COMPUTER NETWORKS PROJECT

Submission Deadline: 8th May 2024, 11:59 pm

Instructions:

Don't copy, don't cheat. The evaluation criteria is very strict so do everything by yourself else you will be in big trouble.

The statements are self-Explanatory.

1. Use Packet Tracer Instructor Version to simulate this network.
2. Don't cheat, your efforts will be valued but the cheater will be marked 0.
3. Everything is self-explained, solve it yourself.

You are given the network design with minimal technical documentation; your task is to make this up and run in Cisco Packet tracer.

1. Following are the steps you need to perform in the topology according to the given layout. Configure this scenario and find your given IP address in the file "**IP addresses**" attached with this. Every one of you is assigned with its unique IP address. Find out the Network Addresses and start working with them. And use them as required.

2. Please find the number of required hosts per subnet in the same attached file. Each student is given a different number of required hosts per subnet. Networks are labeled alphabetically in the given file of IP ADDRESSES.

3. Use appropriate routing method as mentioned on the top of each block.

4. Use Redistribution on Routers that connect two different blocks with each other.

5. All hosts in EIGRP, OSPF area 1, and RIP will get IP addresses from the "DHCP Server" present in the last block at the bottom.

6. You have to use VLSM in each network of the topology. Remember that between two routers you need total of 4 ip addresses. And information about host requirements of all other network is provided in the attached file as mentioned above.

7. You have to IMPLEMENT NAT in Router20 with the Network J. Use the Private IP Address given to you in the attached file for Natting.

8. One of the PCs of Network A will not be allowed to access the web server. All hosts connected in network D will not be allowed to access "Web Server".

Good Luck!