

Computer Networks Lab 10

Course: Computer Networks (CL3001)
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Semester: Spring 2024
T.A: N/A

Note:

- Maintain discipline during the lab.
 - Listen and follow the instructions as they are given.
 - Just raise hand if you have any problem.
 - Completing all tasks of each lab is compulsory.
 - Get your lab checked at the end of the session.
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Lab Objective

- Introduction to Routing protocol & Routed protocol.
- Introduction to Routing Basis.
- Introduction to Static Routing.
- Default Routing.
- Administrative Distance.
- Classes of Routing protocol.
- Introduction to Dynamic Routing.
- Types of Dynamic Routing & its configuration (RIP & OSPF).

ROUTING PROTOCOL

1. Introduction to Routing Protocol & Routed Protocol

Routing protocols are like maps that routers use to figure out the best way to send data around a network. There are three main types: distance vector, link state, and path vector. These protocols help routers share information about the network so they can all make smart decisions about where to send data. A routing protocol is used by routers to dynamically find all the networks in the internetwork and to ensure that all routers have the same routing table.

A routed protocol is different. It's like the language used for communication over the network. So, while routing protocols decide which path to take, routed protocols are what actually get sent along those paths. Routed protocols are assigned to an interface and determine the method of packet delivery.

Examples of routing protocols are RIP, RIPv2, EIGRP, and OSPF.

Examples of routed protocols are IP and IPv6.

2. Routing Basis

The term routing is used for taking a packet from one device and sending it through the network to another device on a different network. Routers do not really care about hosts - they only care about networks and the best path to each network.

The logical network address of the destination host is used to get packets to a network through a routed network, and then the hardware address of the host is used to deliver the packet from a router to the correct destination host.

If a network is not directly connected to the router, then the router must use one of two ways to learn how to get to the remote network: static routing, meaning that someone must hand-type all network locations into the routing table, or something called dynamic routing.

3. Introduction to Static Routing

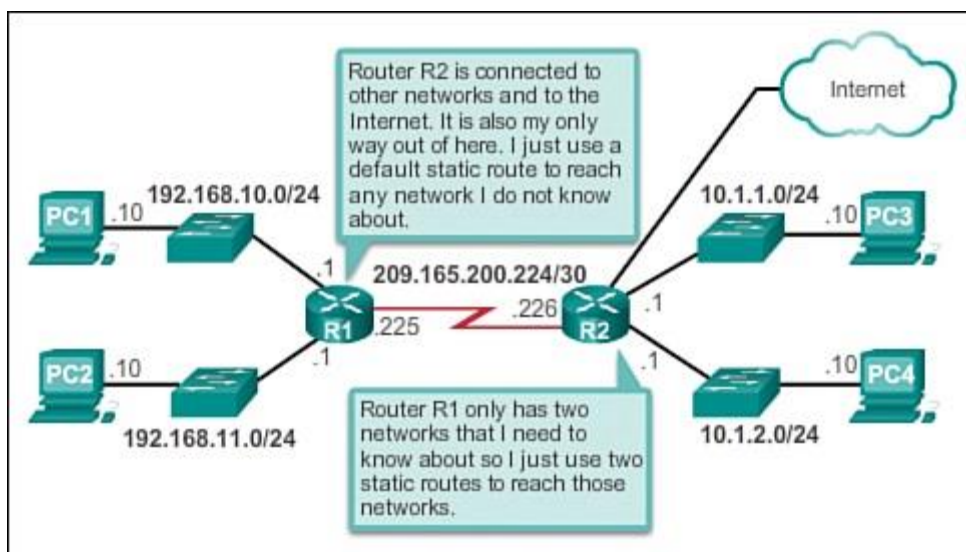
Before identifying the benefits of dynamic routing protocols, let's consider the reasons why network professionals use static routing.

Dynamic routing certainly has several advantages over static routing; however, static routing is still used in networks today. In fact, networks today typically use a combination of both static and dynamic routing.

Static routing has several primary uses, including:

- Providing ease of routing table maintenance in smaller networks that are not expected to grow significantly.
- Routing to and from a stub network, which is a network with only one default route out and no knowledge of any remote networks.
- Accessing a single default route (which is used to represent a path to any network that does not have a more specific match with another route in the routing table).

