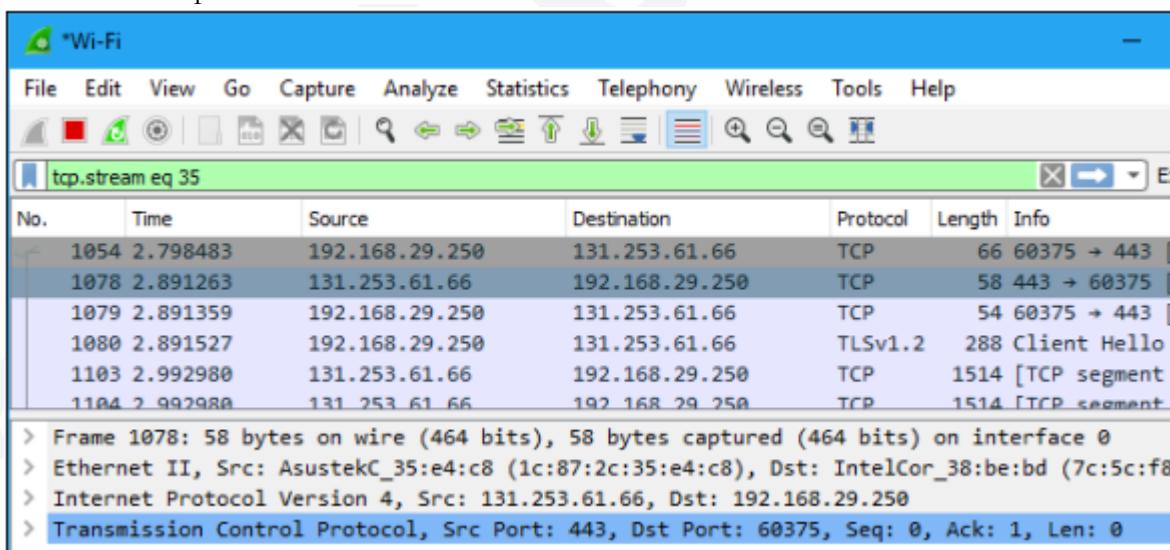
The main Wireshark window shows a list of captured DNS packets with their details and bytes panes visible.

Another interesting thing you can do is right-click a packet and select Follow > TCP Stream. You'll see the full TCP conversation between the client and the server. You can also click other protocols in the Follow menu to see the full conversations for other protocols, if applicable.

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Close the window and you'll find a filter has been applied automatically. Wireshark is showing you the packets that make up the conversation.



Inspecting Packets

Click a packet to select it and you can dig down to view its details.

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*Wi-Fi

File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help

tcp.stream eq 35

| No. | Time | Source | Destination | Protocol | Length | Info |
|------|----------|----------------|----------------|----------|--------|--------------|
| 1054 | 2.798483 | 192.168.29.250 | 131.253.61.66 | TCP | 66 | 60375 → 443 |
| 1078 | 2.891263 | 131.253.61.66 | 192.168.29.250 | TCP | 58 | 443 → 60375 |
| 1079 | 2.891359 | 192.168.29.250 | 131.253.61.66 | TCP | 54 | 60375 → 443 |
| 1080 | 2.891527 | 192.168.29.250 | 131.253.61.66 | TLSv1.2 | 288 | Client Hello |

Frame 1054: 66 bytes on wire (528 bits), 66 bytes captured (528 bits) on interface 0

Interface id: 0 (\Device\NPF_{D32D7F0A-A9E8-44EE-88DC-DFD58F65ABA7})

Encapsulation type: Ethernet (1)

Arrival Time: Jun 9, 2017 12:40:04.140141000 Pacific Daylight Time

[Time shift for this packet: 0.000000000 seconds]

Epoch Time: 1497037204.140141000 seconds

| Hex View | Source Port: 60375 | Destination Port: 443 | Length | Info |
|---|--------------------|-----------------------|--------|------|
| 0000 1c 87 2c 35 e4 c8 7c 5c f8 38 be bd 08 00 45 00 | ...5.. \ .8....E. | | | |
| 0010 00 34 0b 5d 40 00 80 06 4f 85 c0 a8 1d fa 83 fd | .4.]@... 0..... | | | |
| 0020 3d 42 eb d7 01 bb 22 52 7b 69 00 00 00 00 80 02 | =B...."R {i..... | | | |
| 0030 fa f0 48 ef 00 00 02 04 05 b4 01 03 03 08 01 01 | ..H..... | | | |
| 0040 04 02 | ... | | | |

Encapsulation type (frame.encap_type)

Packets: 8136 · Displayed: 21 (0.3%)

You can also create filters from here — just right-click one of the details and use the Apply as Filter submenu to create a filter based on it.

*Wi-Fi

File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help

tcp.stream eq 35

| No. | Time | Source | Destination | Protocol | Length | Info |
|------|----------|----------------|----------------|----------|--------|--------------|
| 1054 | 2.798483 | 192.168.29.250 | 131.253.61.66 | TCP | 66 | 60375 → 443 |
| 1078 | 2.891263 | 131.253.61.66 | 192.168.29.250 | TCP | 58 | 443 → 60375 |
| 1079 | 2.891359 | 192.168.29.250 | 131.253.61.66 | TCP | 54 | 60375 → 443 |
| 1080 | 2.891527 | 192.168.29.250 | 131.253.61.66 | TLSv1.2 | 288 | Client Hello |

Source Port: 60375

- Expand Subtrees Shift+Right
- Expand All Ctrl+Right
- Collapse All Ctrl+Left
- Apply as Column
- Apply as Filter Selected
- Prepare a Filter
- Conversation Filter
- Colorize with Filter
- Follow

Selected

Not Selected

...and Selected

...or Selected

...and not Selected

Packets: 8136 · Displayed: 21 (0.2%)

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Wireshark is an extremely powerful tool, and this tutorial is just scratching the surface of what you can do with it. Professionals use it to debug network protocol implementations, examine security problems and inspect network protocol internals.

Flow Graph: Gives a better understanding of what we see.

The top screenshot shows the Wireshark interface with the 'Flow Graph...' option selected in the 'Statistics' menu. The bottom screenshot shows the 'Graph Analysis' window displaying a sequence of network packets between four hosts: 192.168.2.100, 10.40.41.2, 212.150.49.10, and 212.143.162.141. The flow graph highlights the sequence of requests and responses, including ICMP echo requests, DNS queries, and HTTP GET requests.

| Time | Source IP | Destination IP | Protocol | Comment |
|-------|-----------|----------------|---------------------------------------|---|
| 0.000 | | | Echo (ping) request | ICMP: Echo (ping) request |
| 2.183 | | | Echo (ping) request | ICMP: Echo (ping) request |
| 3.430 | (25009) | (53) | Standard query A www | DNS: Standard query A www.yonet.co.il |
| 3.457 | (25009) | (53) | Standard query resp | DNS: Standard query response CNAME yonet.co.il.d4p.net CNAME a39. |
| 3.462 | (2895) | (53) | Standard query A www | DNS: Standard query A www.lenovo.com |
| 3.624 | (3866) | (80) | dzdaemon > http [SYN] | TCP: dzdaemon > http [SYN] Seq=0 Win=65535 Len=0 MSS=1460 W |
| 3.728 | (3866) | (80) | http > dzdaemon [SYN] | TCP: http > dzdaemon [SYN, ACK] Seq=0 Ack=1 Win=5840 Len=0 M |
| 3.728 | (3866) | (80) | dzdaemon > http [AC] | TCP: dzdaemon > http [ACK] Seq=1 Ack=1 Win=128480 Len=0 |
| 3.729 | (3866) | (80) | GET / HTTP/1.1 | HTTP: GET / HTTP/1.1 |
| 3.769 | (3866) | (80) | http > dzdaemon [AC] | TCP: http > dzdaemon [ACK] Seq=1 Ack=580 Win=6948 Len=0 |
| 3.771 | (3866) | (80) | HTTP/1.0 301 Moved | HTTP: HTTP/1.0 301 Moved Permanently |
| 3.772 | (3866) | (80) | GET /home/0,T340,L-8,00.html HTTP/1.1 | HTTP: GET /home/0,T340,L-8,00.html HTTP/1.1 |
| 3.965 | (3866) | (80) | [TCP Previous segment lost] | TCP: [TCP Previous segment lost] [TCP segment of a reassembled PDU] |
| 3.965 | (3866) | (80) | [TCP Dup ACK 12#1] | TCP: [TCP Dup ACK 12#1] dzdaemon > http [ACK] Seq=1204 Ack=1 |
| 3.966 | (3866) | (80) | [TCP segment of a r | TCP: [TCP segment of a reassembled PDU] |
| 3.966 | (3866) | (80) | [TCP Dup ACK 12#2] | TCP: [TCP Dup ACK 12#2] dzdaemon > http [ACK] Seq=1204 Ack=1 |
| 3.966 | (3866) | (80) | [TCP segment of a r | TCP: [TCP segment of a reassembled PDU] |
| 3.968 | (3866) | (80) | [TCP Dup ACK 12#3] | TCP: [TCP Dup ACK 12#3] dzdaemon > http [ACK] Seq=1204 Ack=1 |
| 3.968 | (3866) | (80) | Standard query resp | DNS: Standard query response CNAME www.lenovo.com.edgekey.net |
| 3.990 | (3866) | (80) | [TCP segment of a r | TCP: [TCP segment of a reassembled PDU] |

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CAPTURING AND ANALYSING PACKETS USING WIRESHARK TOOL

To filter, capture, view, packets in Wireshark Tool.

Capture 100 packets from the Ethernet: IEEE 802.3 LAN Interface and save it.

Procedure

- Select Local Area Connection in Wireshark.
- Go to capture □ option
- Select stop capture automatically after 100 packets.
- Then click Start capture.
- Save the packets.

Output

| No. | Time | Source | Destination | Protocol | Length | Info |
|-----|----------|---------------------------------|-------------|----------|--------|--|
| 1 | 0.000000 | Pegatron_e0:87:9e | Broadcast | ARP | 60 | Who has 172.16.9.94? Tell 172.16.9.138 |
| 2 | 0.000180 | Realtek5_55:2c:b8 | Broadcast | ARP | 60 | Who has 172.16.10.36? Tell 172.16.10.50 |
| 3 | 0.000294 | Realtek5_55:2c:b8 | Broadcast | ARP | 60 | Who has 172.16.11.36? Tell 172.16.10.50 |
| 4 | 0.000295 | Realtek5_55:2c:b8 | Broadcast | ARP | 60 | Who has 172.16.8.37? Tell 172.16.10.50 |
| 5 | 0.000296 | Realtek5_55:2c:b8 | Broadcast | ARP | 60 | Who has 172.16.9.37? Tell 172.16.10.50 |
| 6 | 0.000296 | Realtek5_55:2c:b8 | Broadcast | ARP | 60 | Who has 172.16.11.37? Tell 172.16.10.50 |
| 7 | 0.001460 | fe80::4968:12a7:5e3.. ff02::1:3 | | LLMNR | 95 | Standard query 0xae2b A TLFL3-HDC101701 |
| 8 | 0.001622 | 172.16.8.95 | 224.0.0.252 | LLMNR | 75 | Standard query 0xae2b A TLFL3-HDC101701 |
| 9 | 0.001623 | 172.16.8.95 | 224.0.0.252 | LLMNR | 75 | Standard query 0x28c0 AAAA TLFL3-HDC101701 |
| 10 | 0.001625 | fe80::4968:12a7:5e3.. ff02::1:3 | | LLMNR | 95 | Standard query 0x28c0 AAAA TLFL3-HDC101701 |
| 11 | 0.001625 | fe80::343b:4d7..:ff.. ff02::1:3 | | LLMNR | 95 | Standard query 0x28c0 AAAA TLFL3-HDC101701 |

Frame 7: 95 bytes on wire (760 bits), 95 bytes captured (760 bits) on interface 0
Ethernet II, Src: Dell_35:10:a8 (50:9a:4c:35:10:a8), Dst: IPv6mcast_01:00:03 (33:33:00:01:00:03)
Internet Protocol Version 6, Src: fe80::4968:12a7:5e36:523e, Dst: ff02::1:3
User Datagram Protocol, Src Port: 62374, Dst Port: 5355
Source Port: 62374
Destination Port: 5355
Length: 41
Checksum: 0x90e0 [unverified]
[Checksum Status: Unverified]
[Stream index: 0]
Link-local Multicast Name Resolution (query)

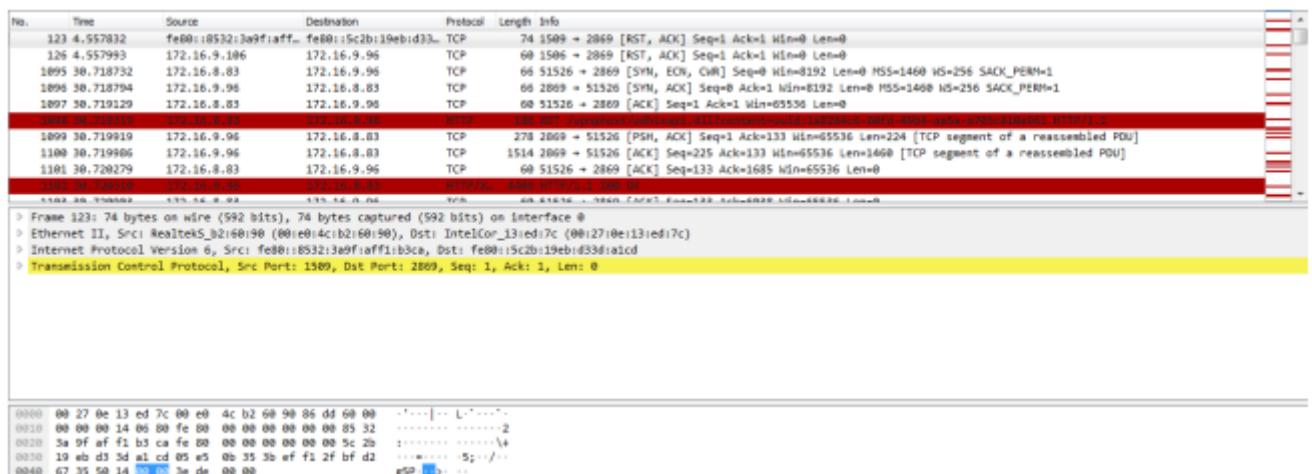
0000 33 33 00 01 00 03 50 9a 4c 35 10 a8 86 dd 60 00 33...P L5...-
0010 00 00 00 29 11 01 fe 80 00 00 00 00 00 49 68 ...)-.....Ih
0020 12 a7 5e 36 52 3e ff 02 00 00 00 00 00 00 00 00 ...^6R>....
0030 00 00 00 01 00 03 f3 a6 14 eb 00 29 90 e0 ae 2b)-...+
0040 00 00 00 01 00 00 00 00 00 00 0f 54 4c 46 4c 33)-TLFL3
0050 2d 48 44 43 31 30 31 37 30 31 00 00 01 00 01 HDC1017 01.....

1. Create a Filter to display only TCP/UDP packets, inspect the packets and provide the flow graph

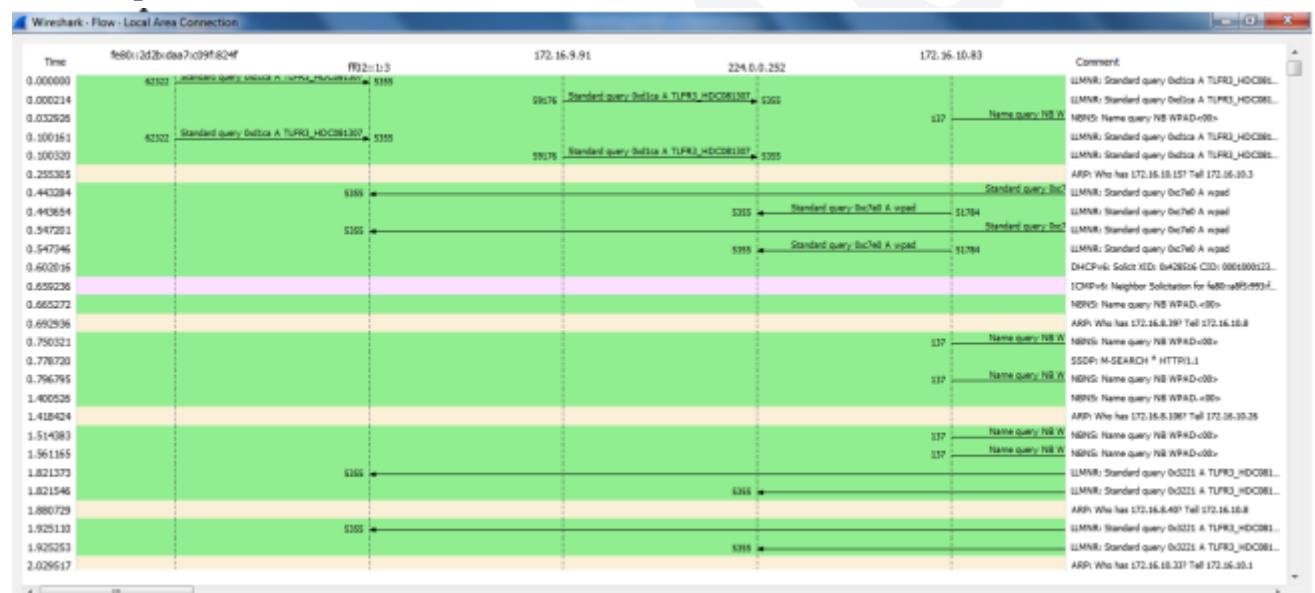
Procedure

- Select Local Area Connection in Wireshark.
- Go to capture □ option
- Select stop capture automatically after 100 packets.
- Then click Start capture.
- Search TCP packets in search bar.
- To see flow graph click Statistics □ Flow graph.
- Save the packets.

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Flow Graph



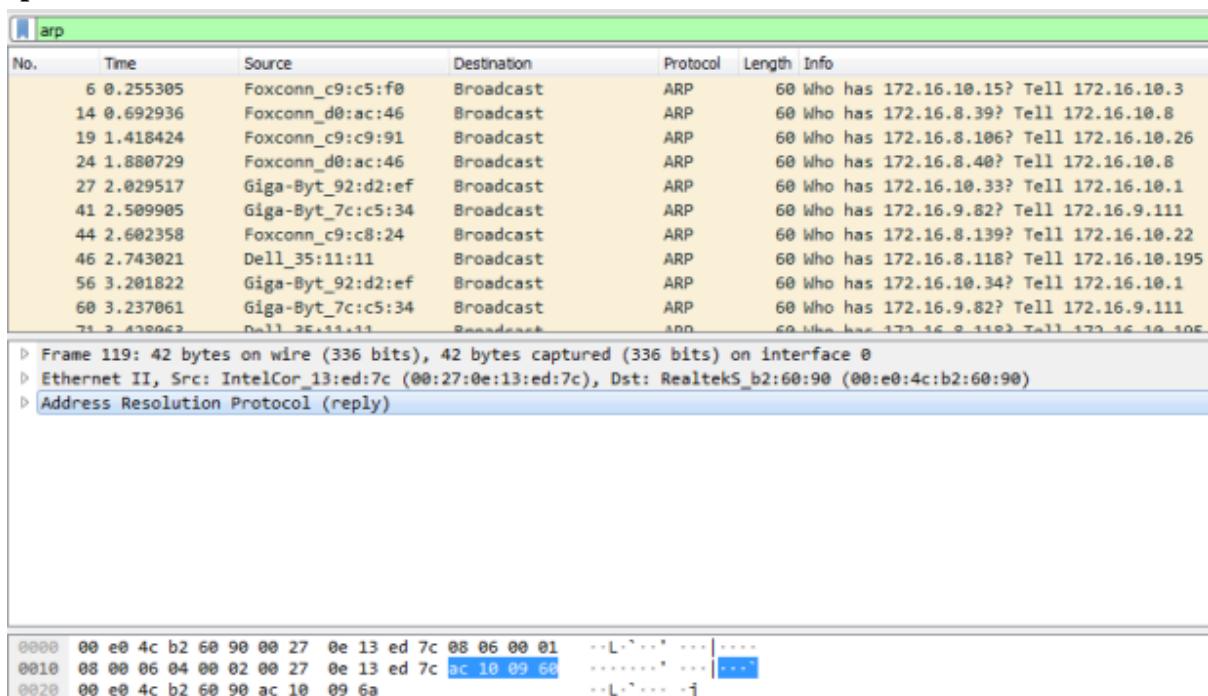
2. Create a Filter to display only ARP packets and inspect the packets.

