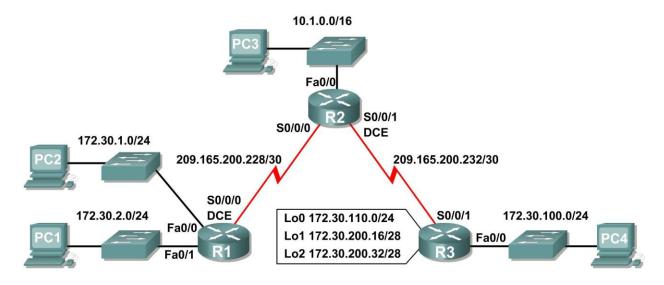
Topology Diagram



Addressing Table

Device	Interface	IP Address	Subnet Mask	Default Gateway
R1	Fa0/0	172.30.1.1	255.255.255.0	N/A
	Fa0/1	172.30.2.1	255.255.255.0	N/A
	S0/0/0	209.165.200.230	255.255.255.252	N/A
R2	Fa0/0	10.1.0.1	255.255.0.0	N/A
	S0/0/0	209.165.200.229	255.255.255.252	N/A
	S0/0/1	209.165.200.233	255.255.255.252	N/A
R3	Fa0/0	172.30.100.1	255.255.255.0	N/A
	S0/0/1	209.165.200.234	255.255.255.252	N/A
	Lo0	172.30.110.1	255.255.255.0	N/A
	Lo1	172.30.200.17	255.255.255.240	N/A
	Lo2	172.30.200.33	255.255.255.240	N/A
PC1	NIC	172.30.1.10	255.255.255.0	172.30.2.1
PC2	NIC	172.30.2.10	255.255.255.0	172.30.1.1
PC3	NIC	10.1.0.10	255.255.0.0	10.1.0.1
PC4	NIC	172.30.100.10	255.255.255.0	172.30.100.1

Learning Objectives

Upon completion of this lab, you will be able to:

- Cable a network according to the Topology Diagram.
- Load provided scripts onto the routers.
- Examine the current status of the network.
- Configure RIPv2 on all routers.
- Examine the automatic summarization of routes.
- Examine routing updates with debug ip rip.
- Disable automatic summarization.
- Examine the routing tables.
- Verify network connectivity.
- Document the RIPv2 configuration.

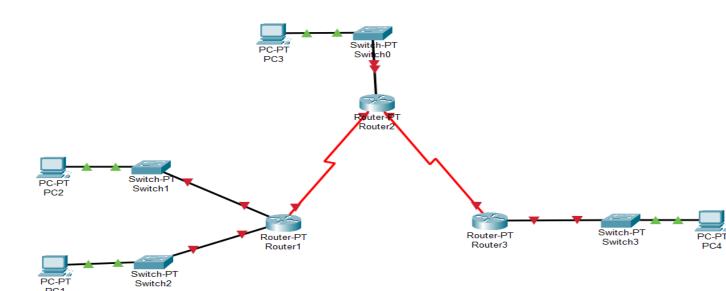
Scenario

The network shown in the Topology Diagram contains a discontinuous network, 172.30.0.0. This network has been sub netted using VLSM. The 172.30.0.0 subnets are physically and logically divided by at least one other classful or major network, in this case the two serial networks 209.165.200.228/30 and 209.165.200.232/30. This can be an issue when the routing protocol used does not include enough information to distinguish the individual subnets. RIPv2 is a classless routing protocol that can be used to provide subnet mask information in the routing updates. This will allow VLSM subnet information to be propagated throughout the network.

Task 1: Cable, Erase, and Reload the Routers.

Step 1: Cable a network.

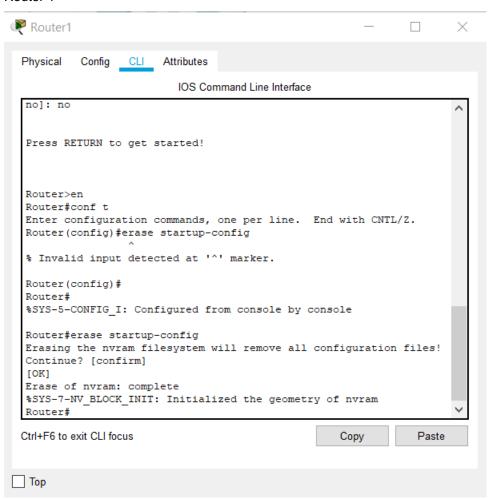
Cable a network that is similar to the one in the Topology Diagram.



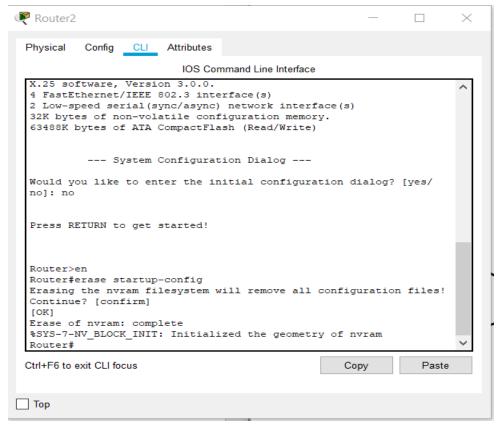
Step 2: Clear the configuration on each router.