Consider a simple scenario for static routing:



Static routing is easy to implement in a small network. Static routes stay the same, which makes them fairly easy to troubleshoot. Static routes do not send update messages and, therefore, require very little overhead.

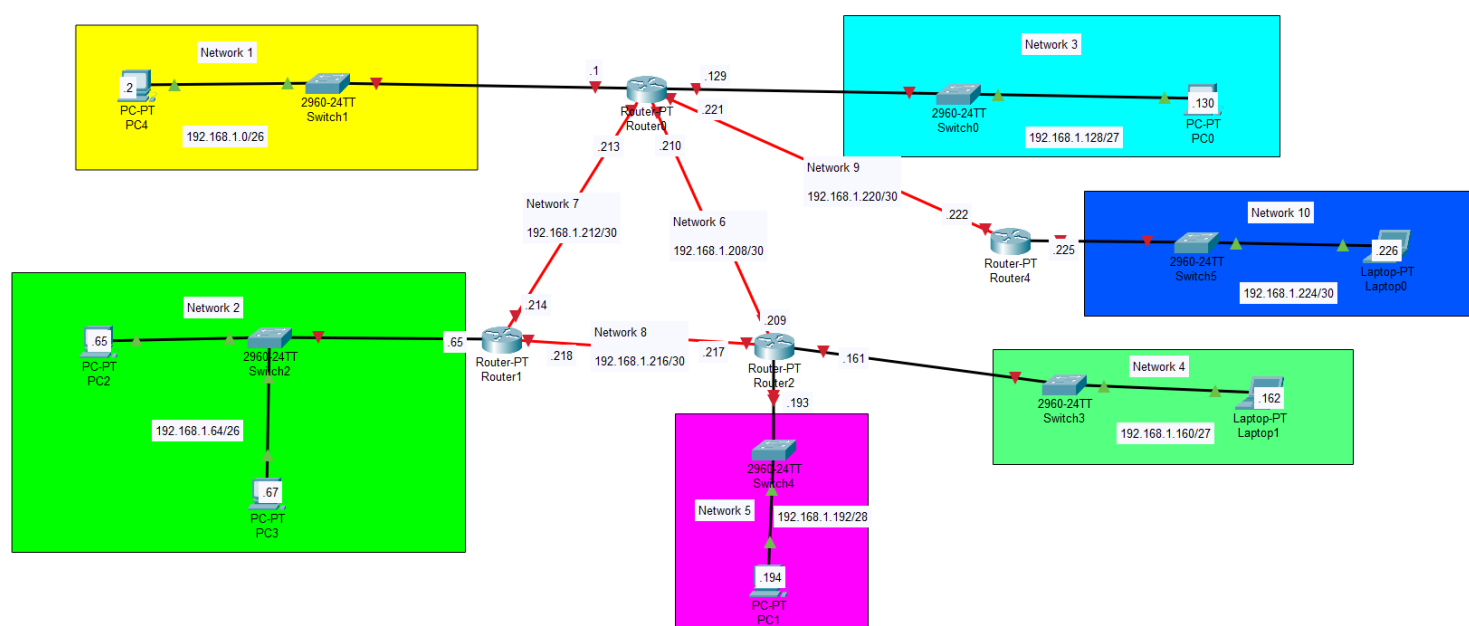
Advantages	Disadvantages
Easy to implement in a small network.	Suitable for simple topologies or for special purposes such as a default static route.
Very secure. No advertisements are sent,unlike with dynamic routing protocols.	Configuration complexity increases dramatically as the network grows. Managingthe static configurations in large networks can become time consuming.
It is very predictable, as the route to thedestination is always the same.	If a link fails, a static route cannot reroute traffic. Therefore, manual intervention isrequired to re-route traffic.
No routing algorithm or update mechanisms are required. Therefore, extra resources (CPU and memory) are not required.	

4. Default Route

We use default routing to send packets with a remote destination network not in the routing table to the next-hop router. You should only use default routing on stub networks—those with only one exit path out of the network.

