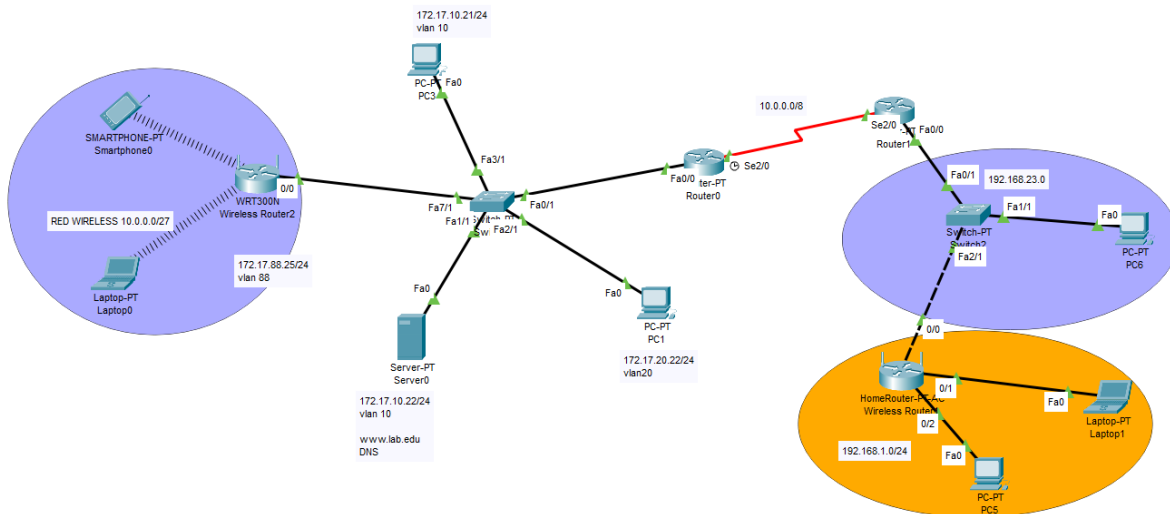


TAREA PARA AUXILIATURA



REQUERIMIENTOS

1. EXPLICAR LAS MODIFICACIONES QUE SE HIZO EN LOS ROUTERS PARA ENRUTAMIENTO CON OSPF

Realizamos la configuración ospf a los routers se realiza las configuraciones para la conexión a todas las redes conocidas de cada router.

Para realizar esta configuración, ejecutamos los comandos: router ospf 273, donde 273 es el nombre de nuestra red.

Seguido de esto vamos ingresando la dirección y el wildcard de cada una de las redes conectadas a los respectivos routers.

ROUTER 0

En el caso del router 0, utilizamos los comandos

network 172.17.10.0 0.0.0.255 area 1

para la vlan 10

network 172.17.20.0 0.0.0.255 area 1

para la vlan 20

network 172.17.88.0 0.0.0.255 area 1

para la vlan 88

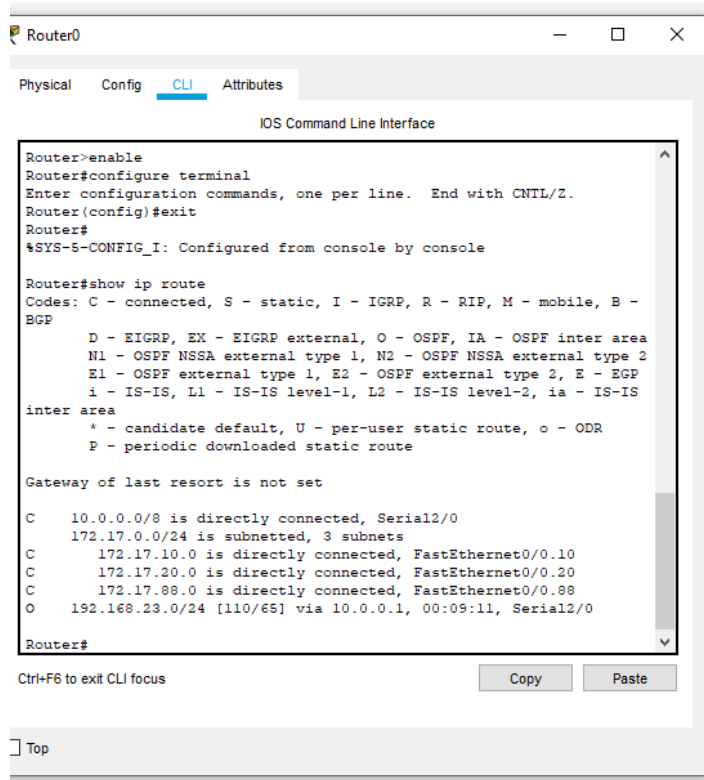
y

network 10.0.0.0 0.255.255.255 area 1

para la red 10.0.0.0/8

que son todas las redes que se encuentran conectadas a este router.