Procedure

- Go to capture □ option
- Select stop capture automatically after 100 packets.
- Then click Start capture.
- Search ARP packets in search bar.
- Save the packets

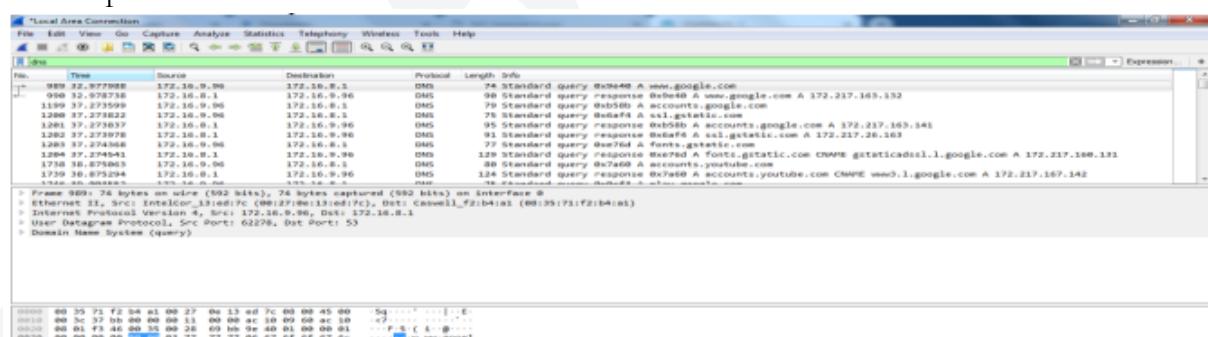
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Output

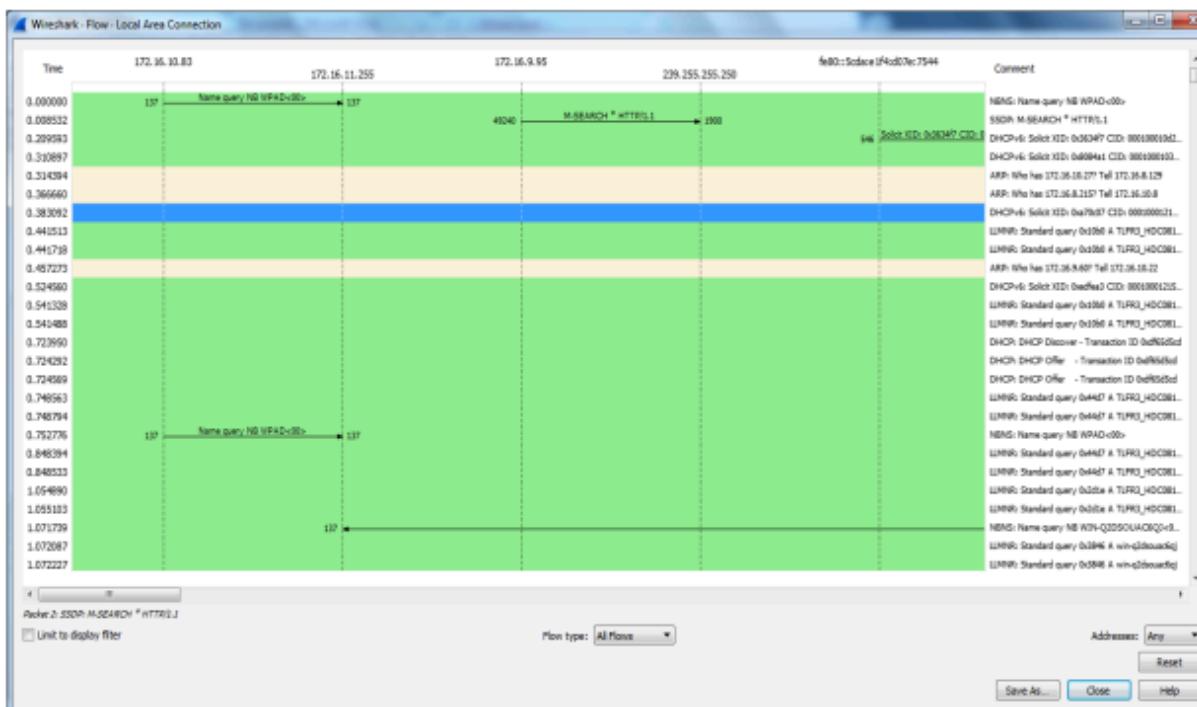


3. Create a Filter to display only DNS packets and provide the flow graph. Procedure

- Go to capture option
- Select stop capture automatically after 100 packets.
- Then click Start capture.
- Search DNS packets in search bar.
- To see flow graph click Statistics Flow graph.
- Save the packets.

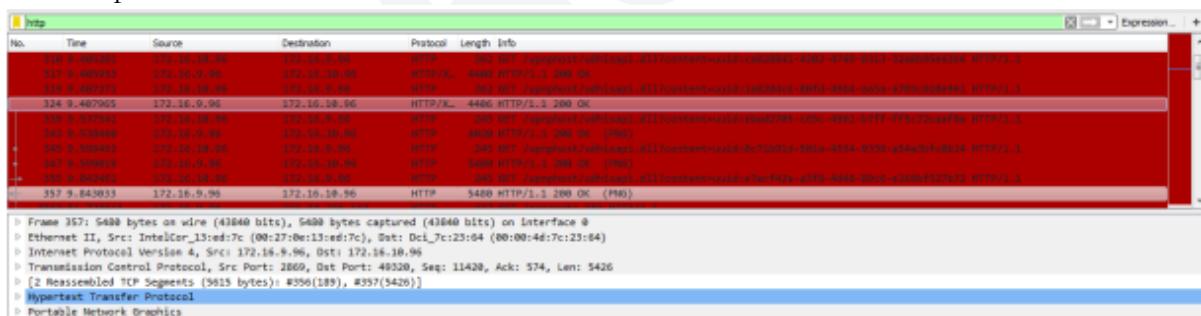


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4. Create a Filter to display only HTTP packets and inspect the packets Procedure

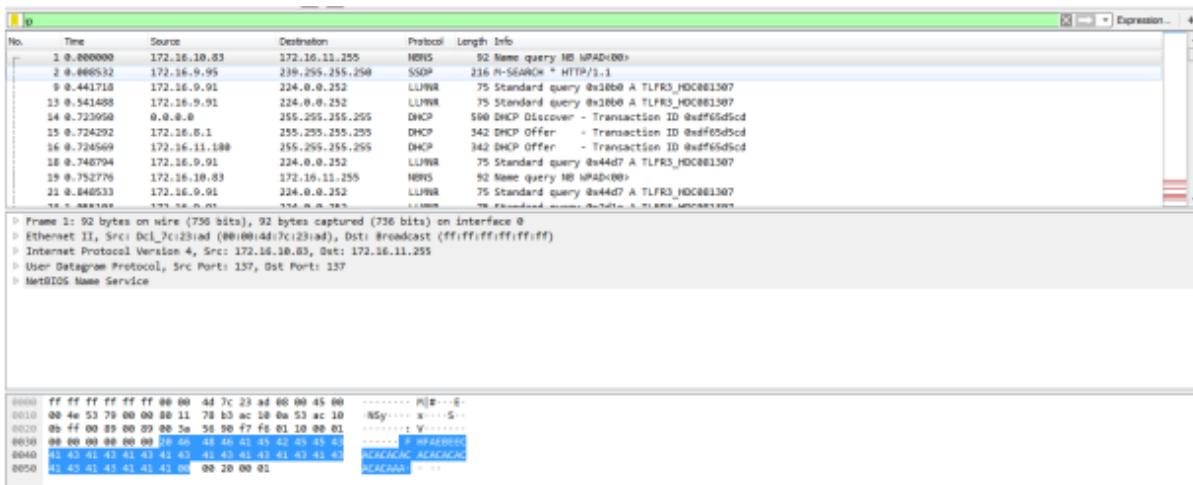
- Select Local Area Connection in Wireshark.
- Go to capture option
- Select stop capture automatically after 100 packets.
- Then click Start capture.
- Search HTTP packets in search bar.
- Save the packets.



Create a Filter to display only IP/ICMP packets and inspect the packets. Procedure

- Select Local Area Connection in Wireshark.
- Go to capture option
- Select stop capture automatically after 100 packets.
- Then click Start capture.
- Search ICMP/IP packets in search bar.
- Save the packets

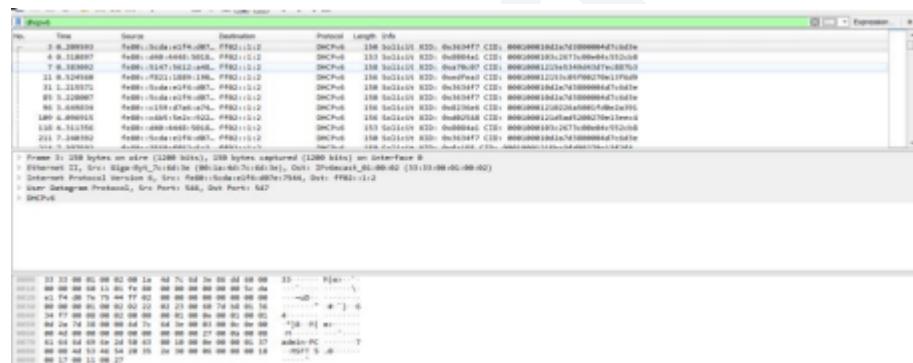
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6. Create a Filter to display only DHCP packets and inspect the packets. Procedure

- Select Local Area Connection in Wireshark.
- Go to capture option
- Select stop capture automatically after 100 packets.
- Then click Start capture.
- Search DHCP packets in search bar.
- Save the packets

Output



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Practical-6

AIM: Write a program to implement error detection and correction using the HAMMING code concept. Make a test run to input data streams and verify error correction features.

Error Correction at Data Link Layer:

Hamming code is a set of error-correction codes that can be used to detect and correct the errors that can occur when the data is transmitted from the sender to the receiver. It is a technique developed by R.W. Hamming for error correction.

Create a sender program with below features.

1. Input to the sender file should be a text of any length. Program should convert the text to binary.
2. Apply the hamming code concept on the binary data and add redundant bits to it.
3. Save this output in a file called channel.

Create a receiver program with below features

1. Receiver program should read the input from the Channel file.
2. Apply hamming code on the binary data to check for errors.
3. If there is an error, display the position of the error.
4. Else remove the redundant bits and convert the binary data to ascii and display the output.

Student observation:-

Sender code:

```
def text_to_binary(text):  
    return ''.join(format(ord(char), '08b') for char in text)
```

```
def calculate_redundant_bits(m):
```

```
    for i in range(m):  
        if (2**i >= m + i + 1):  
            return i
```

```
def position_redundant_bits(data, r):
```

```
    j = 0  
    k = 1  
    m = len(data)  
    res = "
```

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```
for i in range(1, m + r + 1):
```

```
    if(i == 2**j):
```

```
        res = res + '0'
```

```
        j += 1
```

```
    else:
```

```
        res = res + data[-1 * k]
```

```
        k += 1
```

```
return res[::-1]
```

```
def calculate_parity_bits(arr, r):
```

```
    n = len(arr)
```

```
    for i in range(r):
```

```
        val = 0
```

```
        for j in range(1, n + 1):
```

```
            if(j & (2**i) == (2**i)):
```

```
                val = val ^ int(arr[-1 * j])
```

```
arr = arr[:n-(2**i)] + str(val) + arr[n-(2**i)+1:]
```

```
return arr
```

```
def hamming_code(data):
```

```
    m = len(data)
```

```
    r = calculate_redundant_bits(m)
```

```
    arr = position_redundant_bits(data, r)
```

```
    arr = calculate_parity_bits(arr, r)
```

```
    return arr
```

```
def sender(text):
```

```
    binary_data = text_to_binary(text)
```

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```
hamming_data = hamming_code(binary_data)
```

```
with open("Channel.txt", "w") as f:
```

```
    f.write(hamming_data)
```

```
print(f'Data sent: {hamming_data}')
```

```
# Example usage
```

```
text = "Message Received"
```

```
sender(text)
```

Receiver code:

```
def read_channel():
```

```
    with open("Channel.txt", "r") as f:
```

```
        return f.read()
```

```
def detect_error(arr, nr):
```

```
    n = len(arr)
```

```
    res = 0
```

```
    for i in range(nr):
```

```
        val = 0
```

```
        for j in range(1, n + 1):
```

```
            if(j & (2**i) == (2**i)):
```

```
                val = val ^ int(arr[-1 * j])
```

```
    res = res + val*(10**i)
```

```
    return int(str(res), 2)
```

```
def correct_error(arr, pos):
```

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```
if pos != 0:
```

```
    arr = arr[:pos-1] + str(1-int(arr[pos-1])) + arr[pos:]
```

```
return arr
```

```
def remove_redundant_bits(arr, r):
```

```
    n = len(arr)
```

```
    res = "
```

```
    j = 0
```

```
    for i in range(1, n + 1):
```

```
        if(i != (2**j)):
```

```
            res = res + arr[-1 * i]
```

```
        else:
```

```
            j += 1
```

```
    return res[::-1]
```

```
def binary_to_text(binary_data):
```

```
    text = "
```

```
    for i in range(0, len(binary_data), 8):
```

```
        byte = binary_data[i:i+8]
```

```
        text += chr(int(byte, 2))
```

```
    return text
```

```
def calculate_redundant_bits(m):
```

```
    for i in range(m):
```

```
        if (2**i >= m + i + 1):
```

```
            return i
```

```
def receiver():
```

```
    hamming_data = read_channel()
```

```
    nr = calculate_redundant_bits(len(hamming_data))
```

```
    error_pos = detect_error(hamming_data, nr)
```

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```
if error_pos == 0:  
    print("No error detected.")  
    correct_data = hamming_data  
  
else:  
    print(f"Error detected at position: {error_pos}")  
    correct_data = correct_error(hamming_data, error_pos)  
  
data_without_redundant_bits = remove_redundant_bits(correct_data, nr)  
ascii_text = binary_to_text(data_without_redundant_bits)  
print(f"Received text: {ascii_text}")  
  
# Example usage  
receiver()
```

Output:

No error detected.
Received text: Message Received

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Practical-7

AIM: Write a program to implement flow control at the data link layer using SLIDING WINDOW PROTOCOL. Simulate the flow of frames from one node to another.

Program should achieve at least below given requirements. You can make it a bidirectional program wherein the receiver is sending its data frames with acknowledgement (Piggybacking).

Create a sender program with following features:-

1. Input Window size from the user.
2. Input a Text message from the user.
3. Consider 1 character per frame.
4. Create a frame with following fields [Frame no., DATA].
5. Send the frames. [Print the output on screen and save it in a file called Sender_Buffer.]
6. Wait for the acknowledgement from the Receiver. [Induce delay in the program]
7. Reader a file called Receiver_Buffer.
8. Check the ACK field for the Acknowledgement number.
9. If the Acknowledgement number is as expected, send a new set of frames accordingly, [overwrite the Sender_Buffer file with new frames] Else if NACK is received, resend the frames accordingly. [Overwrite the Sender_Buffer with an old frame].

Create a receiver file with following features

1. Read a file called Sender_Buffer.
2. Check the Frame no.
3. If the Frame no. are as expected, write the appropriate ACK no. in the Receiver_Buffer file. Else write NACK no. in the Receiver_Buffer file.

NOTE: Induce error and verify the behaviour of the program. Manually Change the Frame no and Ack no in the files].