5. Configuration of Static Route & Default Route

Using Cisco Packet Tracer software, we will now simulate the following network mentioned in the below figure which has 4 networks and 10 subnetworks and assign each host an IP. Also we have to assign an IP for each interface on the router. We assign an IP for the Router interface and start it up using the following commands:



```
Router(config)#interface fa0/0
Router(config-if)#ip address 192.168.1.129 255.255.255.192
Router(config-if)#no shutdown
```

Where:

fa0/0: is the name of the interface.

192.168.1.129: is the IP address for interface fa0/0.

255.255.255.192: is the subnet mask being used on the network that connected directly to the interface.

no shutdown: to start up the interface.

Run the same commands for all routers interfaces and assign each interface an appropriate IP/mask pair.

Now we start routing:

Network 10 is connected directly to Router 3 and no other subnets is connected to Router 3, so we can configure default route on it using the following command:

```
Router(config)#ip route 0.0.0.0 0.0.0.0 192.168.1.221
```

Where:

0.0.0.0: is the destination network IP [0.0.0.0 in case of default routing]

0.0.0.0: is the subnet mask being used on the destination network.

192.168.1.221: is the address of the next-hop router that will receive the packet and forward it to the destination network.

For the other routers, we cannot implement default routing since each of them is connected to more than one network. In this case, we use static routing. We can configure static route on router0 as follow:

```
Router(config)#ip route 192.168.1.64 255.255.255.192 192.168.1.214
```

Where:

192.168.1.64: is the destination network we want to send packets to it.

255.255.255.192: is the subnet mask being used on the destination network.

192.168.1.214: is the address of the next-hop router that will receive the packet and forward it to the destination network.

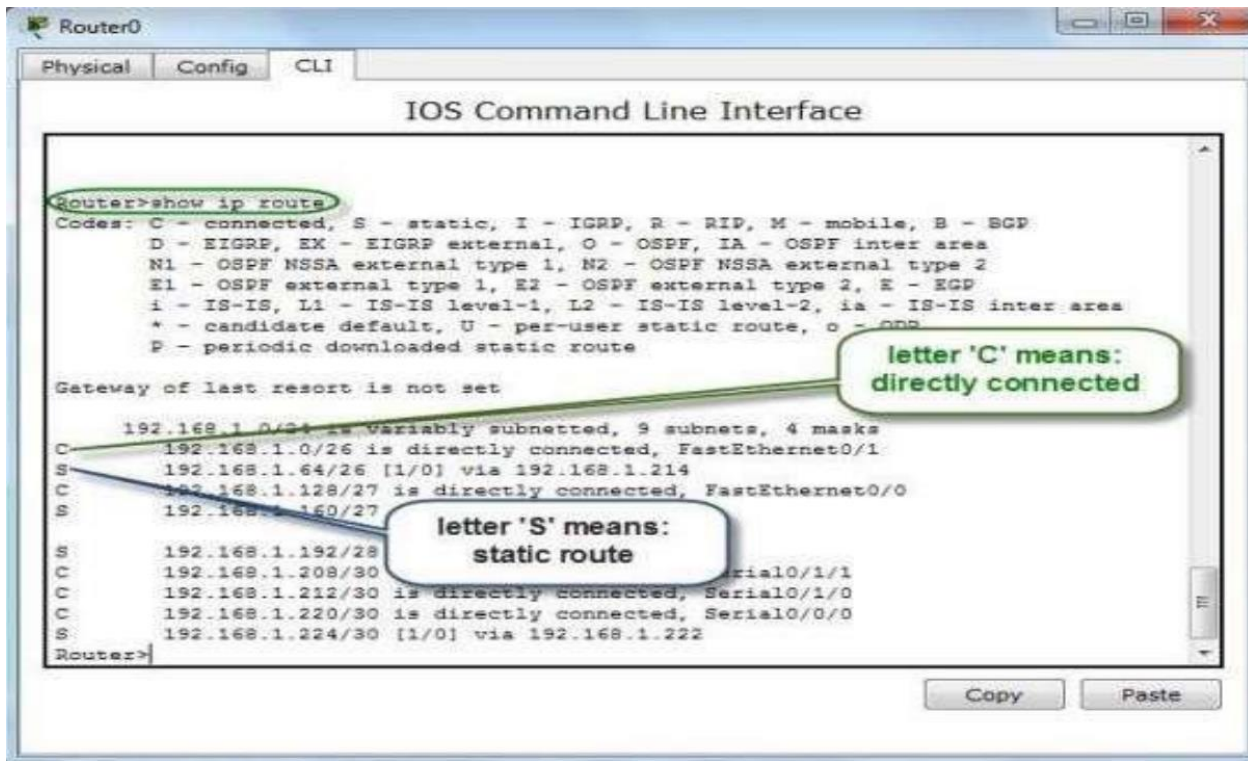
Configuring all other static routes on router0:

```
Router(config)#ip route 192.168.1.160 255.255.255.224 192.168.1.209
```