Se puede ver mas detalle ejecutando el comando show ip route



```
Router0
Physical Config CLI Attributes
IOS Command Line Interface

Router>enable
Router#configure terminal
Enter configuration commands, one per line. End with CNTRL/Z.
Router(config)#exit
Router#
%SYS-5-CONFIG_I: Configured from console by console

Router#show ip route
Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, B -
      BGP
      D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area
      N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2
      E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP
      i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS
      inter area
      * - candidate default, U - per-user static route, o - ODR
      P - periodic downloaded static route

Gateway of last resort is not set

C    10.0.0.0/8 is directly connected, Serial2/0
     172.17.0.0/24 is subnetted, 3 subnets
C      172.17.10.0 is directly connected, FastEthernet0/0.10
C      172.17.20.0 is directly connected, FastEthernet0/0.20
C      172.17.88.0 is directly connected, FastEthernet0/0.88
O    192.168.23.0/24 [110/65] via 10.0.0.1, 00:09:11, Serial2/0

Router#
```

En donde se observa todas las redes conectadas en el, directamente estan las vlans y la red 192.168.23.0 se encuentra conectada en el router 0 por medio de la red 10.0.0.1

ROUTER 1

En el caso del router 1, utilizamos los comandos

network 192.168.23.0 0.0.0.255 area 1

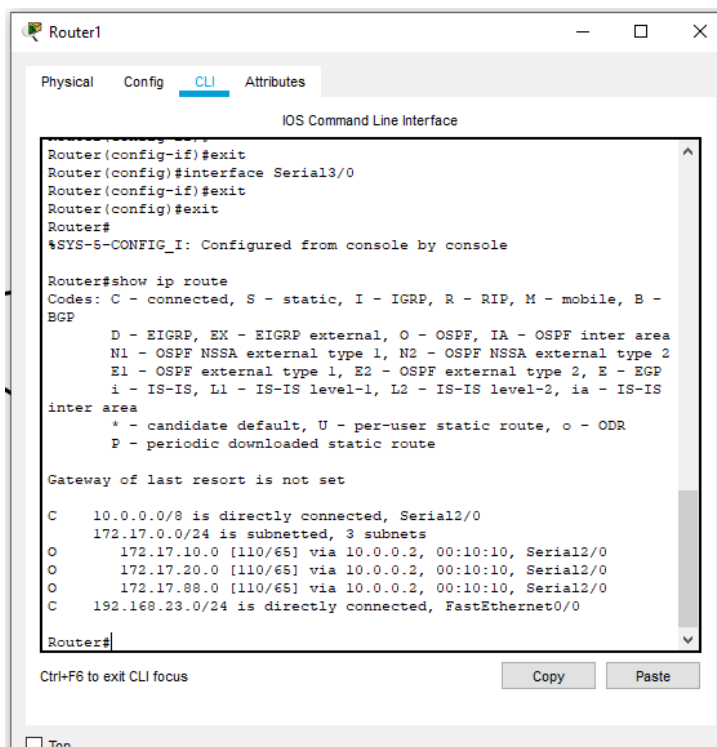
y

network 10.0.0.0 0.255.255.255 area 1

para la red 10.0.0.0/8

que son todas las redes que se encuentran conectadas a este router.