Student observation:

```
import time  
  
import random  
  
import threading
```

```
# Constants
```

```
WINDOW_SIZE = 4
```

```
MAX_FRAMES = 10
```

```
TIMEOUT = 2 # seconds
```

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```
# Frame class

class Frame:

    def __init__(self, seq_num):
        self.seq_num = seq_num


# Sender Node

class Sender:

    def __init__(self):
        self.frames = [Frame(i) for i in range(MAX_FRAMES)]
        self.base = 0
        self.next_seq_num = 0
        self.ack_received = [False] * MAX_FRAMES
        self.lock = threading.Lock()
        self.window_lock = threading.Lock()
        self.stop_event = threading.Event()

    def send_frame(self, frame):
        # Simulate sending a frame
        print(f"Sending frame with sequence number: {frame.seq_num}")

        # Simulate a chance of frame loss or delay
        if random.random() < 0.9: # 90% chance to "send" successfully
            print(f"Frame {frame.seq_num} sent.")
        else:
```

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```
print(f"Frame {frame.seq_num} lost in transmission.")

time.sleep(1) # Simulate network delay

def receive_ack(self, ack_num):

    with self.lock:

        self.ack_received[ack_num] = True

def sender_thread(self):

    while not self.stop_event.is_set():

        with self.window_lock:

            while self.next_seq_num < self.base + WINDOW_SIZE and self.next_seq_num <
MAX_FRAMES:

                frame = self.frames[self.next_seq_num]

                self.send_frame(frame)

                self.next_seq_num += 1

            time.sleep(0.5) # Simulate time for sending window advancement

def timeout_thread(self):

    while not self.stop_event.is_set():

        time.sleep(TIMEOUT)

        with self.lock:

            if self.base < self.next_seq_num:

                # Timeout for unacknowledged frames
```

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```
print(f"Timeout, resending frames from {self.base} to {self.next_seq_num - 1}")

for i in range(self.base, self.next_seq_num):
    self.send_frame(self.frames[i])

# Reset the next sequence number to base + window size
self.next_seq_num = self.base + WINDOW_SIZE
time.sleep(1)

def run(self):
    threading.Thread(target=self.sender_thread, daemon=True).start()
    threading.Thread(target=self.timeout_thread, daemon=True).start()

def stop(self):
    self.stop_event.set()

# Receiver Node
class Receiver:
    def __init__(self, sender):
        self.sender = sender

    def receive_frame(self, frame):
        print(f"Receiving frame with sequence number: {frame.seq_num}")

        time.sleep(1) # Simulate processing time

        # Simulate acknowledgment
```

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```
if random.random() < 0.9: # 90% chance to "acknowledge" successfully  
    print(f"Acknowledging frame {frame.seq_num}")  
  
    self.sender.receive_ack(frame.seq_num)  
  
# Simulation  
  
def main():  
    sender = Sender()  
  
    receiver = Receiver(sender)  
  
    # Start the sender and receiver simulation  
    sender.run()  
  
    # Simulate the receiver processing frames  
    for frame in sender.frames:  
        receiver.receive_frame(frame)  
  
    # Stop the sender after simulation  
    time.sleep(15) # Allow some time for the simulation to run  
  
    sender.stop()  
  
if __name__ == "__main__":  
    main()
```

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Output:

```
Sending frame with sequence number: 0Receiving frame with sequence number: 0
Frame 0 sent.
Acknowledging frame 0Sending frame with sequence number: 1
Receiving frame with sequence number: 1Frame 1 sent.

Timeout, resending frames from 0 to 0
Sending frame with sequence number: 0
Frame 0 sent.
Acknowledging frame 1
Sending frame with sequence number: 2
Frame 2 sent.
Receiving frame with sequence number: 2
Acknowledging frame 2
Receiving frame with sequence number: 3
Acknowledging frame 3
Receiving frame with sequence number: 4
Timeout, resending frames from 0 to 4
Sending frame with sequence number: 0
Frame 0 sent.
Receiving frame with sequence number: 5
Sending frame with sequence number: 1
Frame 1 sent.
Acknowledging frame 5
Sending frame with sequence number: 2
Frame 2 sent.
Sending frame with sequence number: 3
Frame 3 sent.
Sending frame with sequence number: 4
Frame 4 sent.
Receiving frame with sequence number: 6
Acknowledging frame 6
Receiving frame with sequence number: 7
Acknowledging frame 7
Receiving frame with sequence number: 8
Timeout, resending frames from 0 to 3
Sending frame with sequence number: 0
Acknowledging frame 8Frame 0 sent.

Sending frame with sequence number: 1
Frame 1 sent.
Sending frame with sequence number: 2
Frame 2 sent.

Sending frame with sequence number: 3
Frame 3 sent.
Receiving frame with sequence number: 9
Acknowledging frame 9
Timeout, resending frames from 0 to 3

Frame 0 sent.
Sending frame with sequence number: 1
Frame 1 sent.
Sending frame with sequence number: 2
```

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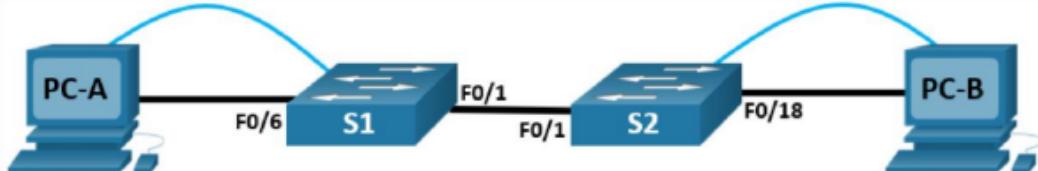
```
Frame 2 sent.  
Sending frame with sequence number: 3  
Frame 3 sent.  
Timeout, resending frames from 0 to 3  
Sending frame with sequence number: 0  
Frame 0 sent.  
Sending frame with sequence number: 1  
Frame 1 sent.  
Sending frame with sequence number: 2  
Frame 2 sent.  
Sending frame with sequence number: 3  
Frame 3 sent.  
Timeout, resending frames from 0 to 3  
Sending frame with sequence number: 0  
Frame 0 lost in transmission.  
Sending frame with sequence number: 1  
Frame 1 lost in transmission.  
Sending frame with sequence number: 2  
Frame 2 sent.  
Sending frame with sequence number: 3  
Frame 3 sent.
```

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Practical-8

AIM: - a) Simulate Virtual LAN configuration using CISCO Packet Tracer Simulation.

Packet Tracer - Configure VLANs and Trunking - Physical Mode Topology



Addressing Table

| Device | Interface | IP Address | Subnet Mask | Default Gateway |
|--------|-----------|--------------|---------------|-----------------|
| S1 | VLAN 1 | 192.168.1.11 | 255.255.255.0 | N/A |
| S2 | VLAN 1 | 192.168.1.12 | 255.255.255.0 | N/A |
| PC-A | NIC | 192.168.10.3 | 255.255.255.0 | 192.168.10.1 |
| PC-B | NIC | 192.168.10.4 | 255.255.255.0 | 192.168.10.1 |

Blank Line - no additional information

Objectives

Part 1: Build the Network and Configure Basic Device Settings

Part 2: Create VLANs and Assign Switch Ports

Part 3: Maintain VLAN Port Assignments and the VLAN Database Part 4: Configure an 802.1Q Trunk between the Switches

Background / Scenario

Modern switches use virtual local-area networks (VLANs) to improve network performance by separating large Layer 2 broadcast domains into smaller ones. VLANs can also be used as a security measure by controlling which hosts can communicate. In general, VLANs make it easier to design a network to support the goals of an organisation.

VLAN trunks are used to span VLANs across multiple devices. Trunks allow the traffic from multiple VLANs to travel over a single link, while keeping the VLAN identification and segmentation intact. In this Packet Tracer Physical Mode (PTPM) activity, you will create VLANs on both switches in the topology, assign VLANs to switch access ports, and verify that VLANs are working as expected. You will then create a VLAN trunk between the two switches to allow hosts in the same VLAN to communicate through the trunk, regardless of which switch to which the host is attached.

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Instructions

Part 1: Build the Network and Configure Basic Device Settings

Step 1: Build the network as shown in the topology.

Attach the devices as shown in the topology diagram, and cable as necessary.

- a. Click and drag both switch **S1** and **S2** to the **Rack**.
- b. Click and drag both **PC-A** and **PC-B** to the **Table** and use the power button to turn them on.
- c. Provide network connectivity by connecting **Copper Straight-through** cables, as shown in the topology.
- d. Connect **Console Cable** from device **PC-A** to **S1** and from device **PC-B** to **S2**.

Step 2: Configure basic settings for each switch.

- a. From the **Desktop Tab** on each PC, use the **Terminal** to console into each switch and enable privileged EXEC mode.
Open configuration window
- b. Enter configuration mode.
- c. Assign a device name to each switch.
- d. Assign **class** as the privileged EXEC encrypted password.
- e. Assign **cisco** as the console password and enable login.
- f. Assign **cisco** as the vty password and enable login.
- g. Encrypt the plaintext passwords.
- h. Create a banner that warns anyone accessing the device that unauthorised access is prohibited.
- i. Configure the IP address listed in the Addressing Table for VLAN 1 on the switch. **Note:** The VLAN 1 address is not grade because you will remove it later in the activity. However, you will need VLAN 1 to test connectivity later in this Part.
- j. Shut down all interfaces that will not be used.
- k. Set the clock on each switch.

Note: The clock setting cannot be graded in Packet Tracer.

- l. Save the running configuration to the startup configuration file.

Close configuration window

Step 3: Configure PC hosts.

From the **Desktop** tab on each **PC**, click IP Configuration and enter the addressing information as displayed in the Addressing Table.

Step 4: Test connectivity.

Test network connectivity by attempting to ping between each of the cabled devices. Questions:

Can PC-A ping PC-B?

Can PC-A ping S1?

Can PC-B ping S2?

Can S1 ping S2?

Close configuration window

Part 2: Create VLANs and Assign Switch Ports

In Part 2, you will create Management, Operations, Parking Lot, and Native VLANs on both switches.

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You will then assign the VLANs to the appropriate interface. The **show vlan** command is used to verify your configuration settings.

Step 1: Create VLANs on the switches.

From the **Desktop Tab** on each **PC**, use Terminal to continue configuring both network switches.

Open configuration window

a. Create the VLANs on **S1**.

```
S1(config)# vlan 10
```

```
S1(config-vlan)# name Operations
```

```
S1(config-vlan)# vlan 20
```

```
S1(config-vlan)# name Parking_Lot
```

```
S1(config-vlan)# vlan 99
```

```
S1(config-vlan)# name Management
```

```
S1(config-vlan)# vlan 1000
```

```
S1(config-vlan)# name Native
```

```
S1(config-vlan)# end
```

b. Create the same VLANs on S2.

c. Issue the **show vlan brief** command to view the list of VLANs on S1. S1# **show vlan brief**

| VLAN Name | Status | Ports |
|-------------------------|--------|---|
| 1 default | active | Fa0/1, Fa0/2, Fa0/3, Fa0/4 Fa0/5, Fa0/6, Fa0/7, Fa0/8 Fa0/9, Fa0/10, Fa0/11, Fa0/12 Fa0/13, Fa0/14, Fa0/15, Fa0/16 Fa0/17, Fa0/18, Fa0/19, Fa0/20 Fa0/21, Fa0/22, Fa0/23, Fa0/24 |
| Gi0/1, Gi0/2 | | |
| 10 Operations | active | |
| 20 Parking_Lot | active | |
| 99 Management | active | |
| 1000 Native | active | |
| 1002 fddi-default | active | |
| 1003 token-ring-default | active | |
| 1004 fddinet-default | active | |
| 1005 trnet-default | active | |

Step 2: Assign VLANs to the correct switch interfaces.

a. Assign VLANs to the interfaces on **S1**.

1) Assign PC-A to the Operation VLAN.

```
S1(config)# interface f0/6
```

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```
S1(config-if)# switchport mode access  
S1(config-if)# switchport access vlan 10
```

2) From VLAN 1, remove the management IP address and configure it on VLAN 99. S1(config)#
 interface vlan 1

```
S1(config-if)# no ip address  
S1(config-if)# interface vlan 99  
S1(config-if)# ip address 192.168.1.11 255.255.255.0  
S1(config-if)# end
```

b. Issue the **show vlan brief** command and verify that the VLANs are assigned to the correct interfaces.
c. Issue the **show ip interface brief** command.

Question:

What is the status of VLAN 99? Explain.

c. Assign **PC-B** to the Operations VLAN on **S2**.

d. From VLAN 1, remove the management IP address and configure it on VLAN 99 according to the Addressing Table.

e. Use the **show vlan brief** command to verify that the VLANs are assigned to the correct interfaces.

Questions:

Is S1 able to ping S2? Explain.

Is PC-A able to ping PC-B? Explain.

Part 3: Maintain VLAN Port Assignments and the VLAN Database In Part 3, you will change port VLAN assignments and remove VLANs from the VLAN database.

Step 1: Assign a VLAN to multiple interfaces.

From the **Desktop Tab** on each **PC**, use **Terminal** to continue configuring both network switches.

Open configuration window

a. On S1, assign interfaces F0/11 – 24 to VLAN99.

```
S1(config)# interface range f0/11-24
```

```
S1(config-if-range)# switchport mode access
```

```
S1(config-if-range)# switchport access vlan 99
```

```
S1(config-if-range)# end
```

b. Issue the **show vlan brief** command to verify VLAN assignments.

c. Reassign F0/11 and F0/21 to VLAN 10.

d. Verify that VLAN assignments are correct.

Step 2: Remove a VLAN assignment from an interface.

a. Use the **no switchport access vlan** command to remove the VLAN 99 assignment to F0/24.

```
S1(config)# interface f0/24
```

```
S1(config-if)# no switchport access vlan
```

```
S1(config-if)# end
```

b. Verify that the VLAN change was made.

Step 3: Remove a VLAN ID from the VLAN database.

a. Add VLAN 30 to interface F0/24 without issuing the global VLAN command. S1(config)#
interface f0/24

```
S1(config-if)# switchport access vlan 30
```

```
% Access VLAN does not exist. Creating vlan 30
```

Note: Current switch technology no longer requires that the **vlan** command be issued to add a VLAN to the database. By assigning an unknown VLAN to a port, the VLAN will be created and added to the VLAN database.

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- b. Verify that the new VLAN is displayed in the VLAN table.
- c. Use the **no vlan 30** command to remove VLAN 30 from the VLAN database. S1(config)# **no vlan 30**
S1(config)# **end**
- d. Issue the **show vlan brief** command. F0/24 was assigned to VLAN 30. Question:
After deleting VLAN 30 from the VLAN database, why is F0/24 no longer displayed in the output of the **show vlan brief** command? What VLAN is port F0/24 now assigned to? What happens to the traffic destined to the host that is attached to F0/24?
- e. On interface F0/24, issue the **no switchport access vlan** command.
- f. Issue the **show vlan brief** command to determine the VLAN assignment for F0/24. Questions:
To which VLAN is F0/24 assigned?

Note: Before removing a VLAN from the database, it is recommended that you reassign all the ports assigned to that VLAN.

Why should you reassign a port to another VLAN before removing the VLAN from the VLAN database?

Close configuration window.

Part 4: Configure an 802.1Q Trunk Between the Switches

In Part 4, you will configure interface F0/1 to use the Dynamic Trunking Protocol (DTP) to allow it to negotiate the trunk mode. After this has been accomplished and verified, you will disable DTP on interface F0/1 and manually configure it as a trunk.

Step 1: Use DTP to initiate trunking on F0/1.

The default DTP mode of a 2960 switch port is dynamic auto. This allows the interface to convert the link to a trunk if the neighboring interface is set to trunk or dynamic desirable mode.

Open configuration window

a. On S1, set F0/1 to negotiate trunk mode.

S1(config)# **interface f0/1**

S1(config-if)# **switchport mode dynamic desirable**

Sep 19 02:51:47.257: %LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/1, changed state to up

Sep 19 02:51:47.291: %LINEPROTO-5-UPDOWN: Line protocol on Interface Vlan99, changed state to up

You should also receive link status messages on S2.

S2#

Sep 19 02:42:19.424: %LINK-3-UPDOWN: Interface FastEthernet0/1, changed state to up

Sep 19 02:42:21.454:

%LINEPROTO-5- UPDOWN:

state to up

Line protocol on Interface Vlan99,

changed

Sep 19 02:42:22.419: %LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/1, changed state to up

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- b. On **S1** and **S2**, issue the **show vlan brief** command. Interface F0/1 is no longer assigned to VLAN 1. Trunked interfaces are not listed in the VLAN table.
- c. Issue the **show interfaces trunk** command to view trunked interfaces. Notice that the mode on **S1** is set to desirable, and the mode on **S2** is set to auto.

S1# **show interfaces trunk**

S2# **show interfaces trunk**

Note: By default, all VLANs are allowed on a trunk. The **switchport trunk** command allows you to control what VLANs have access to the trunk. For this activity, keep the default settings. This allows all VLANs to traverse F0/1.

Close configuration window

- d. Verify that VLAN traffic is travelling over trunk interface F0/1.

Questions:

Can S1 ping S2?

Can PC-A ping PC-B?

Can PC-A ping S1?

Can PC-B ping S2?

Step 2: Manually configure trunk interface F0/1.

The **switchport mode trunk** command is used to manually configure a port as a trunk. This command should be issued on both ends of the link.

- a. On interface F0/1, change the switchport mode to force trunking. Make sure to do this on both switches.

Open configuration window

S1(config)# **interface f0/1**

S1(config-if)# **switchport mode trunk**

- b. Issue the **show interfaces trunk** command to view the trunk mode. Notice that the mode changed from **desirable** to **on**.

S1# **show interfaces trunk**

- c. Modify the trunk configuration on both switches by changing the native VLAN from VLAN 1 to VLAN 1000.

S1(config)# **interface f0/1**

S1(config-if)# **switchport trunk native vlan 1000**

- d. Issue the **show interfaces trunk** command to view the trunk. Notice the Native VLAN information is updated.

S2# **show interfaces trunk**

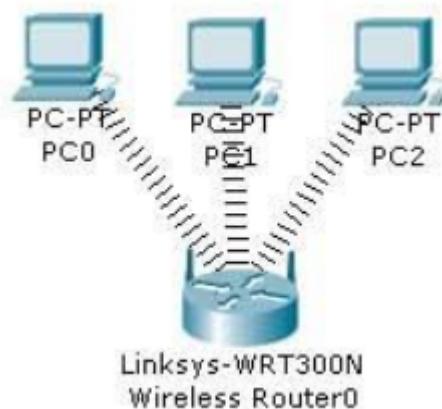
Close configuration window

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Practical-8

AIM:-b) Configuration of Wireless LAN using CISCO Packet Tracer.

Design a topology with three PCs connected from Linksys Wireless routers.



Perform following configuration:-

- Configure Static IP on PC and Wireless Router
- Set SSID to MotherNetwork
- Set the IP address of the router to 192.168.0.1, PC0 to 192.168.0.2, PC1 to 192.168.0.3 and PC2 to 192.168.0.4.
- Secure your network by configuring WAP key on Router
- Connect PC by using WAP key

To complete these tasks follow these step by step instructions:-

Step1:- Click on wireless router,

- Select Administration tab from top Menu, set username and password to admin and click on Save Setting.



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- Next click on the wireless tab and set default SSID to MotherNetwork.
- Now Select wireless security and change Security Mode to WEP



- Set Key1 to 0123456789

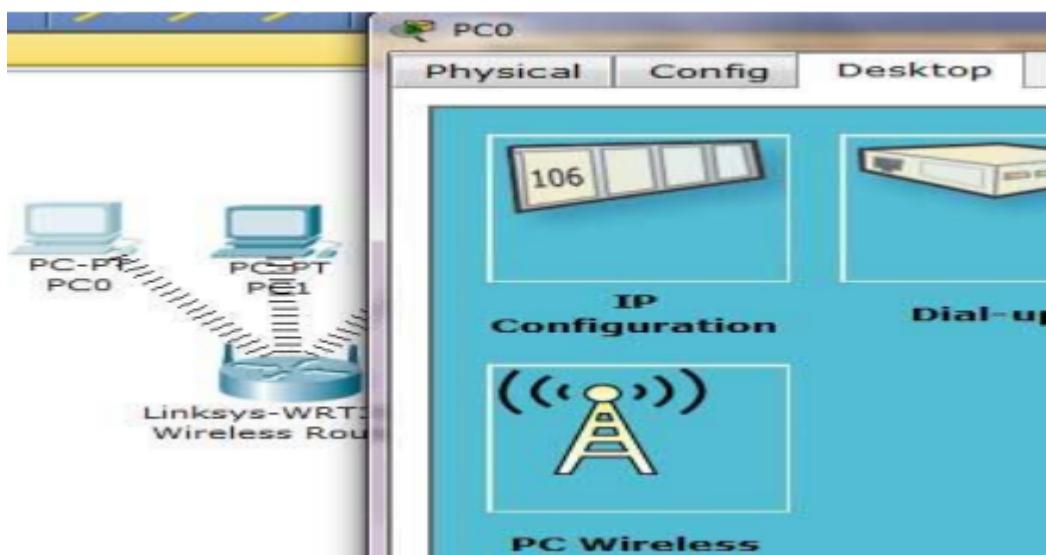


- Again go in the end of page and Click on Save Setting
- Now we have completed all given tasks on the Wireless router. Now configure the static IP on all three PC's
- Double click on pc select Desktop tab click on IP configuration select Static IP and set IP as given below

| PC | IP | Subnet Mask | Default Gateway |
|-----|-------------|---------------|-----------------|
| PC0 | 192.168.0.2 | 255.255.255.0 | 192.168.0.1 |
| PC1 | 192.168.0.3 | 255.255.255.0 | 192.168.0.1 |
| PC2 | 192.168.0.4 | 255.255.255.0 | 192.168.0.1 |

- Now it's time to connect PC's from Wireless routers. To do so click PC select Desktop click on PC Wireless

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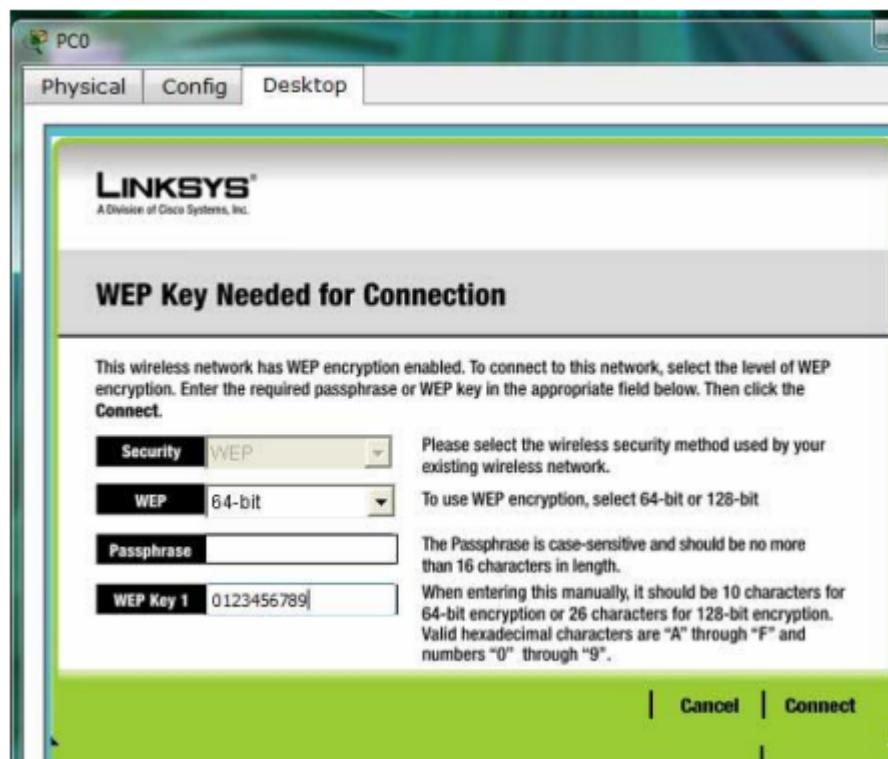
- Click on connect tab and click on Refresh button



As you can see in image that Wireless device is accessing MotherNetwork on CH 6 and signal strength is 100%. In left side you can see that WEP security is configured in network. Click on connect button to connect MotherNetwork

- It will ask for WAP key insert 0123456789 and click connect

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It will connect you with wireless router.

As you can see in image below that system is connected. And PCI card is active.



- Repeat same process on PC1 and PC2.

Practical-9

AIM:-Implementation of SUBNETTING in CISCO PACKET TRACER simulator.

Classless IP subnetting is a technique that allows for more efficient use of IP addresses by allowing for subnet masks that are not just the default masks for each IP class. This means that we can divide our IP address space into smaller subnets, which can be useful when we have a limited number of IP addresses but need to create multiple networks.

CREATING A NETWORK TOPOLOGY:

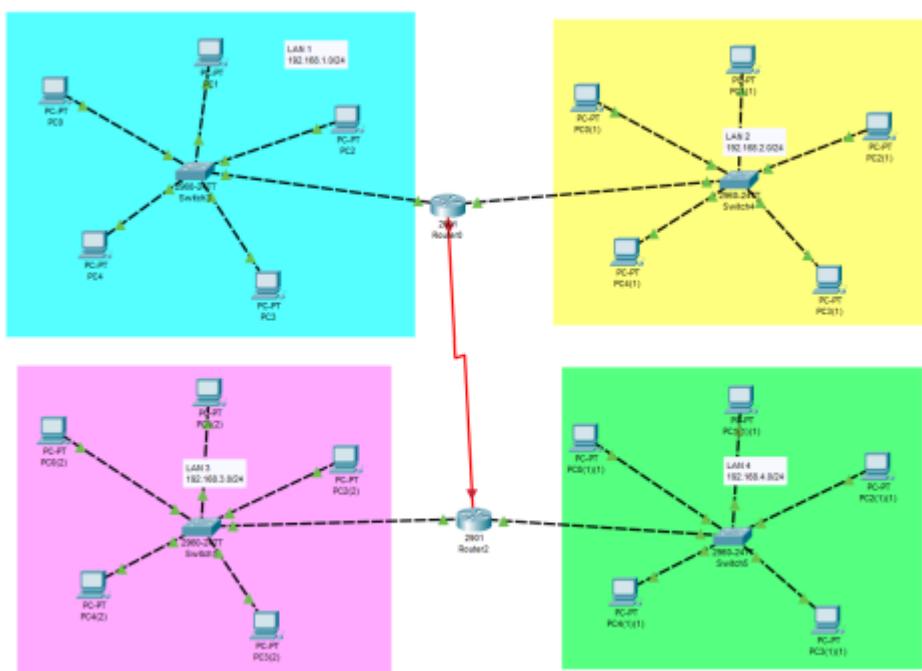
The first step in implementing classless IP subnetting is to create a network topology in Packet Tracer. To create a network topology in Packet Tracer, select the "New" button in the top left corner, then select "Network" and "Generic". This will create a blank network topology that we can use to add devices.

ADDING THE DEVICES:

Once we have created our network topology, we can add devices to it. Here, we will be adding routers, switches, and PCs. To add a device, select the device from the bottom left corner and drag it onto the network topology. Then, connect the devices by dragging a cable from one device's port to another device's port.

SUBNETTING:

To subnet the network address of 192.168.1.0/24 to provide enough space for at least 5 addresses for end devices, the switch, and the router, we can use a /27 subnet mask. This will give us 8 subnets with 30 host addresses each.



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The IP addressing for the network shown in the topology can be as follows:

- Router R1:
 - GigabitEthernet0/0: 192.168.1.1
 - GigabitEthernet0/1: 192.168.2.1
- Switch S1:
 - FastEthernet0/1: 192.168.1.0/27
 - PC1: 192.168.1.11
 - PC2: 192.168.1.12
 - PC3: 192.168.1.13
 - PC4: 192.168.1.14
 - PC5: 192.168.1.15
- FastEthernet0/2: 192.168.2.0/27
 - PC1: 192.168.2.11
 - PC2: 192.168.2.12
 - PC3: 192.168.2.13
 - PC4: 192.168.2.14
 - PC5: 192.168.2.15
- Router R2:
 - FastEthernet0/0: 192.168.3.1
 - FastEthernet0/1: 192.168.4.1
- Switch S2:
 - FastEthernet0/1: 192.168.3.0/27
 - PC1: 192.168.3.11
 - PC2: 192.168.3.12
 - PC3: 192.168.3.13
 - PC4: 192.168.3.14
 - PC5: 192.168.3.15
- FastEthernet0/2: 192.168.4.0/27
 - PC1: 192.168.4.11
 - PC2: 192.168.4.12
 - PC3: 192.168.4.13
 - PC4: 192.168.4.14
 - PC5: 192.168.4.15

CONFIGURING THE DEVICES:

Now that we have added our devices and connected them, we can start configuring them. We will start by configuring the router. Right-click on the router and select "CLI". This will open the command-line interface (CLI) for the router. In the CLI, enter the following commands:

```
#enable
```

```
#configure terminal
```

```
#interface FastEthernet0/0
```

```
#ip address {IP address} {subnet mask}
```

```
#no shutdown
```

```
#exit
```

```
interface FastEthernet0/1
```

```
ip address {IP address} {subnet mask}
```

```
no shutdown
```

```
exit
```

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Replace "{IP address}" and "{subnet mask}" with your desired IP address and subnet mask. The first interface, FastEthernet0/0, will be connected to the switch, while the second interface, FastEthernet0/1, will be connected to one of the PCs. These commands configure the router's interfaces with IP addresses and subnet masks.

Next, we will configure the switch. Right-click on the switch and select "CLI". In the CLI, enter the following commands:

```
enable  
configure terminal  
interface FastEthernet0/1  
switchport mode access  
exit  
  
interface FastEthernet0/2  
switchport mode access  
exit
```

These commands configure the switch to operate in access mode on its two ports, which are connected to the two PCs.

Finally, we will configure the PCs. Right-click on each PC and select "Config". In the configuration window, enter the IP address, subnet mask, default gateway, and DNS server information. The IP address and subnet mask should be within the same subnet as the router's FastEthernet0/1 interface.

To configure the GigabitEthernet interface on the router, you can follow these steps: 1. Right-click on the router and select "CLI".

2. Enter the following commands:

```
enable  
configure terminal  
interface GigabitEthernet0/0  
ip address {IP address} {subnet mask}  
no shutdown  
exit
```

Replace "{IP address}" and "{subnet mask}" with your desired IP address and subnet mask. These commands configure the GigabitEthernet interface with an IP address and subnet mask, and enable the interface.

TESTING THE NETWORK:

Now that our network topology is configured, we can test the network. Open a command prompt on each PC and try to ping the other PC. If the ping is successful, then the network is functioning properly. We can also use the "ping" command to test connectivity between the router and the PCs.

| Fire | Last Status | Source | Destination | Type | Color | Time(sec) | Periodic | Num |
|------|-------------|--------|-------------|------|--|-----------|----------|-----|
| ● | Successful | PC4(2) | Router2 | ICMP | █ | 0.000 | N | 12 |
| ● | Successful | PC4(2) | PC2(1)(1) | ICMP | █ | 0.000 | N | 13 |
| ● | Successful | PC0 | Router0 | ICMP | █ | 0.000 | N | 14 |

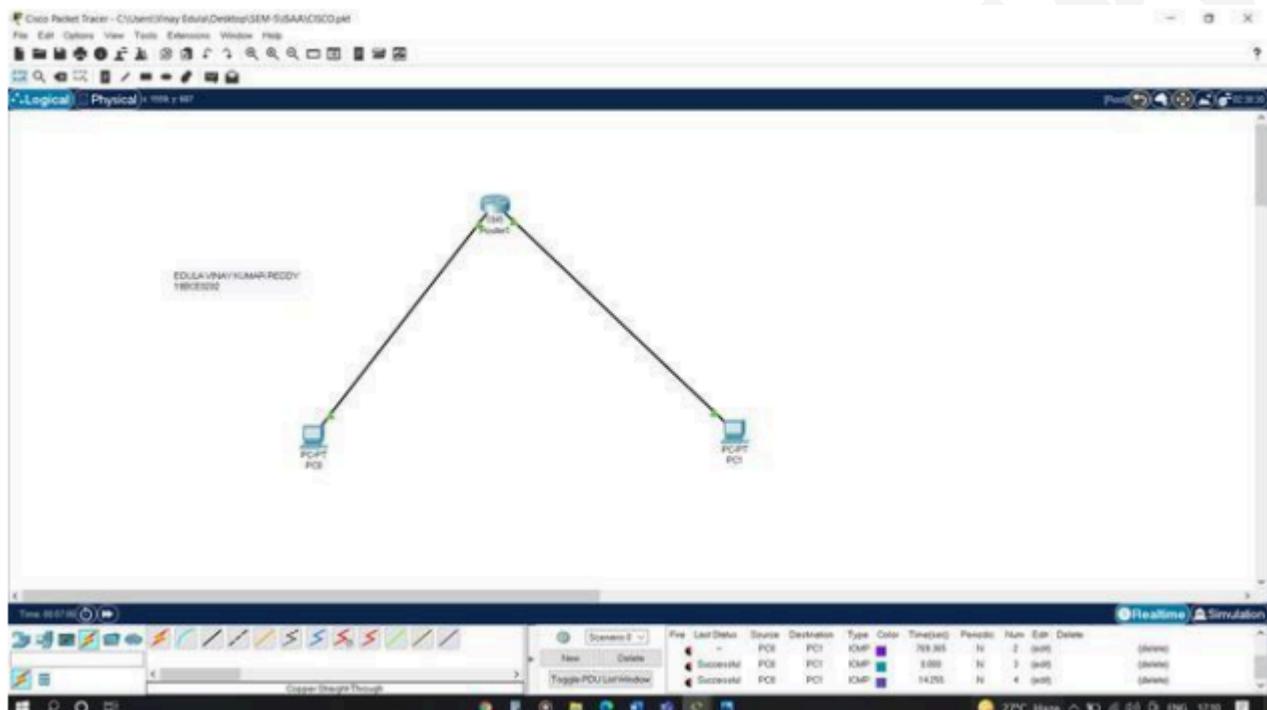
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Practical-10

AIM:-a) Internetworking with routers in CISCO PACKET TRACER simulator.

d) Design and configure a simple internetwork using a router.

In this network, a router and 2 PCs are used. Computers are connected with routers using a copper straight-through cable. After forming the network, to check network connectivity a simple PDU is transferred from PC0 to PC1.



Procedure:

Step-1(Configuring Router1):

1. Select the router and Open CLI.
2. Press ENTER to start configuring Router1.
3. Type enable to activate the privileged mode.

Router1 Command Line Interface:

```
Router>enable  
Router#config t  
Enter configuration commands, one per line. End with CNTL/Z.  
Router(config)#interface FastEthernet0/0  
Router(config-if)#ip address 192.168.10.1 255.255.255.0  
Router(config-if)#no shutdown  
Router(config-if)#  
%LINK-5-CHANGED: Interface GigabitEthernet0/0, changed state to up  
Router(config-if)#interface FastEthernet0/1  
Router(config-if)#ip address 192.168.20.1 255.255.255.0  
Router(config-if)#no shutdown
```

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Step-2(Configuring PCs):

1. Assign IP Addresses to every PC in the network.
2. Select the PC, Go to the desktop and select IP Configuration and assign an IP address, Default gateway, Subnet Mask
3. Assign the default gateway of PC0 as 192.168.10.1.
4. Assign the default gateway of PC1 as 192.168.20.1.

Step-3(Connecting PCs with Router):

1. Connect FastEthernet0 port of PC0 with FastEthernet0/0 port of Router1 using a copper straight-through cable.
2. Connect FastEthernet0 port of PC1 with FastEthernet0/1 port of Router1 using a copper straight-through cable.

Router Configuration Table:

| Device Name | IP address FastEthernet0 /0 | Subnet Mask | IP Address FastEthernet0/1 | Subnet Mask |
|--------------------|--|--------------------|---------------------------------------|--------------------|
| Router1 | 192.168.10.1 | 255.255.255.0 | 192.168.20.1 | 255.255.255.0 |

PC Configuration Table:

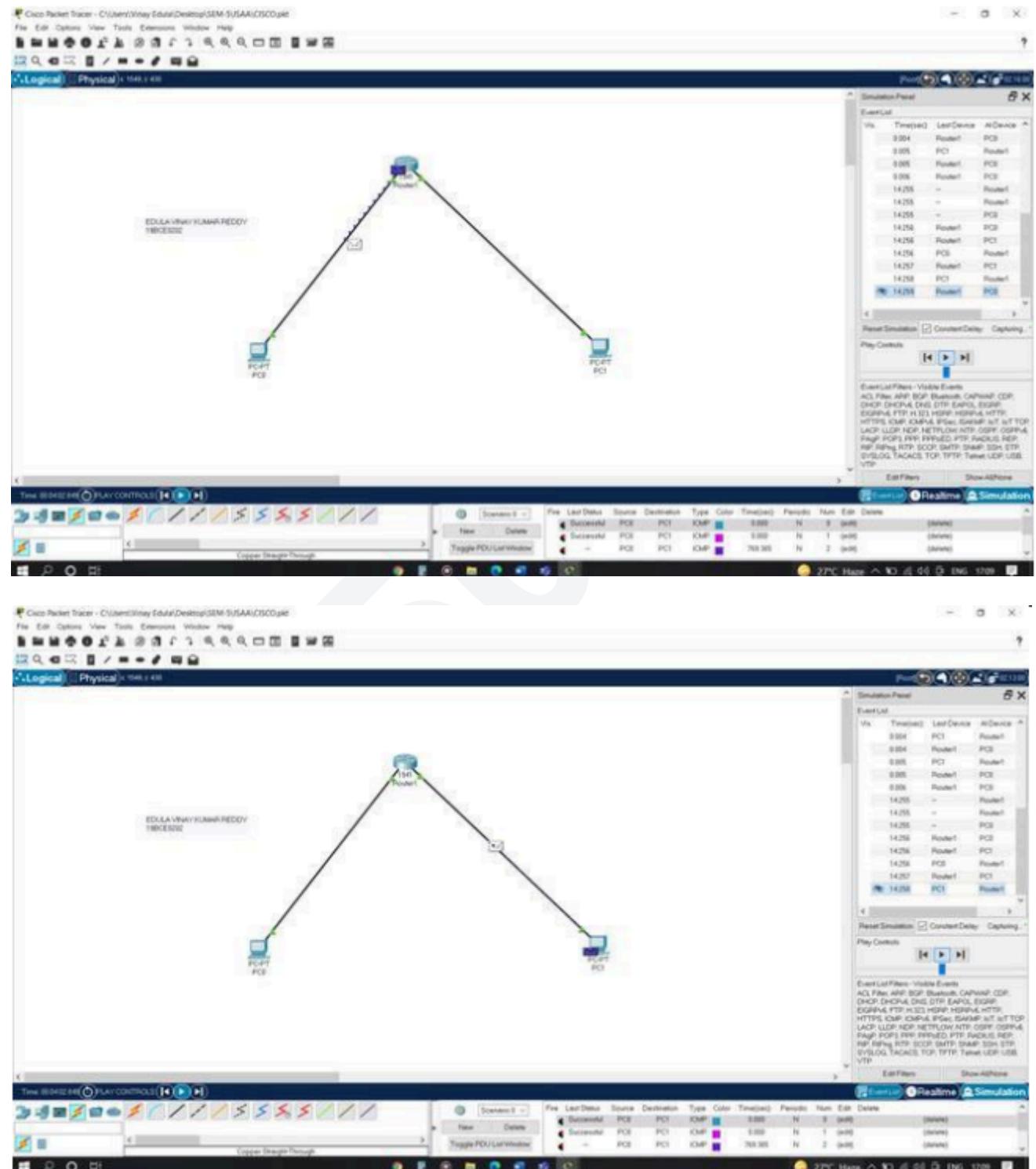
| Device Name | IP address | Subnet Mask | Gateway |
|--------------------|-------------------|--------------------|----------------|
| PC 0 | 192.168.10.2 | 255.255.255.0 | 192.168.10.1 |
| PC 1 | 192.168.20.2 | 255.255.255.0 | 192.168.20.1 |

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Designed Network topology:

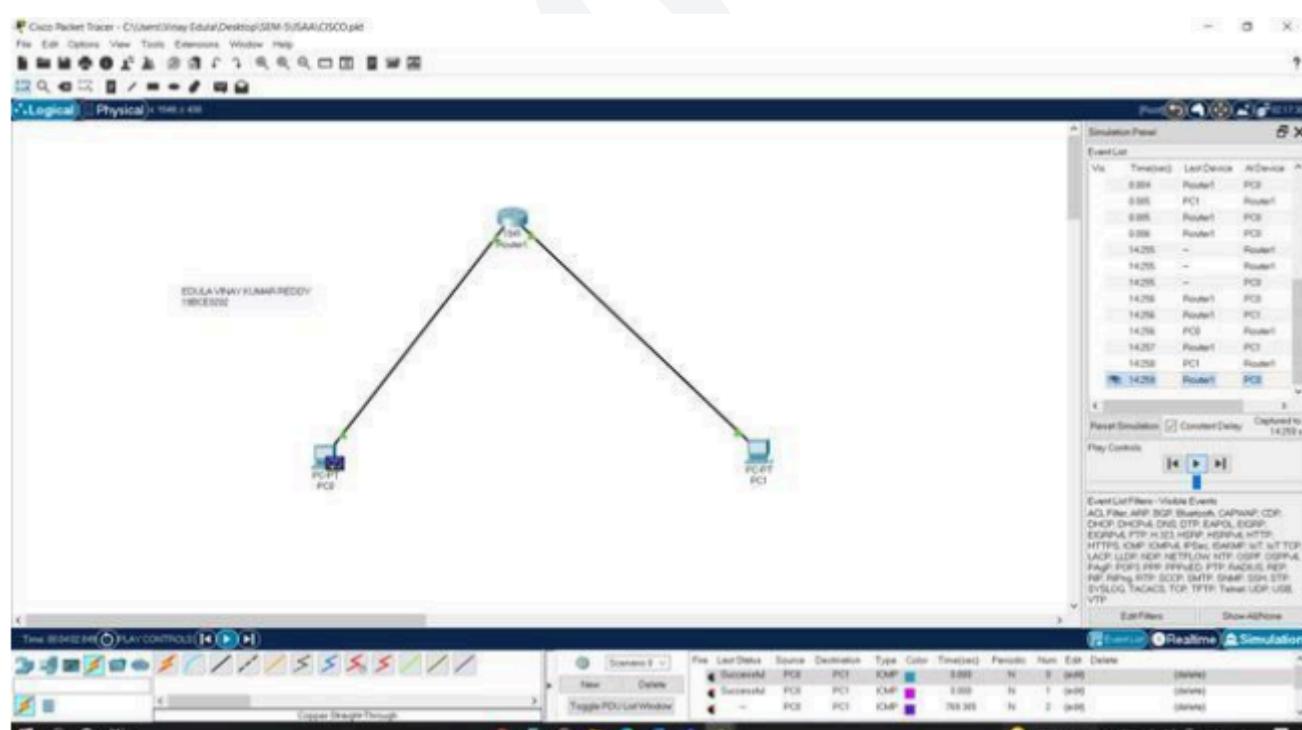
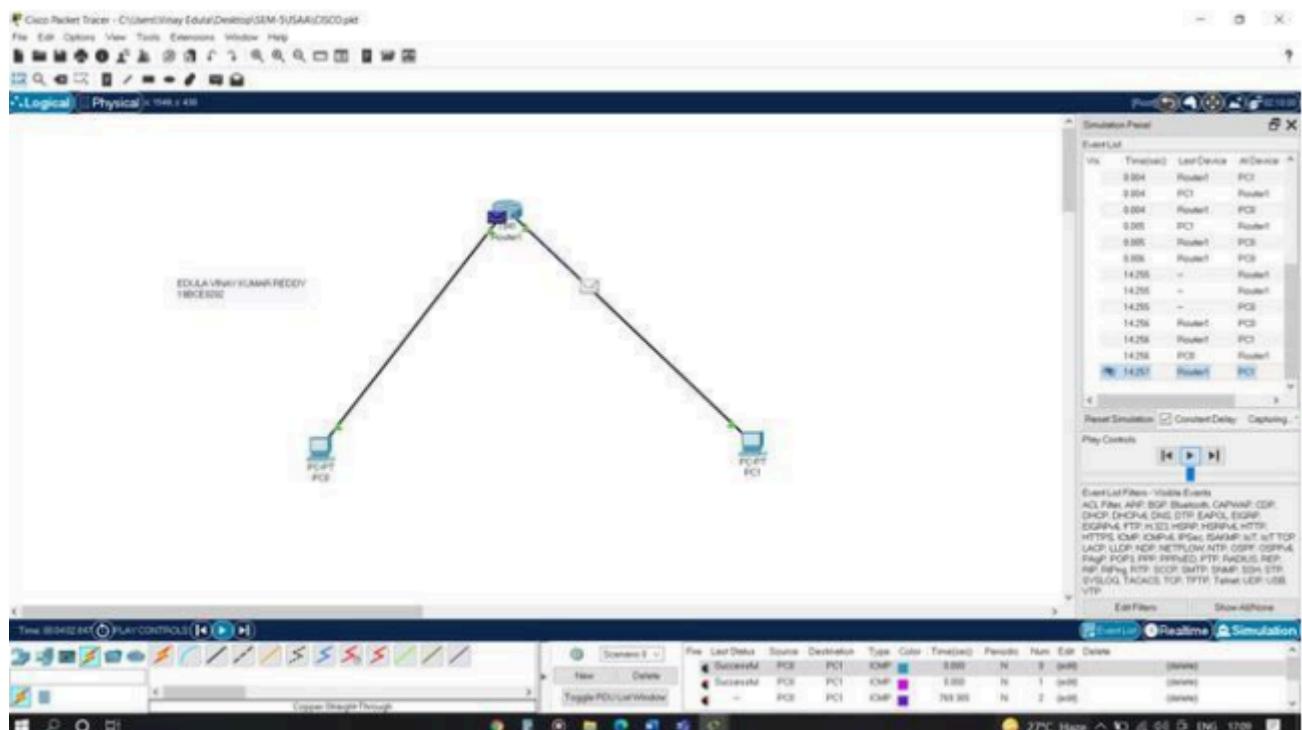
Simulation of Designed Network Topology:

Sending a PDU From PC0 to PC1:



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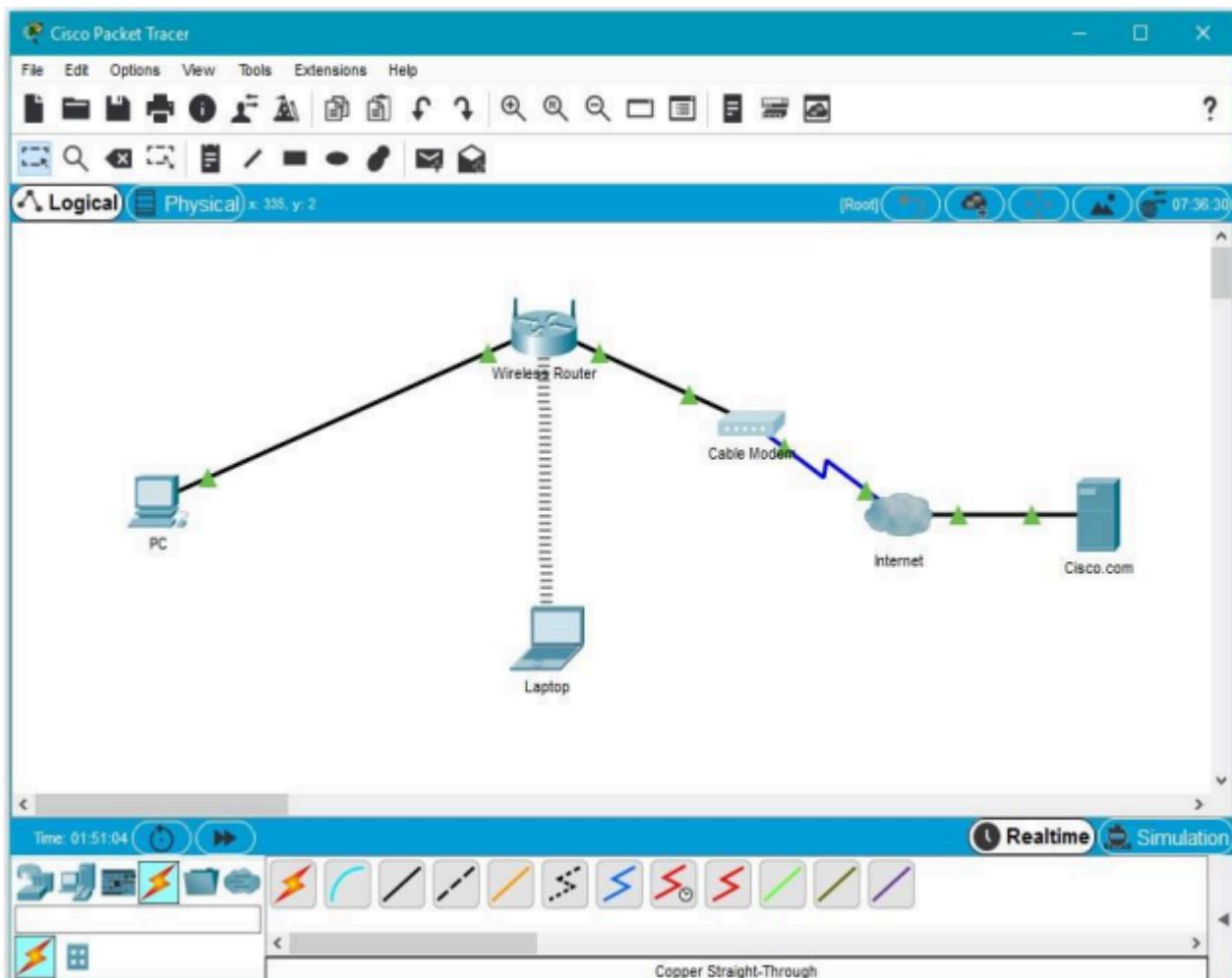
Acknowledgment From PC1 to PC0:



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Practical 10

AIM:- b) Design and configure an internetwork using wireless router, DHCP server and internet cloud.



Addressing Table

| Device | Interface | IP Address | Subnet Mask | Default Gateway |
|------------------|-----------|----------------|---------------|-----------------|
| PC | Ethernet0 | DHCP | | 192.168.0.1 |
| Wireless Router | LAN | 192.168.0.1 | 255.255.255.0 | |
| Wireless Router | Internet | DHCP | | |
| Cisco.com Server | Ethernet0 | 208.67.220.220 | 255.255.255.0 | |
| Laptop | Wireless0 | DHCP | | |

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Objectives

- Part 1: Build a Simple Network in the Logical Topology Workspace
- Part 2: Configure the Network Devices
- Part 3: Test Connectivity between Network Devices
- Part 4: Save the File and Close Packet Tracer

Part 1: Build a Simple Network in the Logical Topology Workspace

Step 1: Launch Packet Tracer.

Step 2: Build the topology

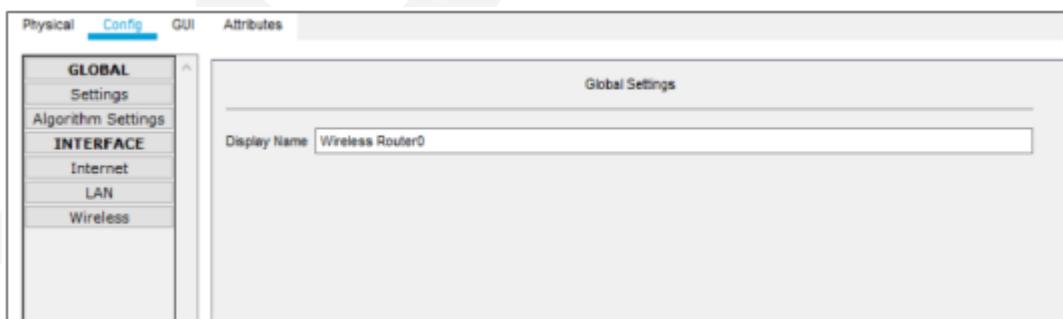
- a. Add network devices to the workspace.

Using the device selection box, add the network devices to the workspace as shown in the topology diagram.

To place a device onto the workspace, first choose a device type from the **Device-Type Selection** box. Then, click on the desired device model from the **Device-Specific Selection** box. Finally, click on a location in the workspace to put your device in that location. If you want to cancel your selection, click the **Cancel** icon for that device. Alternatively, you can click and drag a device from the **Device-Specific Selection** box onto the workspace.

- b. Change display names of the network devices.

To change the display names of the network devices click on the device icon on the Packet Tracer **Logical** workspace, then click on the **Config** tab in the device configuration window. Type the new name of the device into the **Display Name** box as shown in the figure below.



- c. Add the physical cabling between devices on the workspace

Using the device selection box, add the physical cabling between devices on the workspace as shown in the topology diagram.

The PC will need a copper straight-through cable to connect to the wireless router. Select the copper straight-through cable in the device selection box and attach it to the FastEthernet0 interface of the PC and the Ethernet 1 interface of the wireless router.

The wireless router will need a copper straight-through cable to connect to the cable modem. Select the copper straight-through cable in the device-selection box and attach it to the Internet interface of

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the wireless router and the Port 1 interface of the cable modem.

The cable modem will need a coaxial cable to connect to the Internet cloud. Select the coaxial cable in the device-selection box and attach it to the Port 0 interface of the cable modem and the coaxial interface of the Internet cloud.

The Internet cloud will need copper straight-through cable to connect to the Cisco.com server. Select the copper straight-through cable in the device-selection box and attach it to the Ethernet interface of the Internet cloud and the FastEthernet0 interface of the Cisco.com server.

Part 2: Configure the Network Devices

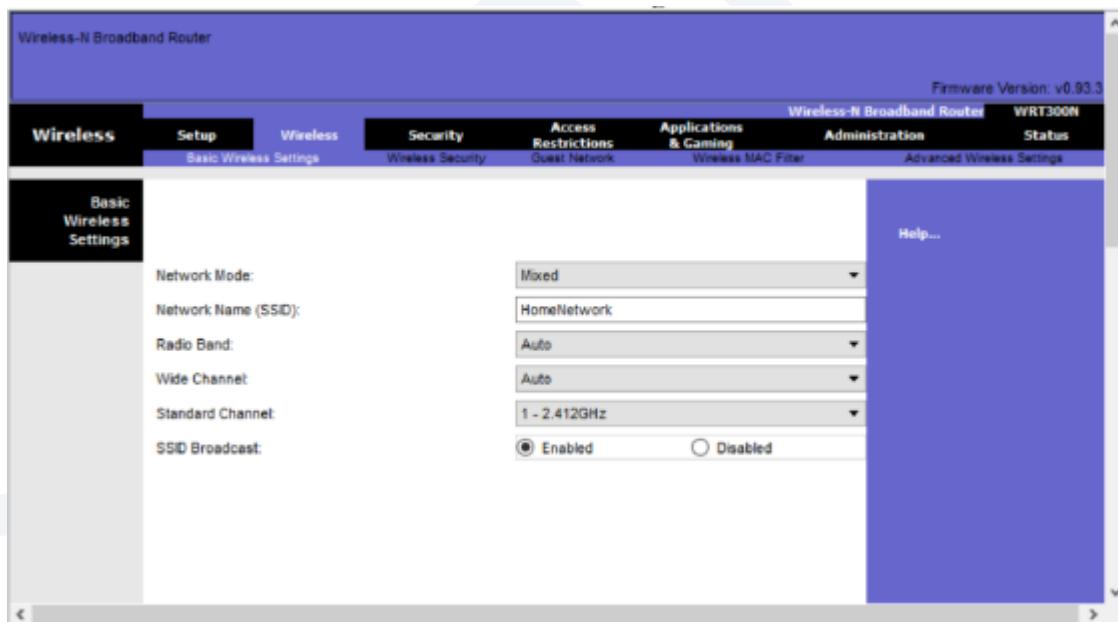
Step 1: Configure the wireless router

- Create the wireless network on the wireless router

Click on the **Wireless Router** icon on the Packet Tracer **Logical** workspace to open the device configuration window.

In the wireless router configuration window, click on the **GUI** tab to view configuration options for the wireless router.

Next, click on the **Wireless** tab in the GUI to view the wireless settings. The only setting that needs to be changed from the defaults is the **Network Name (SSID)**. Here, type the name “HomeNetwork” as shown in the figure.



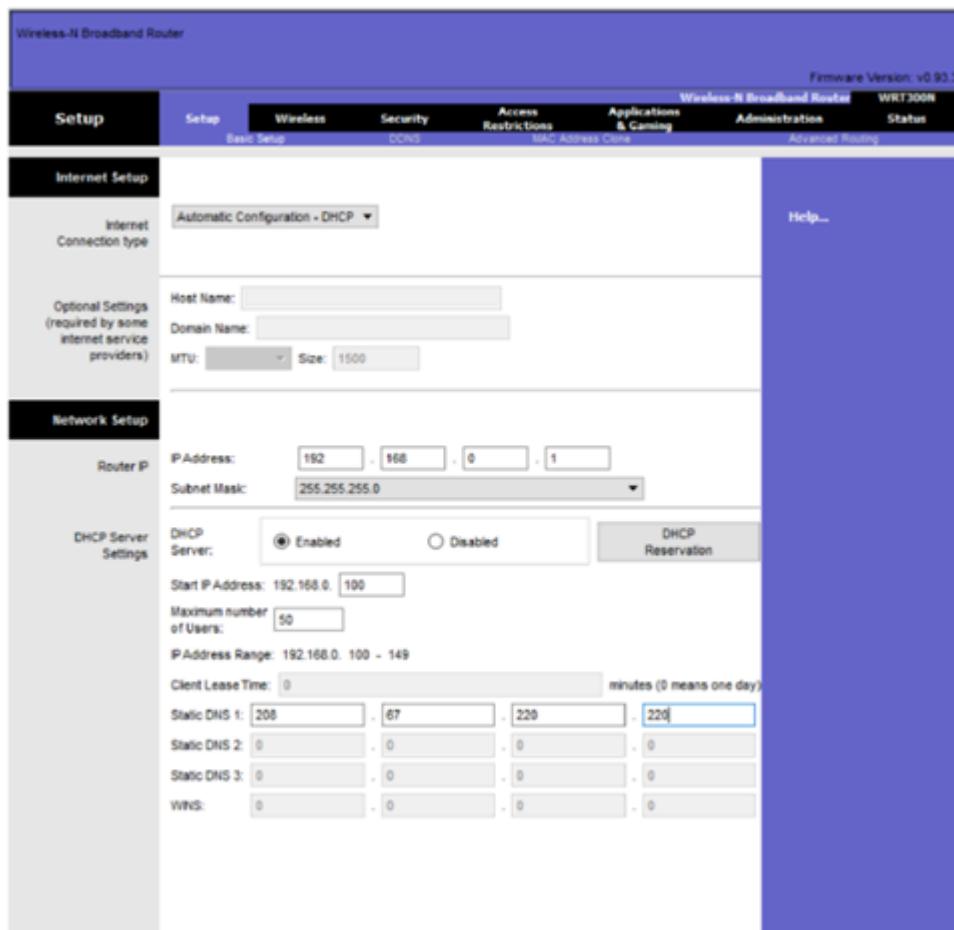
Configure the Internet connection on the wireless router

Click on the **Setup** tab in the wireless router GUI.

In the **DHCP Server** settings verify that the **Enabled** button is selected and configure the static IP address of the DNS server as 208.67.220.220 as shown in the figure.

- Click on the **Save Settings** tab.

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Step 2: Configure the laptop

a. Configure the Laptop to access the wireless network

Click on the Laptop icon on the Packet Tracer **Logical** workspace and in the laptop configuration windows select the **Physical** tab.

In the **Physical** tab you will need to remove the Ethernet copper module and replace it with the Wireless WPC300N module.