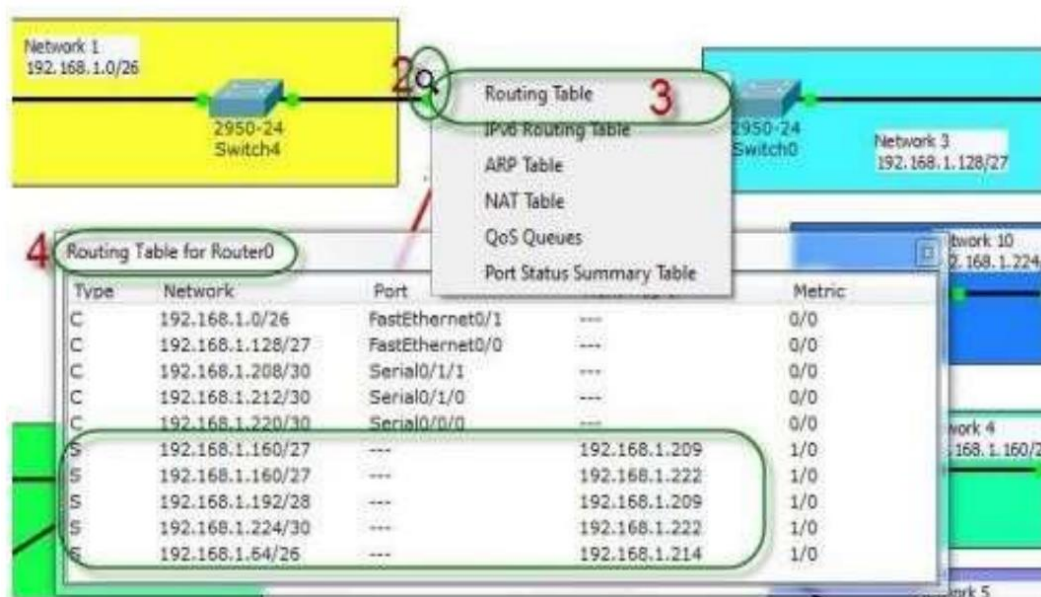
```
Router(config)#ip route 192.168.1.192 255.255.255.240 192.168.1.209
```

```
Router(config)#ip route 192.168.1.224 255.255.255.252 192.168.1.222
```

Do the same thing for the other routers. To review routing table on a router, use command “show ip route” as shown in the below figure:



Alternatively, by using the Inspect tool from the right panel, and select “Routing Table” from the menu we can also view the routing table:



Another quick note: to mention that when (if) the packet is lost on the way back to the originating host, you will typically see a “Request timed out” message because it is an unknown error shown in figure 4. If the error occurs because of a known issue, such as if a route is not in the routing table on the way to the destination device, you will see a “Destination host unreachable” message as shown in the below figure. This should help you determine if the problem occurred on the way to the destination or on the way.

Command Prompt

```
Packet Tracer PC Command Line 1.0
PC>ping 192.168.1.66

Pinging 192.168.1.66 with 32 bytes of data:

Request timed out.
Request timed out.
Request timed out.
Request timed out.

Ping statistics for 192.168.1.66:
    Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),

PC>|
```

Destination host unreachable message:

Command Prompt

```
Packet Tracer PC Command Line 1.0
PC>ping 192.168.1.162

Pinging 192.168.1.162 with 32 bytes of data:

Reply from 192.168.1.65: Destination host unreachable.
Reply from 192.168.1.65: Destination host unreachable.
Reply from 192.168.1.65: Destination host unreachable.
Reply from 192.168.1.65: Destination host unreachable.

Ping statistics for 192.168.1.162:
    Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),

PC>|
```


6. Administrative Distances

The administrative distance (AD) is used to rate the trustworthiness of routing information received on a router from a neighbor router. An administrative distance is an integer from 0 to 255, where 0 is the most trusted and 255 means no traffic will be passed via this route.