Se puede ver mas detalle ejecutando el comando show ip route



```
Router1
Physical Config CLI Attributes
IOS Command Line Interface
Router(config-if)#exit
Router(config)#interface Serial3/0
Router(config-if)#exit
Router(config)#exit
Router#
%SYS-5-CONFIG_I: Configured from console by console

Router#show ip route
Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, B -
BGP
       D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area
       N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2
       E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP
       i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS
inter area
       * - candidate default, U - per-user static route, o - ODR
       P - periodic downloaded static route

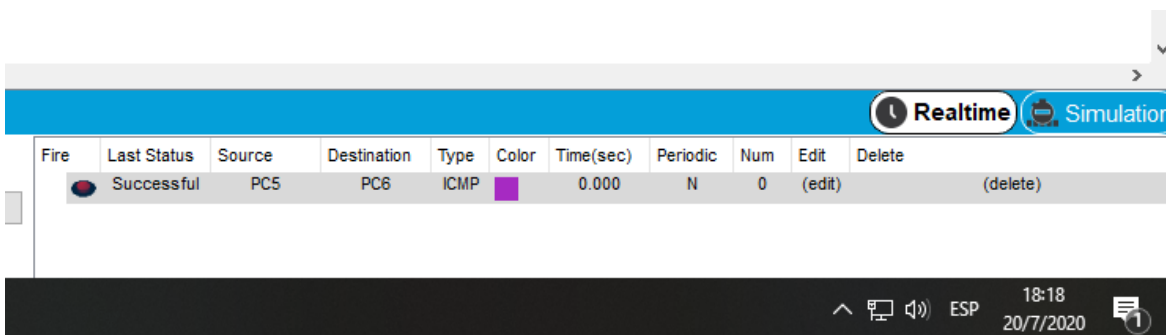
Gateway of last resort is not set



C    10.0.0.0/8 is directly connected, Serial2/0
     172.17.0.0/24 is subnetted, 3 subnets
O       172.17.10.0 [110/65] via 10.0.0.2, 00:10:10, Serial2/0
O       172.17.20.0 [110/65] via 10.0.0.2, 00:10:10, Serial2/0
O       172.17.88.0 [110/65] via 10.0.0.2, 00:10:10, Serial2/0
C     192.168.23.0/24 is directly connected, FastEthernet0/0

Router#
```

En donde se observa todas las redes conectadas en el, directamente la red 192.168.23.0 y las vlans se encuentran conectadas en el router 1 por medio de la red 10.0.0.2

2. CONECTIVIDAD ENTRE LA PC5 Y PC6



Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC5	PC6	ICMP		0.000	N	0	(edit)	(delete)

Realtime Simulation

18:18 20/7/2020

3. CONECTIVIDAD ENTRE LA LAPTOP Y PC6

The screenshot shows the Realtime Simulation interface. On the left, there is a sidebar with a 'Scenario 0' dropdown, 'New' and 'Delete' buttons, and a 'Toggle PDU List Window' button. The main area displays a table of simulation events. The table has columns: Fire, Last Status, Source, Destination, Type, Color, Time(sec), Periodic, Num, Edit, and Delete. A single row is visible with the following data: Fire (icon), Last Status (Successful), Source (Laptop1), Destination (PC6), Type (ICMP), Color (green), Time(sec) (0.000), Periodic (N), Num (0), Edit ((edit)), and Delete ((delete)). The bottom status bar shows system icons, 'ESP', the time '18:18', the date '20/7/2020', and a notification icon with the number '1'.

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	Laptop1	PC6	ICMP	Green	0.000	N	0	(edit)	(delete)

4. CONECTIVIDAD ENTRE LA PC6 Y PC1

The screenshot shows the Realtime Simulation interface. The sidebar is identical to the previous one. The main table shows a single event: Fire (icon), Last Status (Successful), Source (PC6), Destination (PC1), Type (ICMP), Color (cyan), Time(sec) (0.000), Periodic (N), Num (0), Edit ((edit)), and Delete ((delete)). The bottom status bar shows system icons, 'ESP', the time '18:19', the date '20/7/2020', and a notification icon with the number '1'.

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC6	PC1	ICMP	Cyan	0.000	N	0	(edit)	(delete)