To do this, you first power the Laptop off by clicking the power button on the side of the laptop. Then remove the currently installed Ethernet copper module by clicking on the module on the side of the laptop and dragging it to the **MODULES** pane on the left of the laptop window. Then install the Wireless WPC300N module by clicking on it in the **MODULES** pane and dragging it to the empty module port on the side of the laptop. Power the laptop back on by clicking on the Laptop power button again.

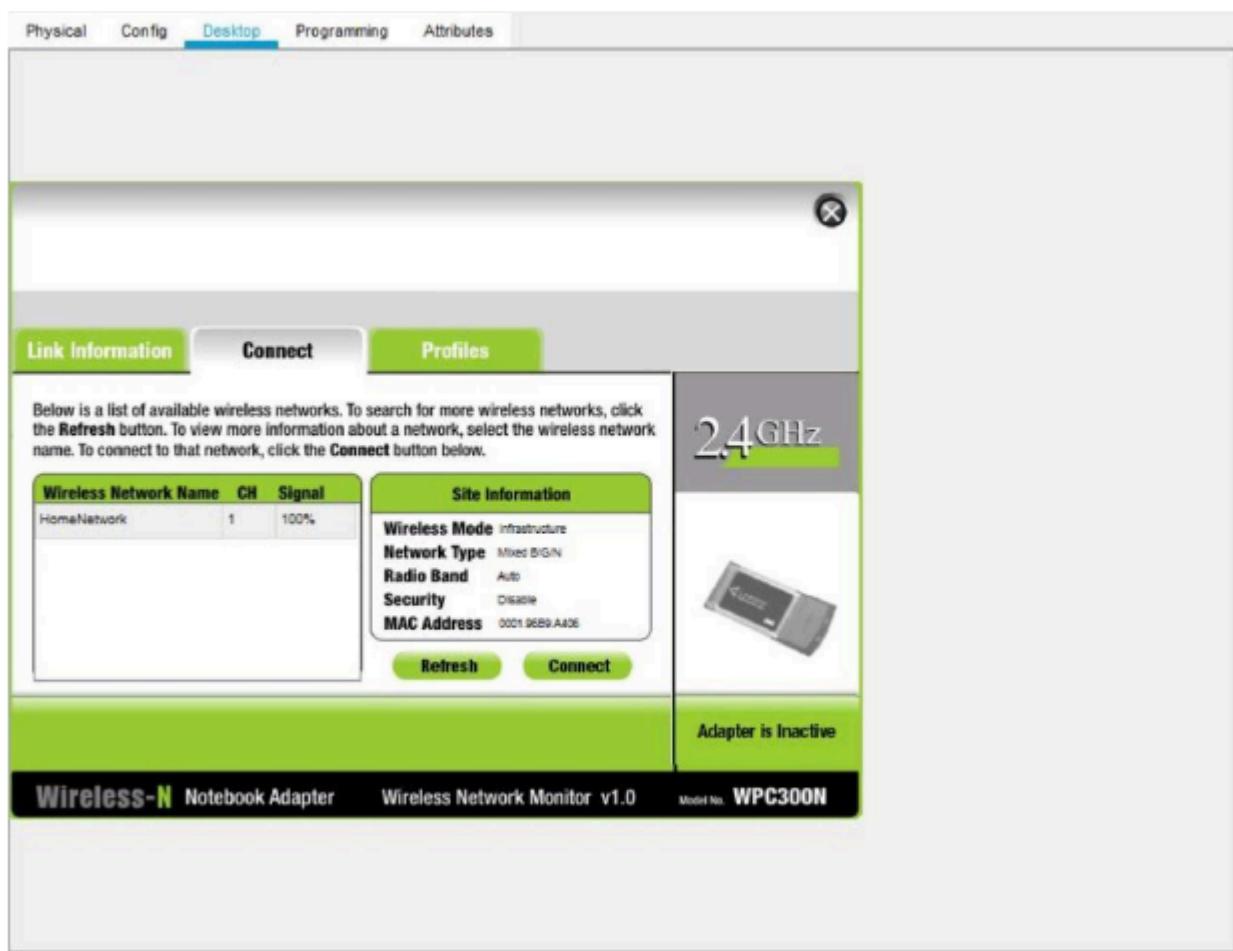
With the wireless module installed, the next task is to connect the laptop to the wireless network.

Click on the **Desktop** tab at the top of the Laptop configuration window and select the **PC Wireless** icon.

Once the Wireless-N Notebook Adapter settings are visible, select the **Connect** tab. The wireless network "HomeNetwork" should be visible in the list of wireless networks as shown in the figure.

Select the network, and click on the **Connect** tab found below the **Site Information pane**.

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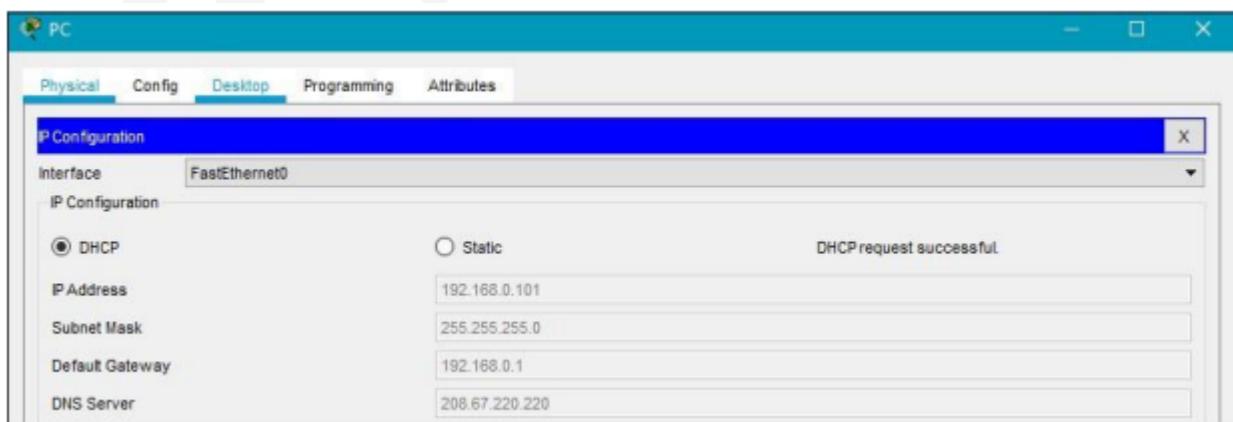


Step 3: Configure the PC

a. Configure the PC for the wired network

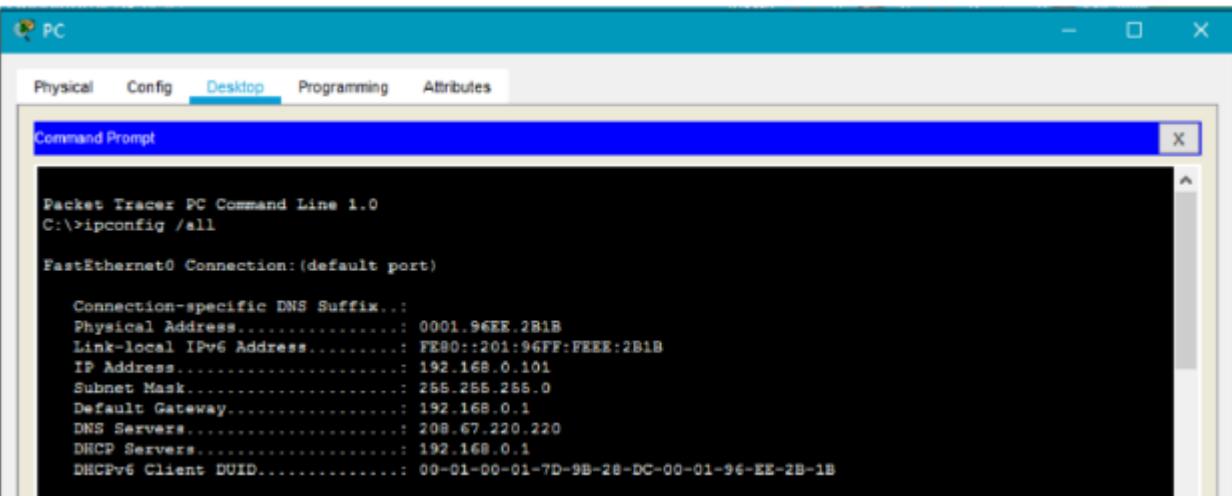
Click on the **PC** icon on the Packet Tracer **Logical** workspace and select the **Desktop** tab and then the **IP Configuration** icon.

In the IP Configuration window, select the **DCHP** radio button as shown in the figure so that the PC will use DHCP to receive an IPv4 address from the wireless router. Close the IP Configuration window.



Click on the Command Prompt icon. Verify that the PC has received an IPv4 address by issuing the **ipconfig /all** command from the command prompt as shown in the figure. The PC should receive an IPv4 address in the 192.168.0.x range.

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Packet Tracer PC Command Line 1.0
C:\>ipconfig /all

FastEthernet0 Connection:(default port)

Connection-specific DNS Suffix...:
Physical Address.....: 0001.96EE.2B1B
Link-local IPv6 Address.....: FE80::201:96FF:FEFF:2B1B
IP Address.....: 192.168.0.101
Subnet Mask.....: 255.255.255.0
Default Gateway.....: 192.168.0.1
DNS Servers.....: 208.67.220.220
DHCP Servers.....: 192.168.0.1
DHCPv6 Client DUID.....: 00-01-00-01-7D-9B-28-DC-00-01-96-EE-2B-1B

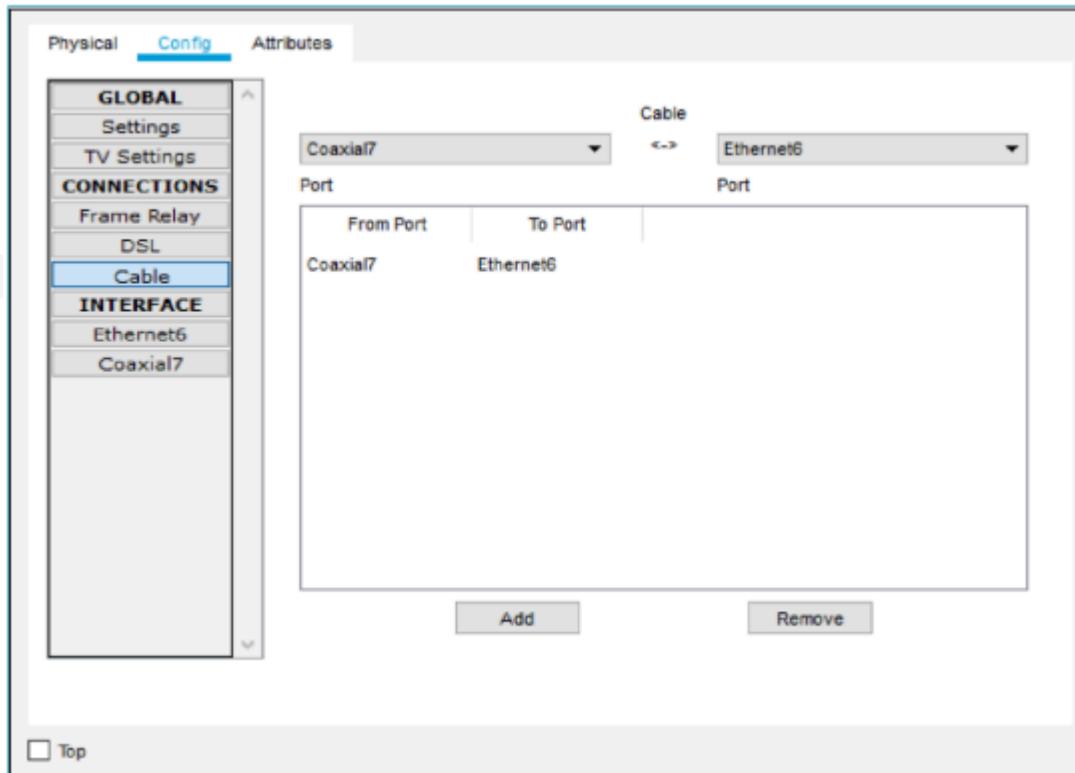
Step 4: Configure the Internet cloud

- a. Install network modules if necessary

Click on the **Internet Cloud** icon on the Packet Tracer **Logical** workspace and then click on the **Physical** tab. The cloud device will need two modules if they are not already installed. The PT-CLOUD-NM-1CX which is for the cable modem service connection and the PT-CLOUD-NM-1CFE which is for a copper Ethernet cable connection. If these modules are missing, power off the physical cloud devices by clicking on the power button and drag each module to an empty module port on the device and then power the device back on.

- b. Identify the From and To Ports

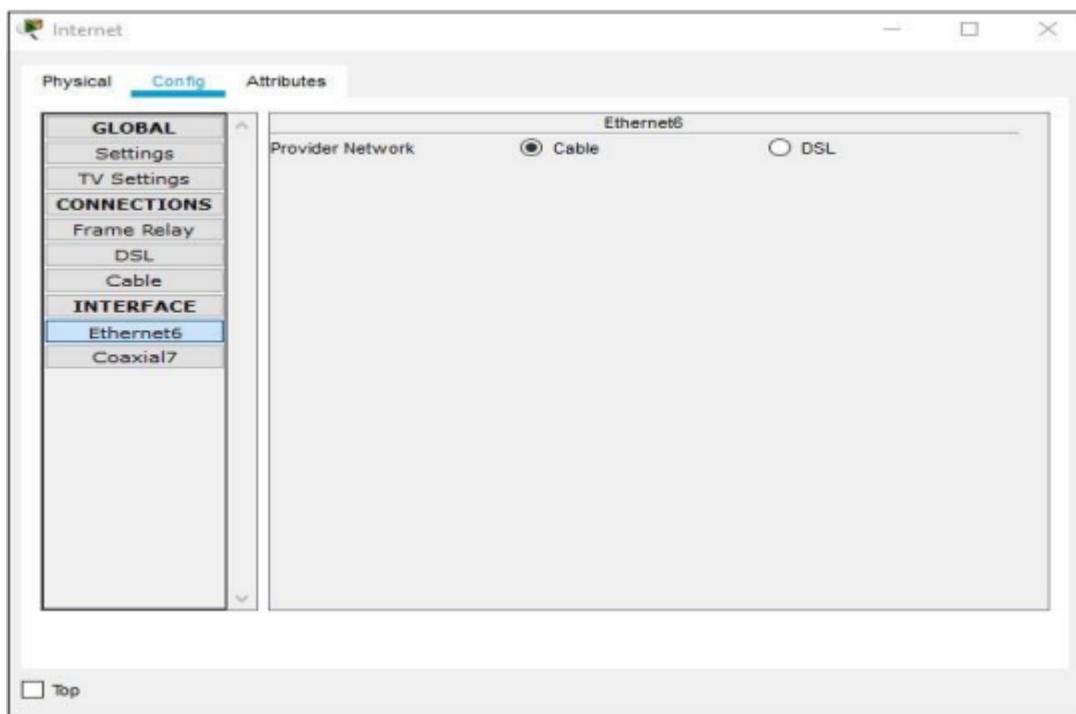
Click on the **Config** tab in the Cloud device window. In the left pane click on **Cable** under **CONNECTIONS**. In the first drop down box choose Coaxial and in the second drop down box choose Ethernet then clicks the **Add** button to add these as the **From Port** and **To Port** as shown in the figure.



- c. Identify the type of provider

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While still in the **Config** tab click Ethernet under **INTERFACE** in the left pane. In the Ethernet configuration window select **Cable** as the Provider Network as shown in the figure.



Step 5: Configure the Cisco.com server

- Configure the Cisco.com server as a DHCP server

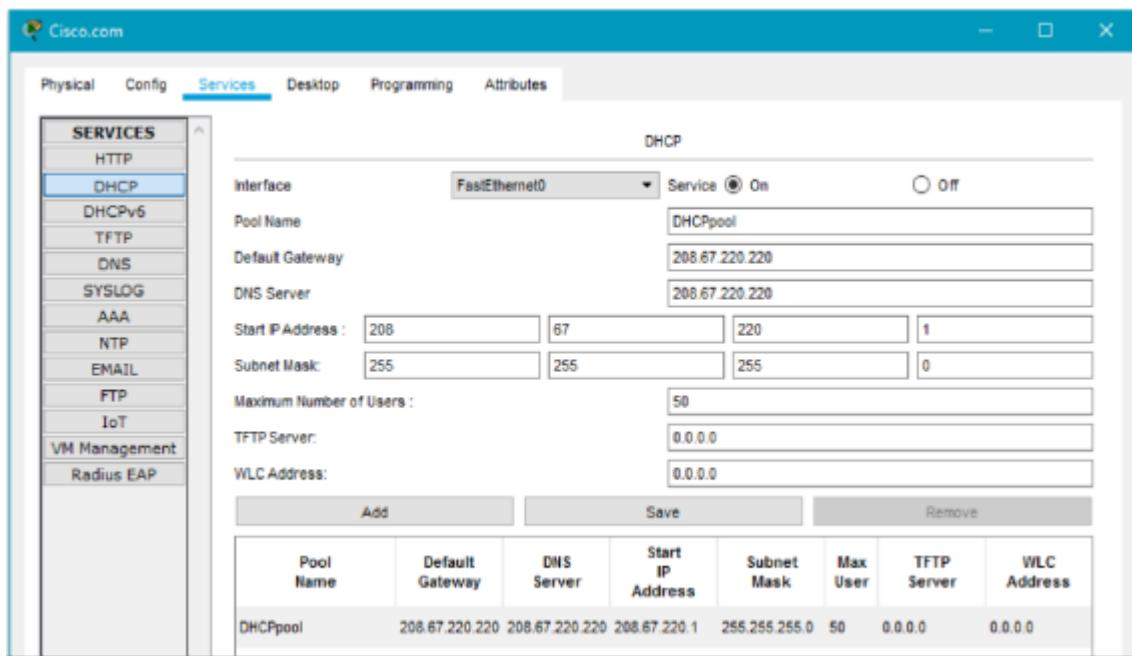
Click on the Cisco.com server icon on the Packet Tracer **Logical** workspace and select the **Services** tab. Select **DHCP** from the **SERVICES** list in the left pane.

In the DHCP configuration window, configure a DHCP as shown in the figure with the following settings.

- Click **On** to turn the DHCP service on
- Pool name: DHCPpool
- Default Gateway: 208.67.220.220
- DNS Server: 208.67.220.220
- Starting IP Address: 208.67.220.1
- Subnet Mask 255.255.255.0
- Maximum number of Users: 50

Click **Add** to add the pool

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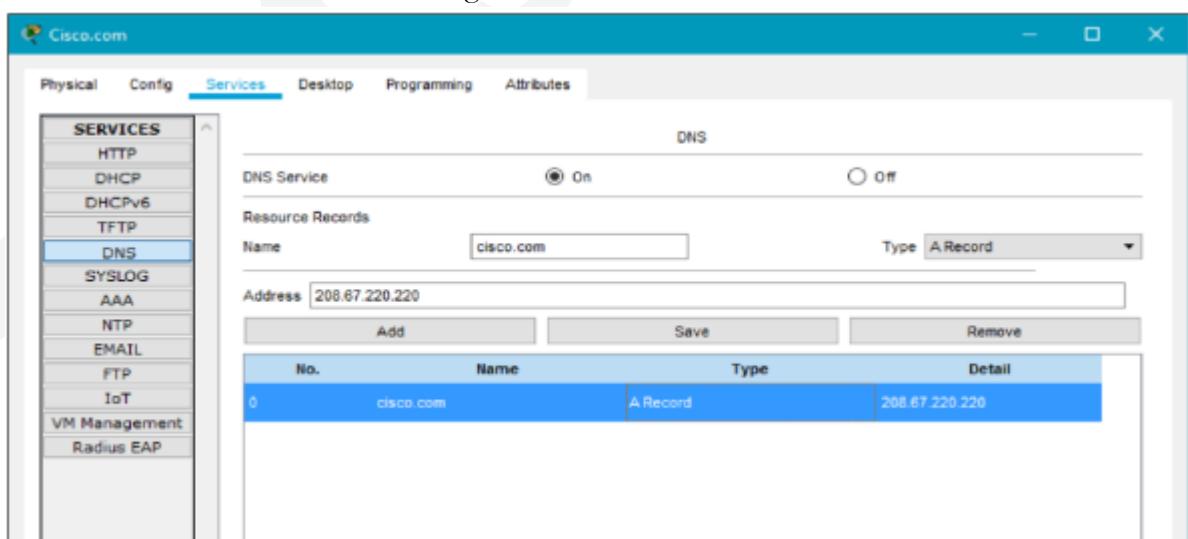
- b. Configure the Cisco.com server as a DNS server to provide domain name to IPv4 address resolution.

While still in the **Services** tab, select **DNS** from the **SERVICES** listed in the left pane.

Configure the DNS service using the following settings as shown in the figure.

- Click **On** to turn the DNS service on
- Name: Cisco.com
- Type: A Record
- Address: 208.67.220.220

Click **Add** to add the DNS service settings



- c. Configure the Cisco.com server Global settings.

Select the **Config** tab.

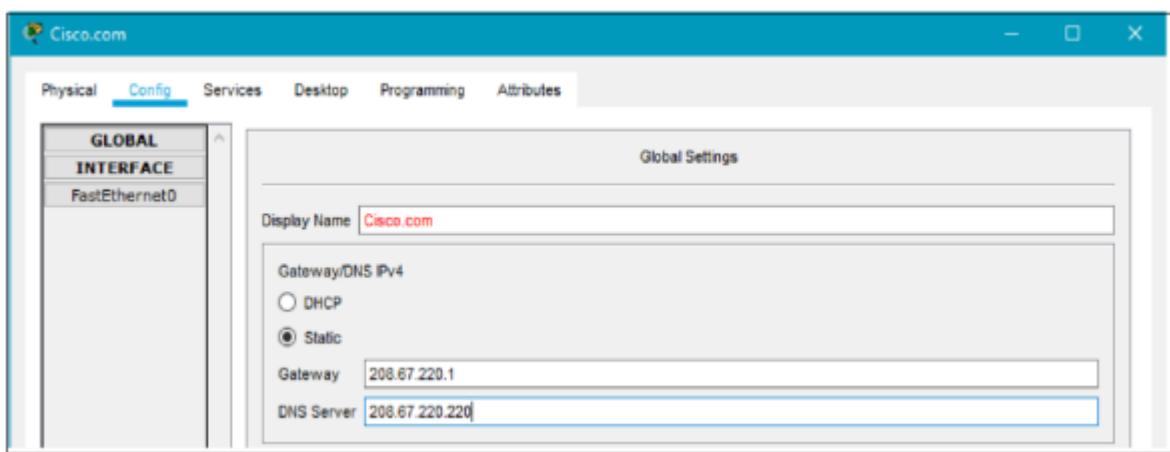
Click on **Settings** in the left pane.

Configure the Global settings of the server as follows:

- Select **Static**

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- Gateway: 208.67.220.1
- DNS Server: 208.67.220.220



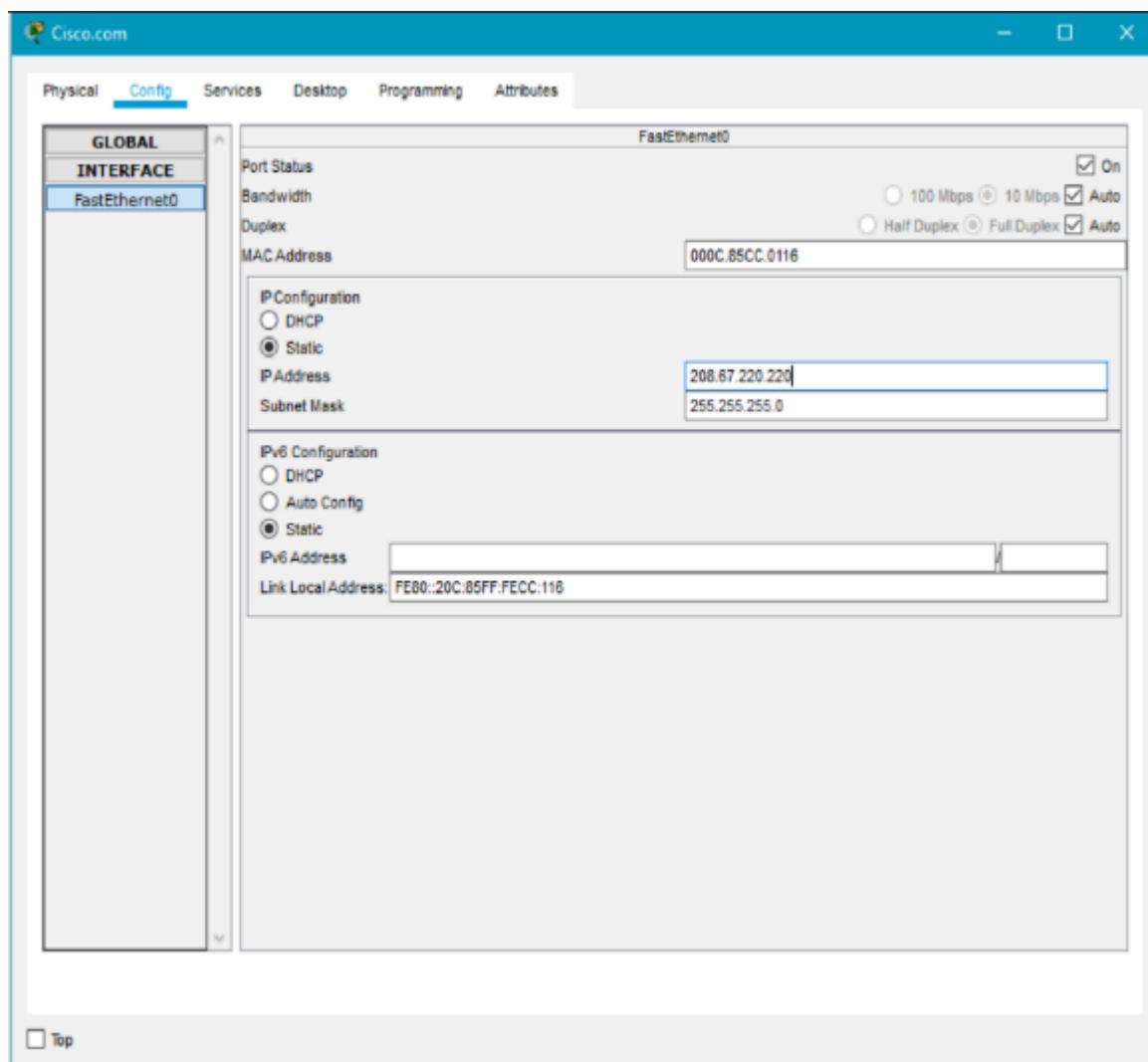
d. Configure the Cisco.com server FastEthernet0 Interface settings.

Click on **Fast Ethernet** in left pane of the **Config** tab

Configure the Fast Ethernet Interface settings of the server as follows:

- Select **Static** under IP Configuration
- IP Address: 208.67.220.220
- Subnet Mask: 255.255.255.0

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Part 3: Verify Connectivity

Step 1: Refresh the IPv4 settings on the PC

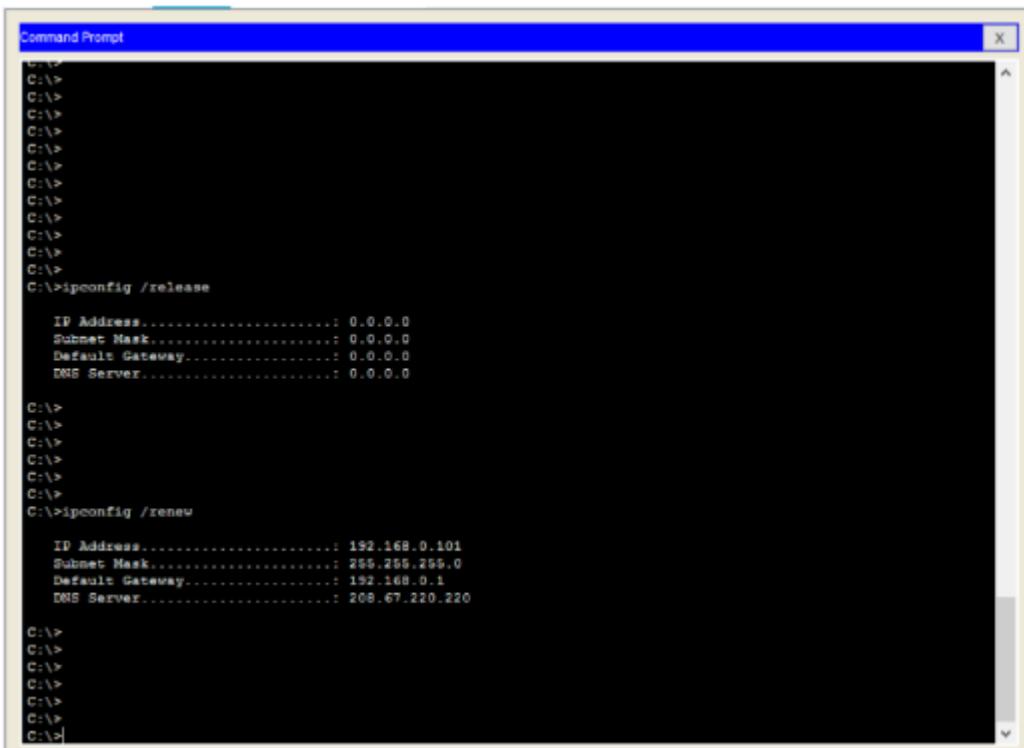
- Verify that the PC is receiving IPv4 configuration information from DHCP.

Click on the **PC** on the Packet Tracer **Logical** workspace and then select the **Desktop** tab of the PC configuration window.

Click on the **Command Prompt** icon

In the command prompt refresh the IP settings by issuing the commands **ipconfig /release** and then **ipconfig /renew**. The output should show that the PC has an IP address in the 192.168.0.x range, a subnet mask, a default gateway, and DNS server address as shown in the figure.

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```
Command Prompt
C:\>
C:\>ipconfig /release

IP Address.....: 0.0.0.0
Subnet Mask....: 0.0.0.0
Default Gateway.: 0.0.0.0
DNS Server....: 0.0.0.0

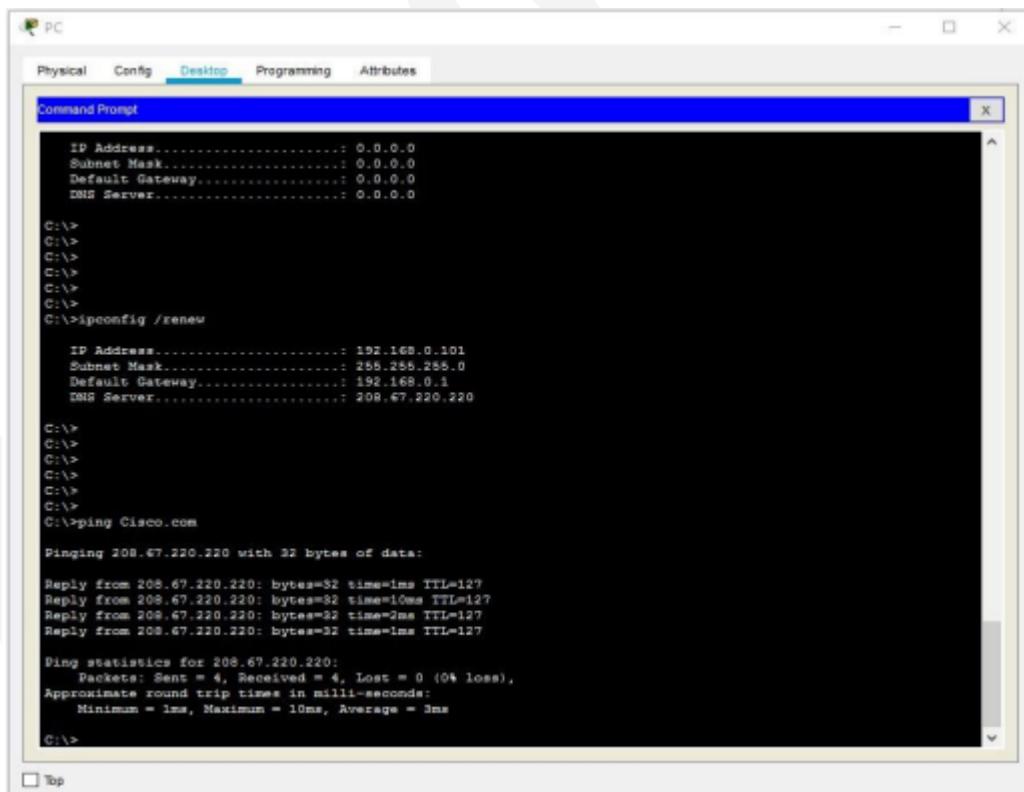
C:\>
C:\>
C:\>
C:\>
C:\>
C:\>
C:\>ipconfig /renew

IP Address.....: 192.168.0.101
Subnet Mask....: 255.255.255.0
Default Gateway.: 192.168.0.1
DNS Server....: 208.67.220.220

C:\>
C:\>
C:\>
C:\>
C:\>
C:\>
```