If a router receives two updates listing the same remote network, the first thing the router checks is the AD.

If one of the advertised routes has a lower AD than the other, then the route with the lowest AD will be placed in the routing table. If both advertised routes to the same network have the same AD, then routing protocol metrics (such as hop count or bandwidth of the lines) will be used to find the best path to the remote network. The advertised route with the lowest metric will be placed in the routing table.

But if both advertised routes have the same AD as well as the same metrics, then the routing protocol will load-balance to the remote network (which means that it sends packets down each link).

Table below shows default AD:

Route Source	Default AD
Connected interface	0
Static route	1
EIGRP	90
IGRP	100
OSPF	110
RIP 1	120
External EIGRP	170

The smaller the AD is, the more preferable to route is.

7. Classes of Routing Protocols

Following are the classes of routing protocols:

Distance Vector:

Distance-vector protocols work by counting the number of jumps, or hops, a packet takes through routers to reach its destination network. The route with the fewest hops is considered the best. These protocols, like RIP and IGRP, share their routing information with nearby routers by sending their entire routing table to them.

Link State:

Link-state protocols, also known as shortest-path-first protocols, are smart routers that know a lot about the network. OSPF is an example of this. Instead of just counting hops, they share details about their own connections with all other routers in the network.

Hybrid:

Hybrid protocols use aspects of both distance vector and link state—for example, EIGRP. There's no set way of configuring routing protocols for use with every business. This is something you really have to do on a case- by-case basis. If you understand how the different routing protocols work, you can make good, solid decisions that truly meet the individual needs of any business.

8. Introduction to Dynamic Routing

Dynamic routing is when protocols are used to find networks and update routing tables on routers. This is easier than using static or default routing, but it'll cost you in terms of router CPU processes and bandwidth on the network links.

A routing protocol defines the set of rules used by a router when it communicates routing information between neighbor routers. The routing protocol includes Routing Information Protocol (RIP) versions 1 and 2, with a bit of Interior Gateway Routing Protocol (IGRP) thrown in.

Two types of routing protocols are used in internetworks: interior gateway protocols (IGPs) and exterior gateway protocols (EGPs).

IGPs are used to exchange routing information with routers in the same autonomous system (AS). An AS is a collection of networks under a common administrative domain, which basically means that all routers sharing the same routing table information are in the same AS.

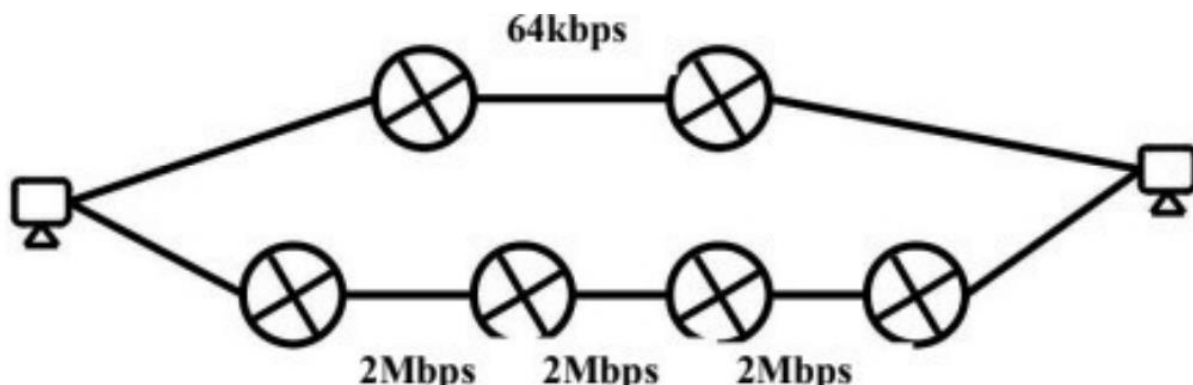
EGPs are used to communicate between ASes. An example of an EGP is Border Gateway Protocol (BGP).