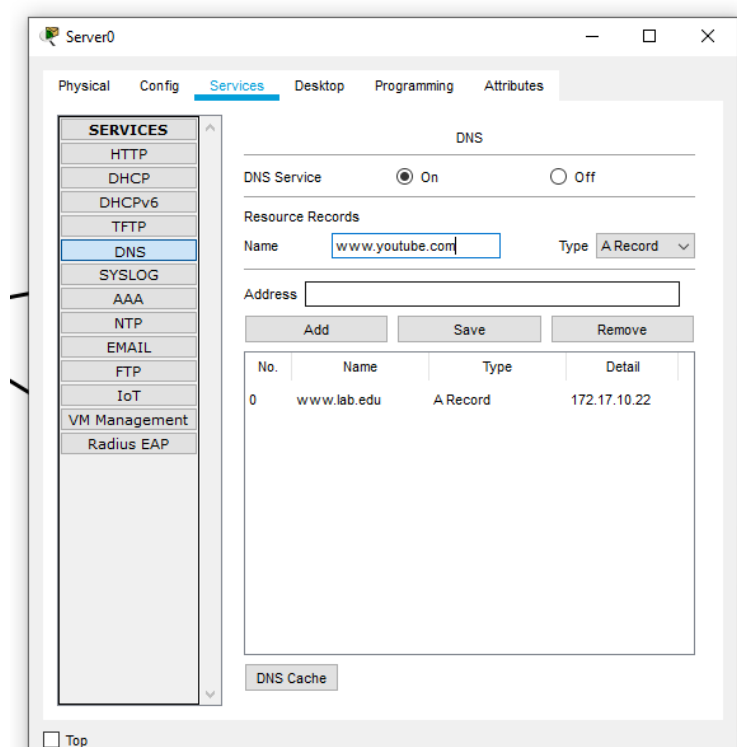
5. CONECTIVIDAD ENTRE PC1 Y PC6

The screenshot shows the Realtime Simulation interface. The sidebar is identical to the previous ones. The main table shows a single event: Fire (icon), Last Status (Successful), Source (PC1), Destination (PC6), Type (ICMP), Color (purple), Time(sec) (0.000), Periodic (N), Num (0), Edit ((edit)), and Delete ((delete)). The bottom status bar shows system icons, 'ESP', the time '18:19', the date '20/7/2020', and a notification icon with the number '1'.

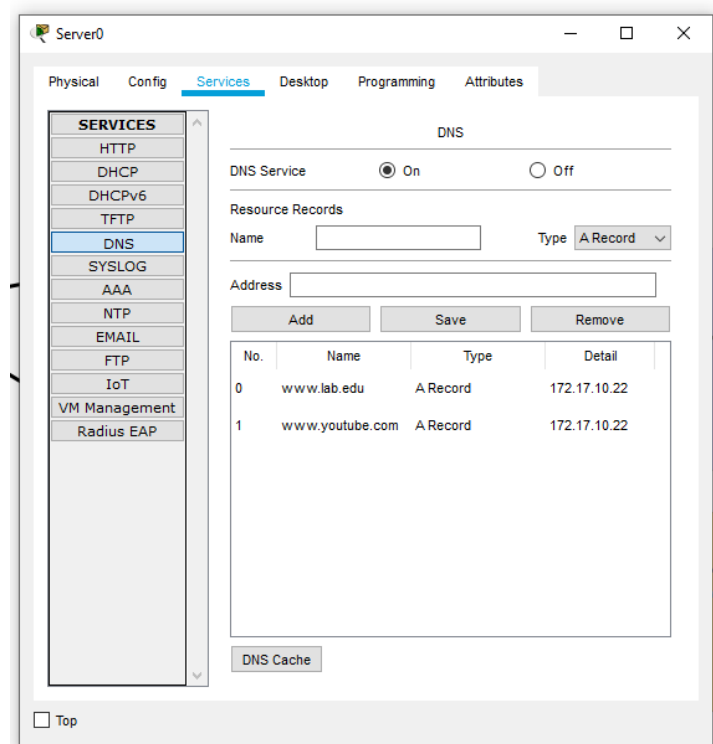
Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC1	PC6	ICMP	Purple	0.000	N	0	(edit)	(delete)