b) Test connectivity to the Cisco.com server from the PC

From the command prompt, issue the command **ping Cisco.com**. It may take a few seconds for the ping to return. Four replies should be received as shown in the figure.



```
PC
Physical Config Desktop Programming Attributes

Command Prompt
IP Address.....: 0.0.0.0
Subnet Mask....: 0.0.0.0
Default Gateway.: 0.0.0.0
DNS Server....: 0.0.0.0

C:\>
C:\>
C:\>
C:\>
C:\>
C:\>ipconfig /renew

IP Address.....: 192.168.0.101
Subnet Mask....: 255.255.255.0
Default Gateway.: 192.168.0.1
DNS Server....: 208.67.220.220

C:\>
C:\>
C:\>
C:\>
C:\>
C:\>ping Cisco.com

Pinging 208.67.220.220 with 32 bytes of data:

Reply from 208.67.220.220: bytes=32 time=1ms TTL=127
Reply from 208.67.220.220: bytes=32 time=10ms TTL=127
Reply from 208.67.220.220: bytes=32 time=2ms TTL=127
Reply from 208.67.220.220: bytes=32 time=1ms TTL=127

Ping statistics for 208.67.220.220:
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 1ms, Maximum = 10ms, Average = 3ms

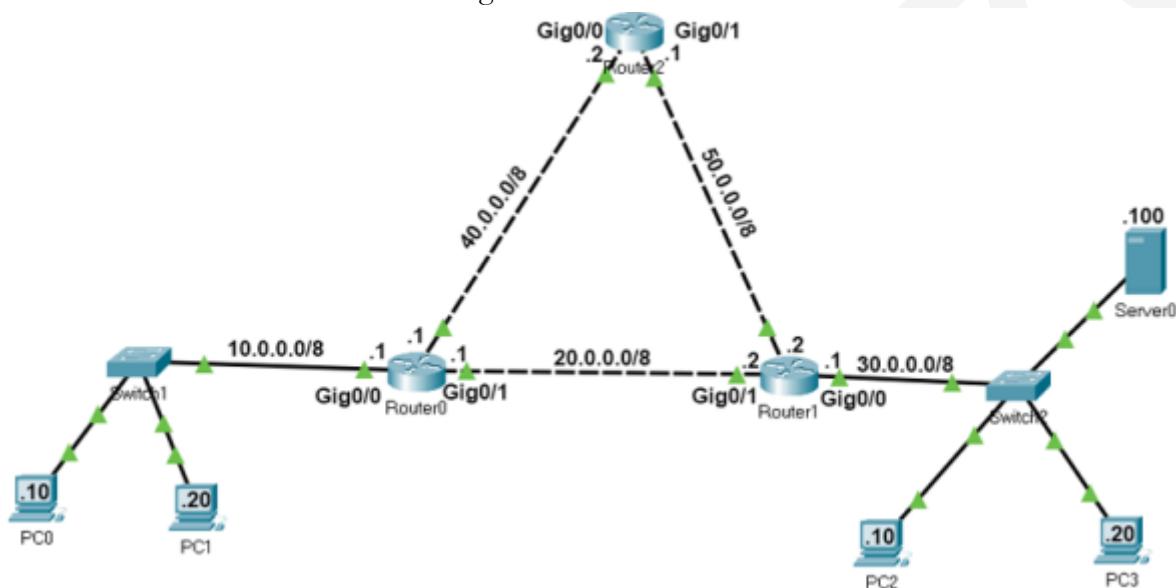
C:\>
```

Practical 11

AIM:- a)Simulate Static Routing Configuration using CISCO Packet Tracer

Static routes are the routes you manually add to the router's routing table. The process of adding static routes to the routing table is known as static routing. Let's take a packet tracer example to understand how to use static routing to create and add a static route to the routing table. **Setting up a practice lab** Create a packet tracer lab as shown in the following image or download the following pre-created lab and load it on Packet Tracer.

Packet Tracer Lab with Initial IP Configuration



In this lab, each network has two routes to reach. We will configure one route as the main route and another route as the backup route. If the link bandwidth of all routes is the same, we use the route that has the least number of routers as the main route. If the link bandwidth and the number of routers are the same, we can use any route as the main route and another route as the backup route.

If we specify two routes for the same destination, the router automatically selects the best route for the destination and adds the route to the routing table. If you manually want to select a route that the router should add to the routing table, you have to set the AD value of the route lower than other routes. For example, if you use the following commands to create two static routes for network 30.0.0/8, the route will place the first route to the routing table.

```
#ip route 30.0.0.0 255.0.0.0 20.0.0.2 10
#ip route 30.0.0.0 255.0.0.0 40.0.0.2 20
```

If the first route fails, the router automatically adds the second route to the routing table.

Creating, adding, verifying static routes

Routers automatically learn their connected networks. We only need to add routes for the networks that are not available on the router's interfaces. For example, network 10.0.0.0/8, 20.0.0.0/8 and 40.0.0.0/8 are directly connected to Router0. Thus, we don't need to configure routes for these

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networks. Network 30.0.0.0/8 and network 50.0.0.0/8 are not available on Router0. We have to create and add routes only for these networks.

