

Modulo # 9 – Laboratorio # 9.3.4

The screenshot displays the Cisco Packet Tracer interface. On the left, a network diagram shows a central router (RTA) connected to two switches (SwitchA and SwitchB). SwitchA is connected to two PCs (PCA1 and PCA2), and SwitchB is connected to one PC (PCB1). The IP addresses for the switches are 2001:db8:acad:1::/64 and 2001:db8:acad:2::/64. The RTA CLI window is open, showing the following output:

```
RTA
CLI
IOS Command Line Interface
use. Delivery of Cisco cryptographic products does not imply
third-party authority to import, export, distribute or use encryption.
Importers, exporters, distributors and users are responsible for
compliance with U.S. and local country laws. By using this product you
agree to comply with applicable laws and regulations. If you are unable
to comply with U.S. and local laws, return this product immediately.

A summary of U.S. laws governing Cisco cryptographic products may be found at:
http://www.cisco.com/wai/export/crpto/tool/stgrg.html

If you require further assistance please contact us by sending email to
export@cisco.com.

Cisco ISR4321/K9 (18U) processor with 1087137K/6147K bytes of memory.
Processor board ID FLK28432H0
2 Gigabit Ethernet interfaces
32768K bytes of non-volatile configuration memory.
4104384 bytes of physical memory.
322355K bytes of flash memory at bootflash:.

Press RETURN to get started!

%LINEPROTO-5-UPDOWN: Line protocol on Interface GigabitEthernet0/0, changed state to up
%LINEPROTO-5-UPDOWN: Line protocol on Interface GigabitEthernet0/1, changed state to up

RTA#show ip
RTA#show ipy
RTA#show ipv6 nei
RTA#show ipv6 neighbors
RTA#nma
RTA#enable
RTA#show ipv6 neighbors
RTA#
```

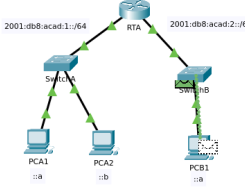
The screenshot displays the Cisco Packet Tracer interface. On the left, the same network diagram as in the previous screenshot is shown. In the center, the Cisco Packet Tracer configuration window is open, showing the following settings:

IPv4	IPv6	Misc
<input type="checkbox"/> DHCPv6	<input type="checkbox"/> EIGRPv6	<input type="checkbox"/> HSRPv6
<input checked="" type="checkbox"/> ICMPv6	<input checked="" type="checkbox"/> NDP	<input type="checkbox"/> OSPFv6
<input type="checkbox"/> RIPv6		

At the bottom of the window, there is a button labeled "Edit ACL Filters".

On the right, the Simulation Panel is open, showing the Event List and Play Controls. The Event List is empty. The Play Controls section includes a "Reset Simulation" button, a "Constant Delay" checkbox, and a "Captured to: (no captures)" label. Below these are play buttons (stop, play, pause) and a progress bar. The Event List Filters section shows "Visible Events" as "None" and buttons for "Edit Filters" and "Show All/None".

Logical (Physical) - 830, p 58



2001:db8:acad:1::64 RTA 2001:db8:acad:2::64

PCA1 PCA2 PCB1

SwitchA SwitchB

PDUI Information at Device: PCA2

OSI Model Inbound PDU Details

At Device: PCA2
Source: RTA
Destination: FF02::1

In Layers

Layer 7
Layer 6
Layer 5
Layer 4
Layer 3
Layer 2
Layer 1

Out Layers

Layer 7
Layer 6
Layer 5
Layer 4
Layer 3
Layer 2
Layer 1

Layer 3: IPv6 Header Src. IP: FE80::1, Dest. IP: FF02::1 ICMPv6 Router Advertisement Message Type: 134

Layer 2: Ethernet II Header 0001:961D:6301 >> 3333.0000.0001

Layer 1: Port FastEthernet0

1. The packet's destination IP address matches the device's IP address or the broadcast address. The device de-encapsulates the packet.
2. The packet is an ICMP packet. The ICMP process processes it.
3. The packet is an NDP packet. The device processes the packet.
4. The NDP process receives a Router Advertisement message.