6. TODOS LOS HOSTS PUEDAN VER EL HTML DEL SERVIDOR YOUTUBE.COM

Ingresamos la dirección web www.youtube.com a nuestro servidor DNS

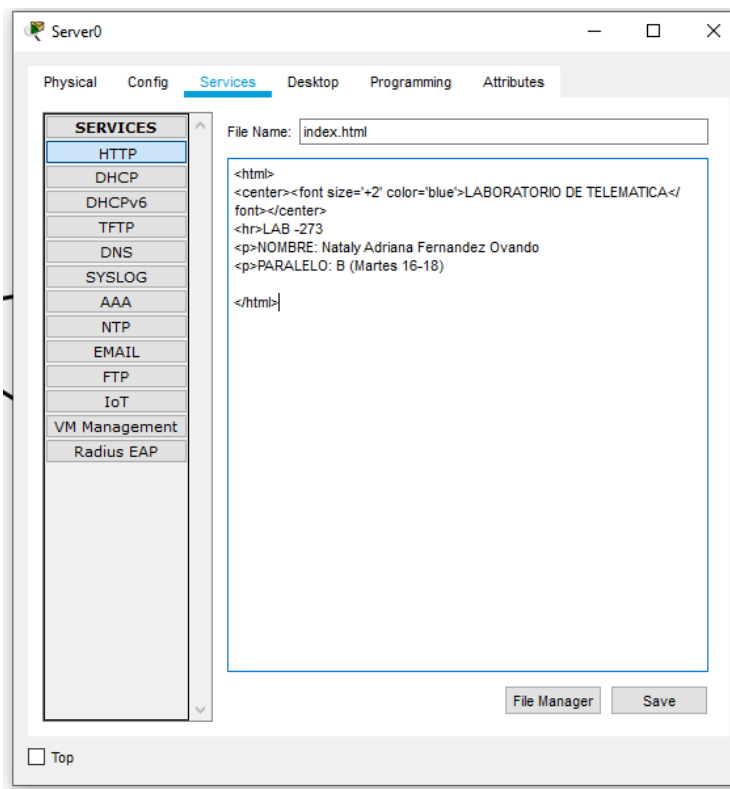


Lo añadimos con la direccion red de la IP del servidor



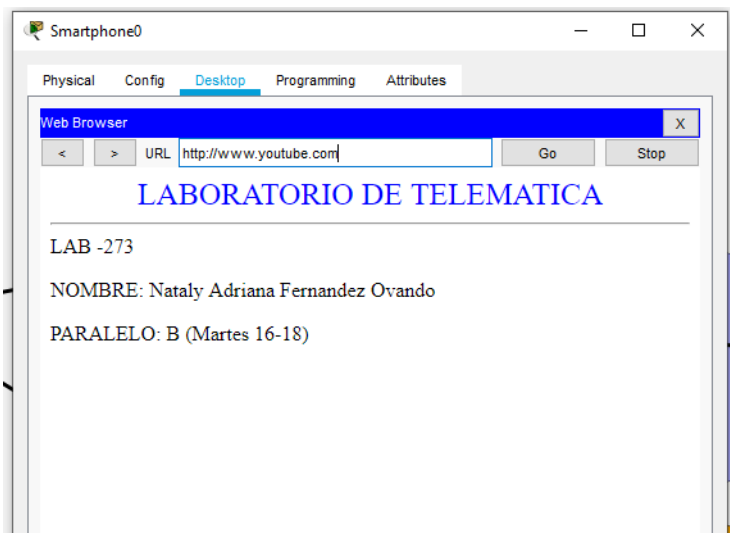
7. AL SERVIDOR YOUTUBE.COM MODIFICAR EL HTML Y PONER NOMBRE COMPLETO Y PARALELO