9. Dynamic Routing Types & Their Configuration

Routing Information Protocol (RIP)

Routing Information Protocol (RIP) is a true distance-vector routing protocol. RIP sends the complete routing table out to all active interfaces every 30 seconds. RIP only uses hop count to determine the best way to a remote network, but it has a maximum allowable hop count of 15 by default, meaning that 16 is deemed unreachable. RIP works well in small networks, but it's inefficient on large networks with slow WAN links or on networks with a large number of routers installed.

Below figure shows a topology with RIP:



RIP Versions

	RIP V1	RIP V2
AD	120	120
Metric	Hope count	Hope count
Sending update per sec	30 sec	30 sec
Sending updates using	Broadcast	multicast
VLSM\CIDR	Not supported	Supported

RIP Practical Part

RIP V1

```
Lab_10#config t Lab_A(config)#router rip
Lab_10(config-router)#network 192.168.10.0 (only net without mask)
Lab_10(config-router)#passive-interface serial 0/0
```

(The last command prevents RIP update broadcasts from being sent out a specified interface, yet that same interface can still receive RIP updates.)

RIP V2

RIPv2 is considered classless because subnet information is sent with each route update

```
Lab_10(config)#router rip
Lab_10(config-router)#network 192.168.40.0
Lab_10(config-router)#network 192.168.50.0
Lab_10(config-router)#version 2
```

Open Shortest Path First (OSPF)

OSPF works by using the Dijkstra algorithm. First, a shortest path tree is constructed, and then the routing table is populated with the resulting best paths. OSPF converges quickly, although perhaps not as quickly as EIGRP, and it supports multiple, equal-cost routes to the same destination. Like EIGRP, it does support both IP and IPv6 routed protocols.

OSPF Terminology:

- Router ID.
- Neighbor.
- Adjacency.
- Hello protocol.
- Neighborhood database.
- Link State Advertisement.
- Topological database.
- OSPF areas.
- Loopback address.
- Link costs.

OSPF provides the following features:

- Consists of areas and autonomous systems.
- Minimizes routing update traffic.
- Allows scalability.
- Supports VLSM/CIDR.
- Has unlimited hop count.
- Allows multi-vendor deployment (open standard).

OSPF Practical Part

Lab_10#config t Lab_A(config)#router ospf 1

1: is OSPF process number: out of scope for CCNA, range: <1-65535>

Lab_10(config-router)#network 10.0.0.0 0.255.255.255 area 0 0.255.255.255 : an example of wildcard

Wildcard

The wildcard mask can be configured as the inverse of a subnet mask. For example, IP 172.16.1.16/28 network. The subnet mask for this interface is /28 or 255.255.255.240. The inverse of the subnet mask results in the wildcard mask.

```
255.255.255.255
- 255.255.255.240 (Subtract the subnet mask)
-----
0. 0. 0. 15      Wildcard mask
```

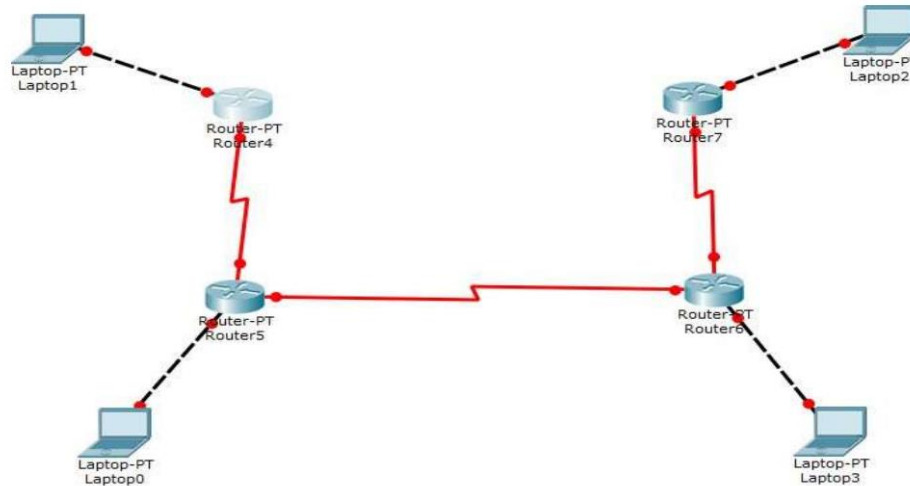
```
255.255.255.255
255.255.255.0 (Subtract the subnet mask)
-----
0. 0. 0. 255     Wildcard mask
```

```
255.255.255.255
255.255.0.0 (Subtract the subnet mask)
-----
0. 0. 255. 255   Wildcard mask
```