Challenge Me << Previous Layer Next Layer >>

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
2.343	PCA2	
2.344	SwitchA	
4.322	RTA	
4.323	SwitchA	
4.324	SwitchA	
7.926	RTA	
7.927	SwitchB	
8.789	RTA	
8.790	SwitchA	
8.791	SwitchA	
13.893	RTA	
13.894	SwitchB	
13.895	RTA	
14.752	RTA	
14.753	SwitchA	
14.754	SwitchA	
17.775	RTA	
17.776	SwitchA	
17.777	SwitchA	
18.583	RTA	
18.584	SwitchB	

Reset Simulation Constant Delay Capturing...

Play Controls

Event List Filters - Visible Events

ICMPv6, NDP

Edit Filters Show All/None

Scenario 0

Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete

New Delete

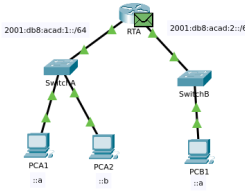
Toggle PDU List Window

Time: 00:16:30.626

PLAY CONTROLS

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Logical (Physical) - 3336, p 578



2001:db8:acad:1::64 RTA 2001:db8:acad:2::64

PCA1 PCA2 PCB1

SwitchA SwitchB

PDUI Information at Device: SwitchA

OSI Model Outbound PDU Details

At Device: SwitchA
Source: PCA1
Destination: 2001:DB8:ACAD:1::B

In Layers

Layer 6
Layer 5
Layer 4
Layer 3
Layer 2
Layer 1

Out Layers

Layer 6
Layer 5
Layer 4
Layer 3
Layer 2
Layer 1

Layer 2: Ethernet II Header 0040:0BD2:243E >> 0001:427E:EBED

Layer 1: Port FastEthernet0/2

Layer 2: Ethernet II Header 0040:0BD2:243E >> 0001:427E:EBED

Layer 1: Port(s): FastEthernet0/1

1. FastEthernet0/2 sends out the frame.

Challenge Me << Previous Layer Next Layer >>

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
2.338	RTA	
2.339	SwitchB	
2.340	PCA1	
2.341	SwitchA	
2.342	PCA2	
2.343	SwitchA	
4.322	RTA	
4.323	SwitchA	
4.324	SwitchA	
7.926	RTA	
7.927	SwitchB	
8.789	RTA	
8.790	SwitchA	
8.791	SwitchA	
13.893	RTA	
13.894	SwitchB	
13.895	RTA	
14.752	RTA	
14.753	SwitchA	
14.754	SwitchA	
17.775	RTA	

Reset Simulation Constant Delay Captured to: 26.339 s

Play Controls

Event List Filters - Visible Events

ICMPv6, NDP

Edit Filters Show All/None

Scenario 0

Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete

New Delete

Toggle PDU List Window

Time: 00:16:38.381

PLAY CONTROLS

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The screenshot displays the Cisco Packet Tracer software interface. On the left, a network topology is visible, featuring a central 'Switch' connected to three PCs (PCA1, PCA2, PCA3) and two other switches (SwitchA, SwitchB). The topology is labeled with IP addresses: 2001:db8:acad:1::64 and 2001:db8:acad:2::64. The main window shows a 'Command Prompt' for 'PCA1' with the following output:

```

C:\>ping -n 1 2001:db8:acad:2::A
Pinging 2001:db8:acad:2::A with 32 bytes of data:
Reply from 2001:db8:acad:2::A: bytes=32 time=1ms TTL=127

Ping statistics for 2001:db8:acad:2::A:
    Packets: Sent = 1, Received = 1, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>ping -n 1 2001:db8:acad:2::A
Pinging 2001:db8:acad:2::A with 32 bytes of data:
Reply from 2001:db8:acad:2::A: bytes=32 time=1ms TTL=127

Ping statistics for 2001:db8:acad:2::A:
    Packets: Sent = 1, Received = 1, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

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Pinging 2001:db8:acad:2::A with 32 bytes of data:
Reply from 2001:db8:acad:2::A: bytes=32 time=1ms TTL=127

Ping statistics for 2001:db8:acad:2::A:
    Packets: Sent = 1, Received = 1, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>

```

The bottom status bar indicates the simulation is running, with a time of 00:18:54. The 'Realtime' and 'Simulation' modes are visible, along with a 'Scenario 0' dropdown menu and a 'Toggle PDU List Window' button.