Modificamos el archivo INDEX para ingresar nuestro datos personales

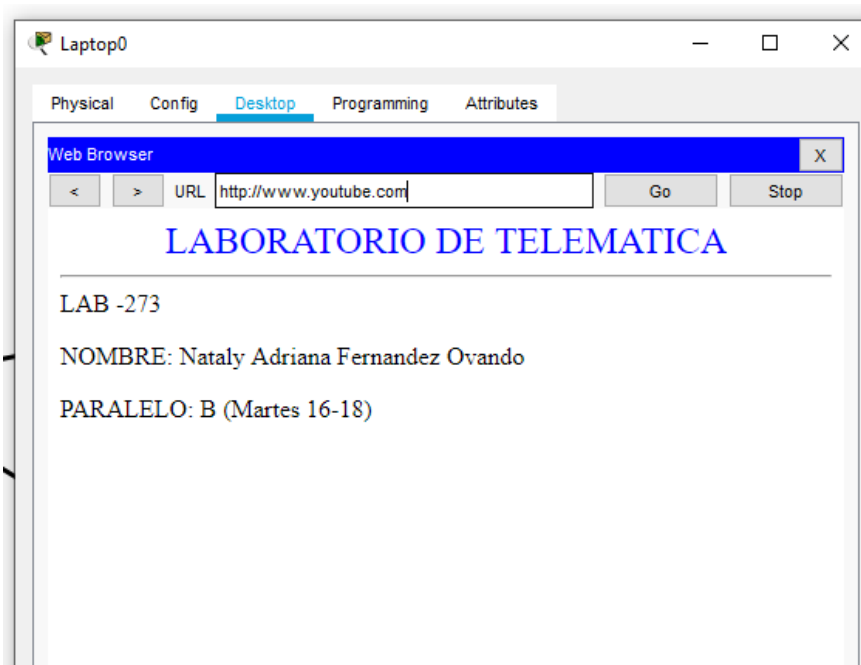


CONEXIÓN A LA PAGINA www.youtube.com DE TODOS LOS HOSTS

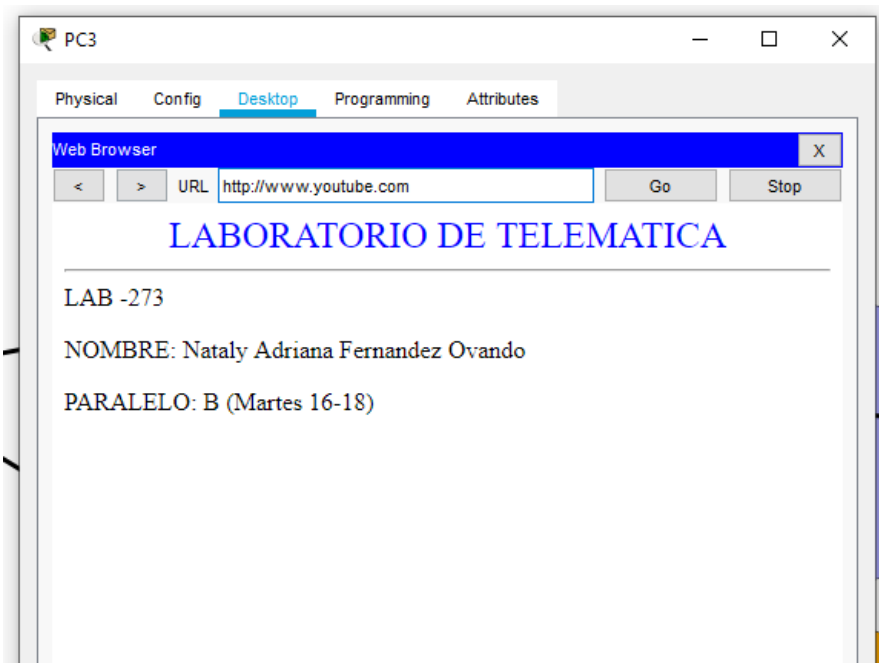
SMARTPHONE (VLAN 88)



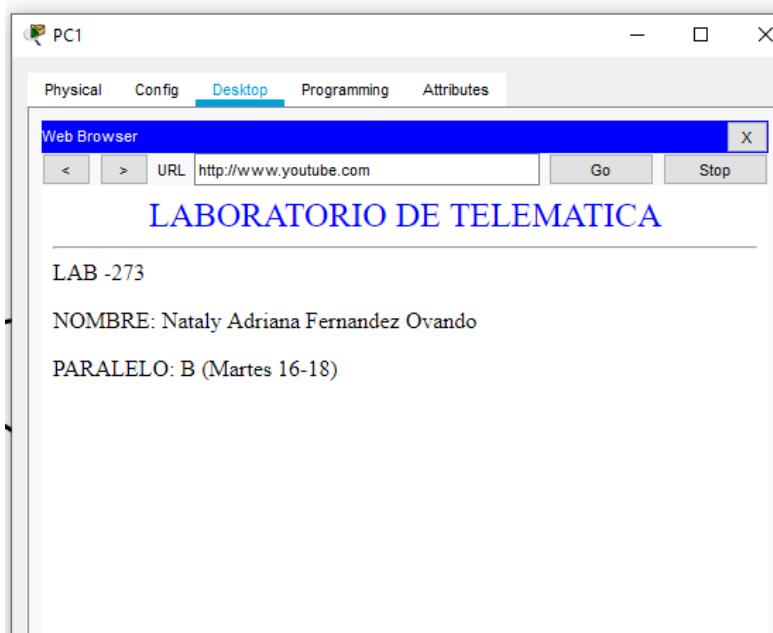
LAPTOP 0 (VLAN 88)