The following table lists the connected networks of each router.

| Router | Available networks on local interfaces | Networks available on other routers' interfaces |
|---------|--|---|
| Router0 | 10.0.0.0/8, 20.0.0.0/8, 40.0.0.0/8 | 30.0.0.0/8, 50.0.0.0/8 |
| Router1 | 20.0.0.0/8, 30.0.0.0/8, 50.0.0.0/8 | 10.0.0.0/8, 40.0.0.0/8 |
| Router2 | 40.0.0.0/8, 50.0.0.0/8 | 10.0.0.0/8, 20.0.0.0/8, 30.0.0.0/8 |

Let's create static routes on each router for networks that are not available on the router. **Router0 requirements**

- Create two routes for network 30.0.0.0/8 and configure the first route (via -Router1) as the main route and the second route (via-Router2) as a backup route.
- Create two routes for the host 30.0.0.100/8 and configure the first route (via -Router2) as the main route and the second route (via-Router1) as a backup route.
- Create two routes for network 50.0.0.0/8 and configure the first route (via -Router2) as the main route and the second route (via-Router1) as a backup route.
- Verify the router adds only main routes to the routing table.

Router0 configuration

Access the CLI prompt of Router0 and run the following commands.

Router>enable

Router#configure terminal

Enter configuration commands, one per line. End with CNTL/Z.

Router(config)#ip route 30.0.0.0 255.0.0.0 20.0.0.2 10

Router(config)#ip route 30.0.0.0 255.0.0.0 40.0.0.2 20

Router(config)#ip route 30.0.0.100 255.255.255.255 40.0.0.2 10

Router(config)#ip route 30.0.0.100 255.255.255.255 20.0.0.2 20

Router(config)#ip route 50.0.0.0 255.0.0.0 40.0.0.2 10

Router(config)#ip route 50.0.0.0 255.0.0.0 20.0.0.2 20

Router(config)#exit

Router#show ip route static

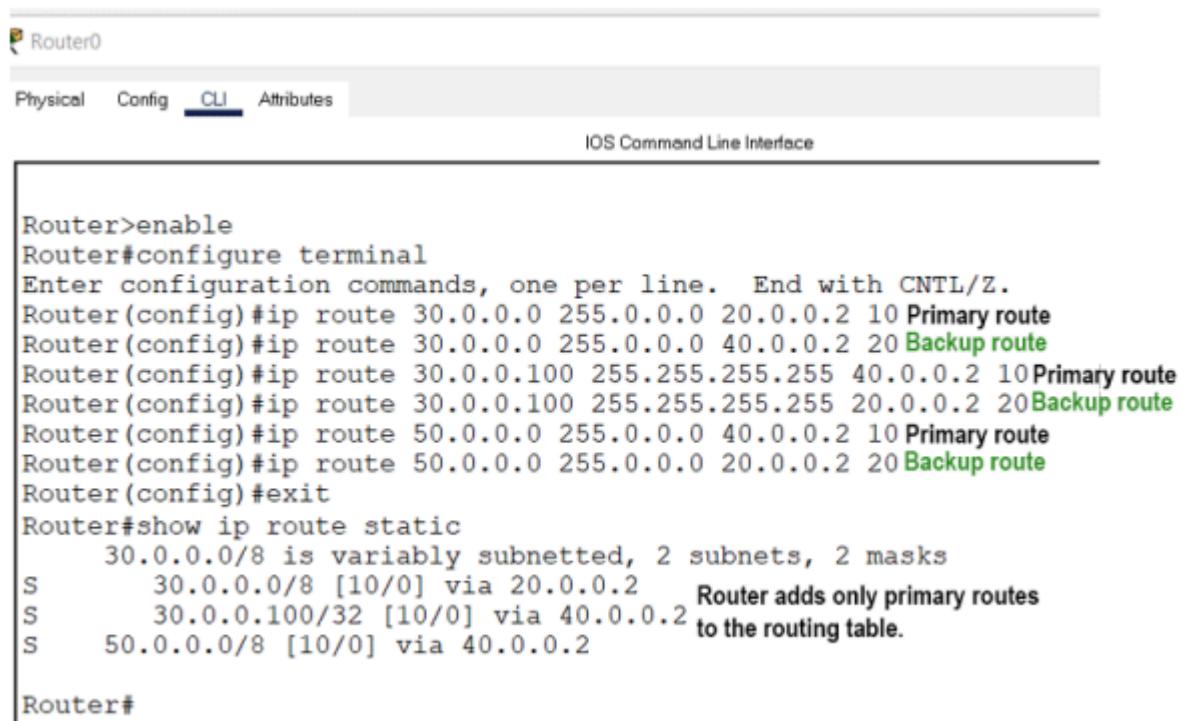
30.0.0.0/8 is variably subnetted, 2 subnets, 2 masks

S 30.0.0.0/8 [10/0] via 20.0.0.2

S 30.0.0.100/32 [10/0] via 40.0.0.2

S 50.0.0.0/8 [10/0] via 40.0.0.2

Router#



Router>enable
Router#configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Router(config)#ip route 30.0.0.0 255.0.0.0 20.0.0.2 10 Primary route
Router(config)#ip route 30.0.0.0 255.0.0.0 40.0.0.2 20 Backup route
Router(config)#ip route 30.0.0.100 255.255.255.255 40.0.0.2 10 Primary route
Router(config)#ip route 30.0.0.100 255.255.255.255 20.0.0.2 20 Backup route
Router(config)#ip route 50.0.0.0 255.0.0.0 40.0.0.2 10 Primary route
Router(config)#ip route 50.0.0.0 255.0.0.0 20.0.0.2 20 Backup route
Router(config)#exit
Router#show ip route static
 30.0.0.0/8 is variably subnetted, 2 subnets, 2 masks
S 30.0.0.0/8 [10/0] via 20.0.0.2 Router adds only primary routes
S 30.0.0.100/32 [10/0] via 40.0.0.2
S 50.0.0.0/8 [10/0] via 40.0.0.2

Router#

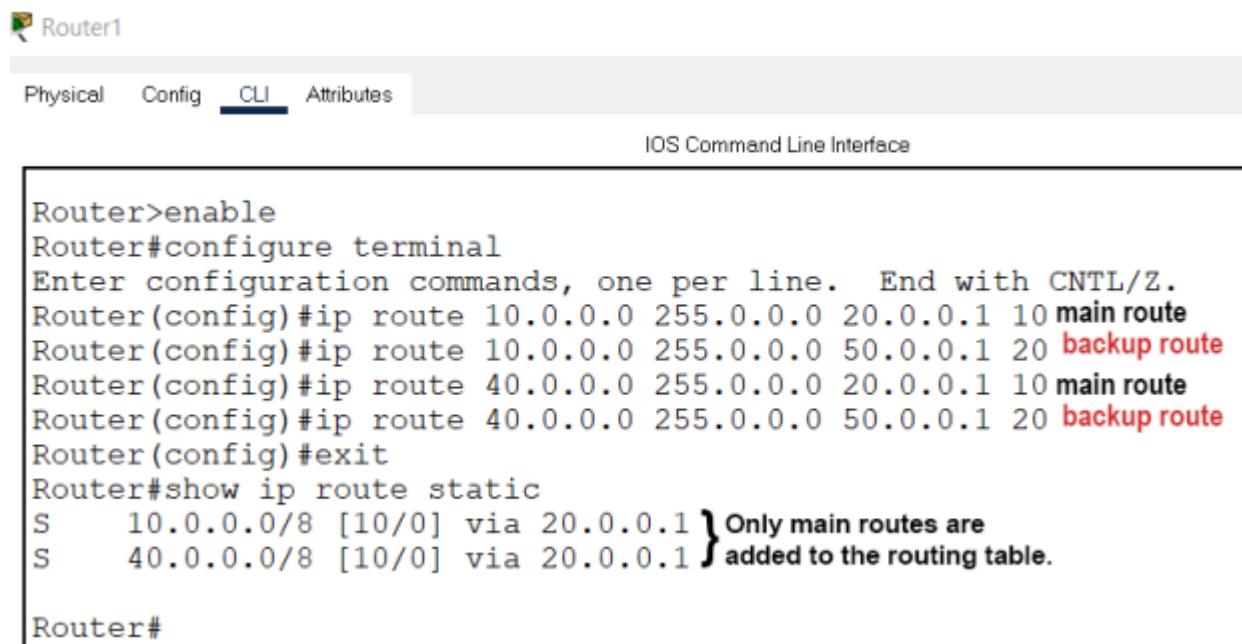
Router1 requirements

- Create two routes for network 10.0.0.0/8 and configure the first route (via -Router0) as the main route and the second route (via-Router1) as a backup route.
- Create two routes for network 40.0.0.0/8 and configure the first route (via -Router0) as the main route and the second route (via-Router2) as a backup route.
- Verify the router adds only main routes to the routing table.

Router1 configuration

```
Router>enable  
Router#configure terminal  
Enter configuration commands, one per line. End with CNTL/Z.  
Router(config)#ip route 10.0.0.0 255.0.0.0 20.0.0.1 10  
Router(config)#ip route 10.0.0.0 255.0.0.0 50.0.0.1 20  
Router(config)#ip route 40.0.0.0 255.0.0.0 20.0.0.1 10  
Router(config)#ip route 40.0.0.0 255.0.0.0 50.0.0.1 20  
Router(config)#exit  
Router#show ip route static  
S 10.0.0.0/8 [10/0] via 20.0.0.1  
S 40.0.0.0/8 [10/0] via 20.0.0.1  
Router#
```

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The image shows a software interface for configuring a router. At the top, there's a toolbar with tabs: Physical, Config, **CLI**, and Attributes. Below the toolbar, it says "IOS Command Line Interface". The main area contains the following CLI session:

```
Router>enable
Router#configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Router(config)#ip route 10.0.0.0 255.0.0.0 20.0.0.1 10 main route
Router(config)#ip route 10.0.0.0 255.0.0.0 50.0.0.1 20 backup route
Router(config)#ip route 40.0.0.0 255.0.0.0 20.0.0.1 10 main route
Router(config)#ip route 40.0.0.0 255.0.0.0 50.0.0.1 20 backup route
Router(config)#exit
Router#show ip route static
S    10.0.0.0/8 [10/0] via 20.0.0.1 } Only main routes are
S    40.0.0.0/8 [10/0] via 20.0.0.1 } added to the routing table.

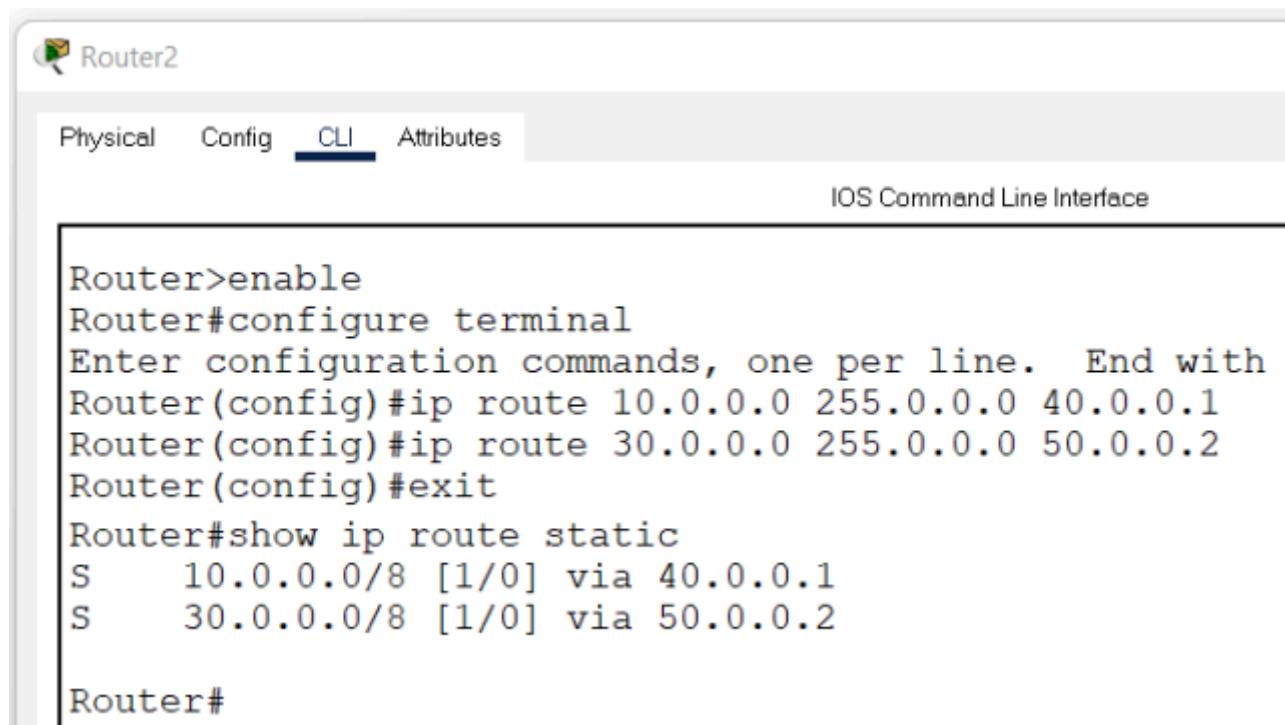
Router#
```

Router2 requirements

Create static routes for network 10.0.0.0/8 and network 30.0.0.0/8 and verify the router adds both routes to the routing table.

Router2 configuration

```
Router>enable
Router#configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Router(config)#ip route 10.0.0.0 255.0.0.0 40.0.0.1
Router(config)#ip route 30.0.0.0 255.0.0.0 50.0.0.2
Router(config)#exit
Router#show ip route static
S 10.0.0.0/8 [1/0] via 40.0.0.1
S 30.0.0.0/8 [1/0] via 50.0.0.2
Router#
```



The image shows a software interface for a router named "Router2". At the top, there are tabs for "Physical", "Config", "CLI" (which is underlined), and "Attributes". Below the tabs, it says "IOS Command Line Interface". The main area contains the following command-line session:

```
Router>enable
Router#configure terminal
Enter configuration commands, one per line. End with Router(config)#ip route 10.0.0.0 255.0.0.0 40.0.0.1
Router(config)#ip route 30.0.0.0 255.0.0.0 50.0.0.2
Router(config)#exit
Router#show ip route static
S 10.0.0.0/8 [1/0] via 40.0.0.1
S 30.0.0.0/8 [1/0] via 50.0.0.2

Router#
```

Verifying static routing

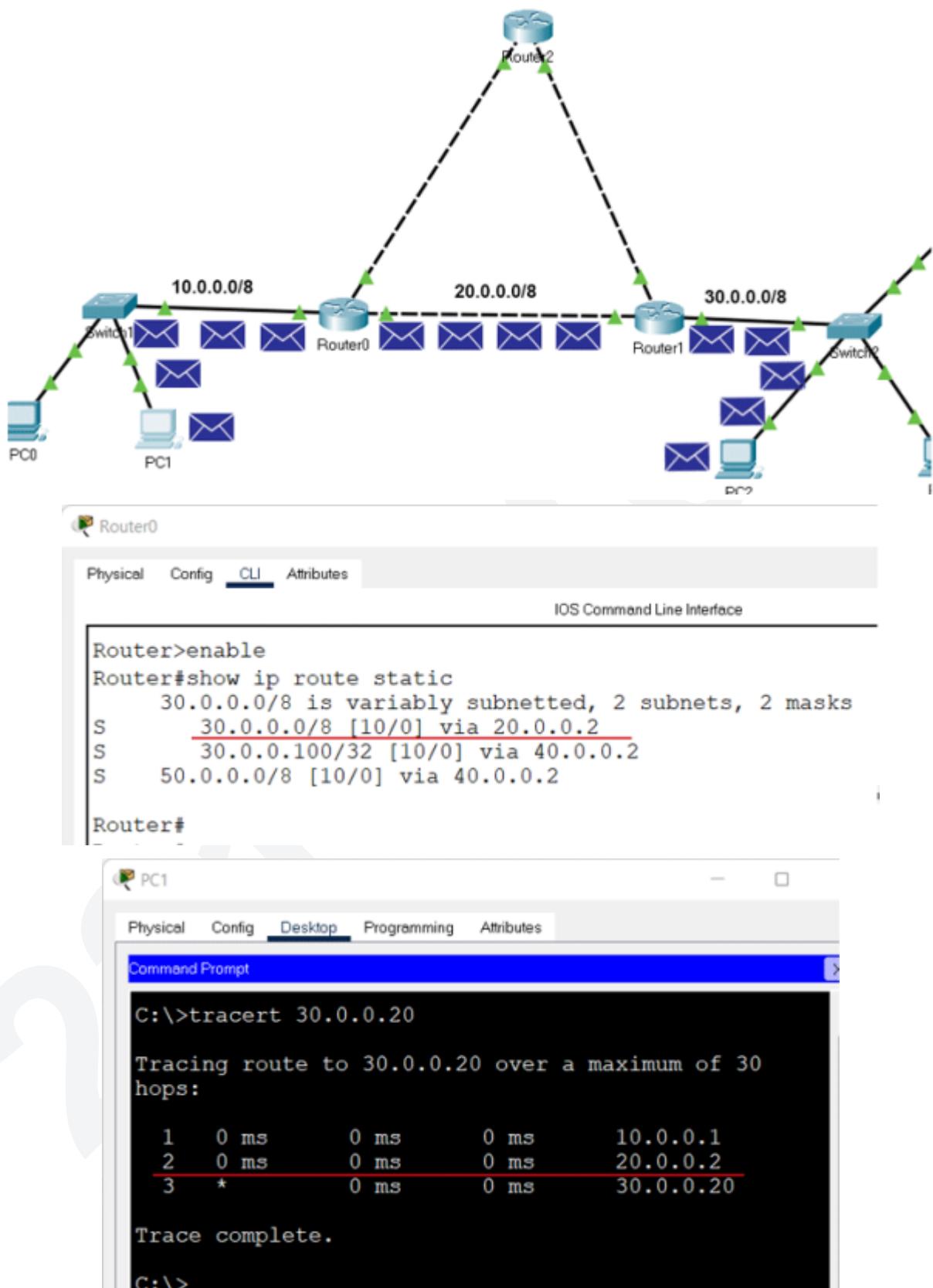
On Router0, we configured two routes for network 30.0.0.0/8. These routes are via Router1 and via Router2. We set the first route (via-Router1) as the main route and the second route as the backup route. We can verify this configuration in two ways.

By sending ping requests to a PC of network 30.0.0.0/8 and tracing the path they take to reach the network 30.0.0.0/8. For this, you can use '**'tracert'**' command on a PC of network 10.0.0.0/8. The '**'tracert'**' command sends ping requests to the destination host and tracks the path they take to reach the destination.

By listing the routing table entries on Router0. Since a router uses the routing table to forward data packets, you can check the routing table to figure out the route the router uses to forward data packets for each destination.

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The following image shows the above testing.



We also configured a separate static host route for the host 30.0.0.100/8. The router must use this route to forward data packets to the host 30.0.0.100/8. To verify this, you can do the same testing for

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the host 30.0.0.100/8.

The following image shows this testing.