Lab Exercises

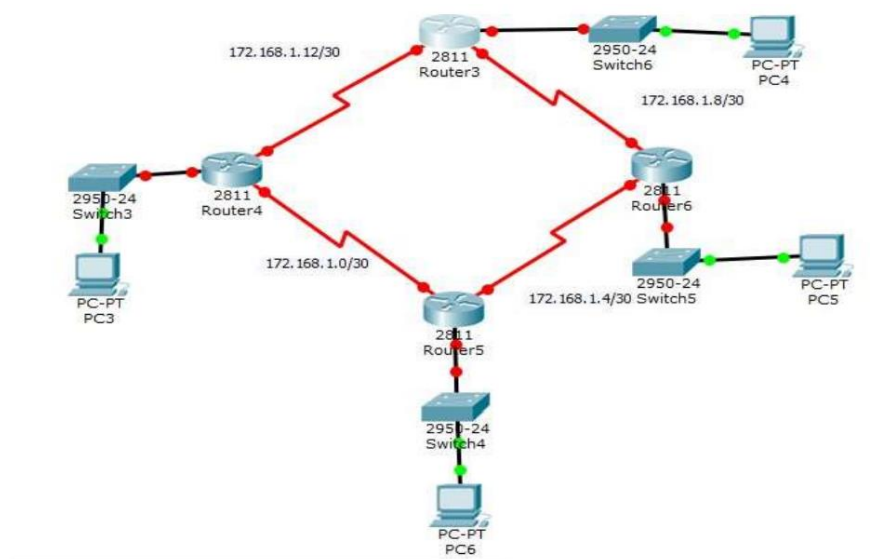
1. Implement subnetting with IP address of XX.XX.0.0/24. where xx is your roll number same as midterm.

Then assign IP address in such a way that very less ip address should waste. Last run RIP routing protocol in such a way that all devices can communicate easily. What will be the administrative distance of the routing? Use the below figure for your reference:

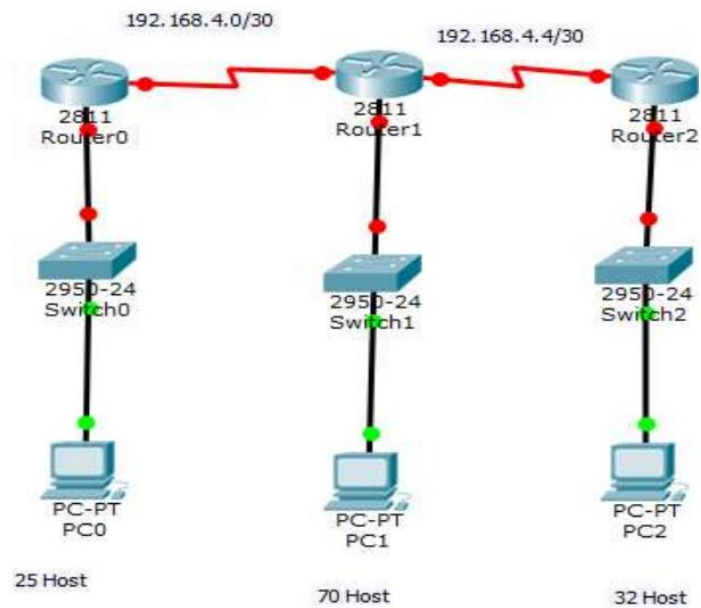


2. Implement Subnetting with IP address of 172.168.1.0/24. All the assignment of IP should be done dynamically in such a way that there should be less waste of Ips. Run the dynamic routing protocol with less administrative distance. What will be the administrative distance of the routing?

Use the below figure as a reference.



3. Implement the subnetting on the given scenario of the below the figure. You have to implement the static routing on the same. What will be the administrative distance of the routing?
Use Network Address as follows: 192.168.4.0/24.



4. In what case we use static routing or dynamic routing? Give a topological reason for this question.