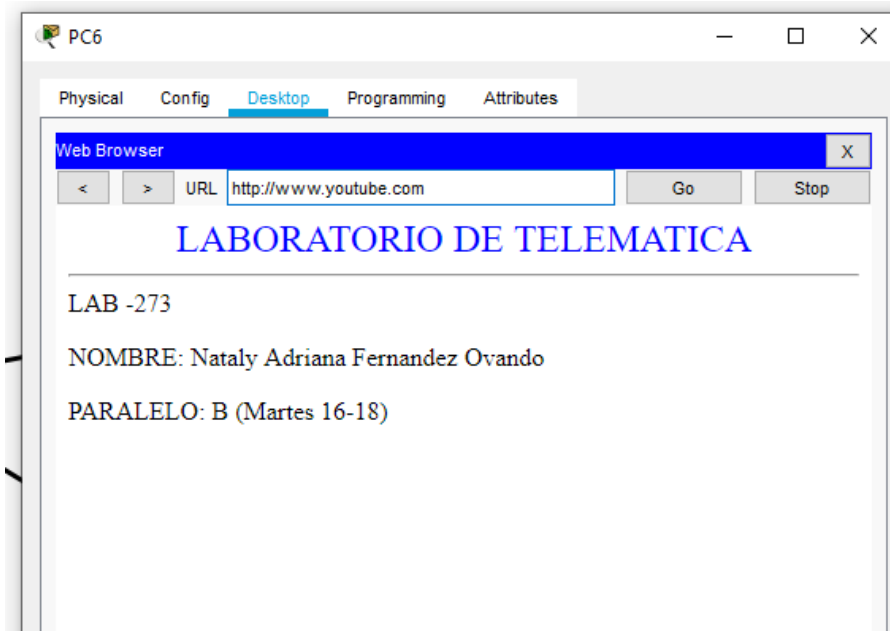
PC 3 (VLAN 10)



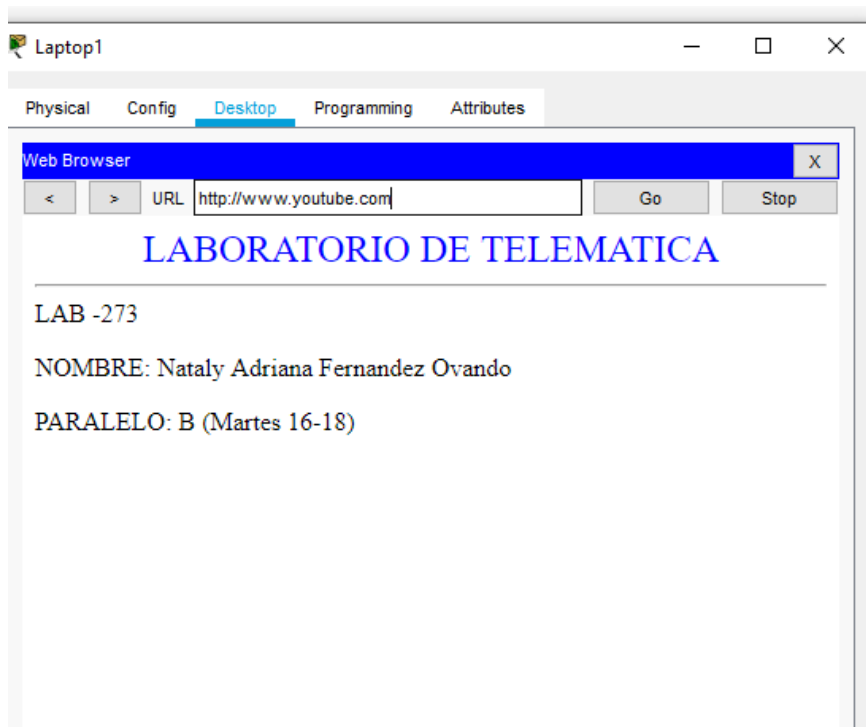
PC 1 (VLAN 20)



PC 6 (R RED 192.168.23.0/24)



LAPTOP 1 (RED 192.168.1.0/24)



PC 5 (RED 192.168.1.0/24)

