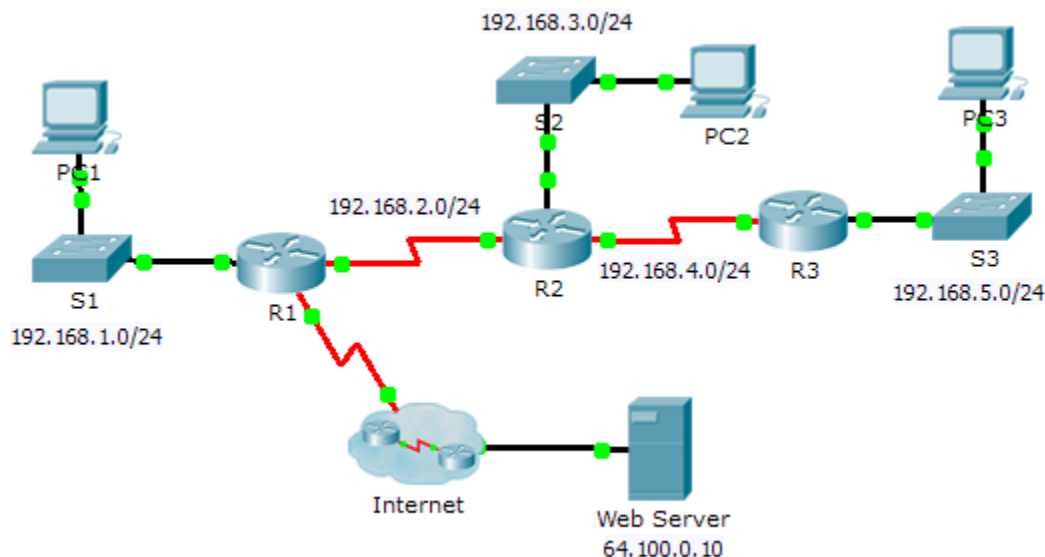


Packet Tracer – Configuring RIPv2

Topology



Objectives

Part 1: Configure RIPv2

Part 2: Verify Configurations

Background

Although RIP is rarely used in modern networks, it is useful as a foundation for understanding basic network routing. In this activity, you will configure a default route, RIP version 2, with appropriate network statements and passive interfaces, and verify full connectivity.

Part 1: Configure RIPv2

Step 1: Configure RIPv2 on R1.

- Use the appropriate command to create a default route on **R1** for all Internet traffic to exit the network through S0/0/1.
- Enter RIP protocol configuration mode. **router rip**
- Use version 2 of the RIP protocol and disable the summarization of networks. **version 2**
no auto-summary
- Configure RIP for the networks that connect to **R1**. **network ip-address**
passive-interface gigabitEthernet portNo
- Configure the LAN port that contains no routers so that it does not send out any routing information.
- Advertise the default route configured in step 1a with other RIP routers. **default-information originate**
- Save the configuration. **copy running-config startup-config**

Step 2: Configure RIPv2 on R2.

- a. Enter RIP protocol configuration mode.
- b. Use version 2 of the RIP protocol and disable the summarization of networks.
- c. Configure RIP for the networks directly connected to **R2**.
- d. Configure the interface that contains no routers so that it does not send out routing information.
- e. Save the configuration.

Step 3: Configure RIPv2 on R3

Repeat Step 2 on **R3**.

Part 2: Verify Configurations

Step 1: View routing tables of R1, R2, and R3.

- a. Use the appropriate command to show the routing table of **R1**. RIP (R) now appears with connected (C) and local (L) routes in the routing table. All networks have an entry. You also see a default route listed.
- b. View the routing tables for **R2** and **R3**. Notice that each router has a full listing of all the 192.168.x.0 networks and a default route.

Step 2: Verify full connectivity to all destinations.

Every device should now be able to ping every other device inside the network. In addition, all devices should be able to ping the **Web Server**.