Clear the configuration on each of routers using the erase startup-config command and then reload the routers. Answer **no** if asked to save changes.

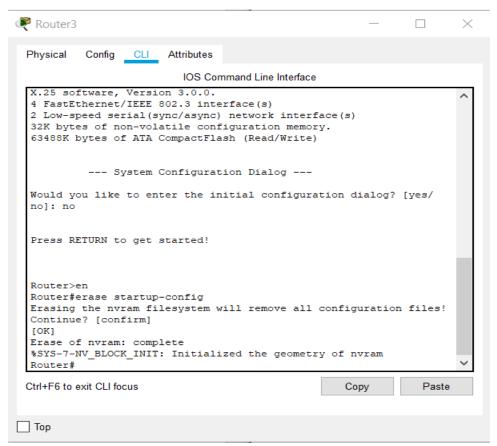
Router 1



Router 2



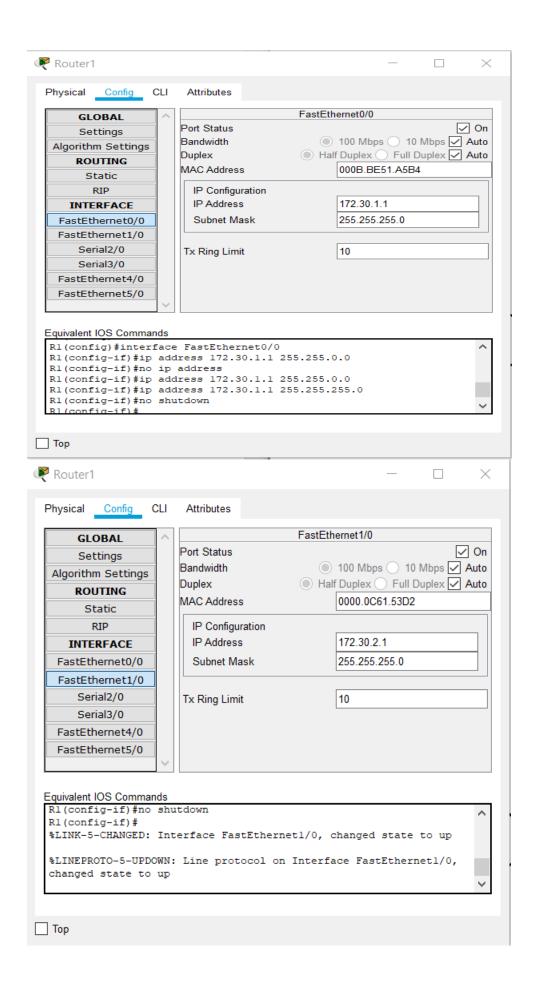
Router 3

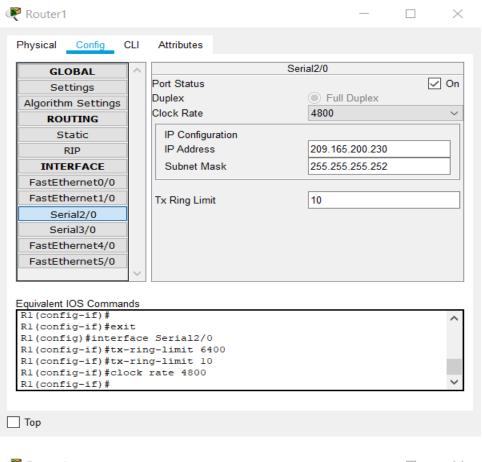


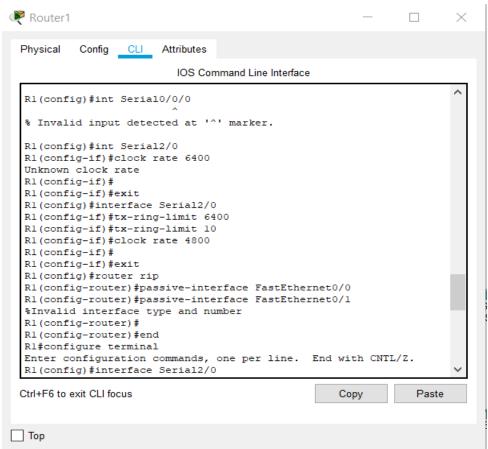
Task 2: Load Routers with the Supplied Scripts.

Step 1: Load the following script onto R1.

```
hostname R1
interface FastEthernet0/0
ip address 172.30.1.1 255.255.255.0
duplex auto
speed auto
no shutdown
interface FastEthernet0/1
ip address 172.30.2.1 255.255.255.0
duplex auto
speed auto
no shutdown
!
interface Serial0/0/0
 ip address 209.165.200.230 255.255.255.252
clock rate 64000
no shutdown
router rip
passive-interface FastEthernet0/0
passive-interface FastEthernet0/1
network 172.30.0.0
network 209.165.200.0
line con 0
line vty 0 4
login
!
end
```

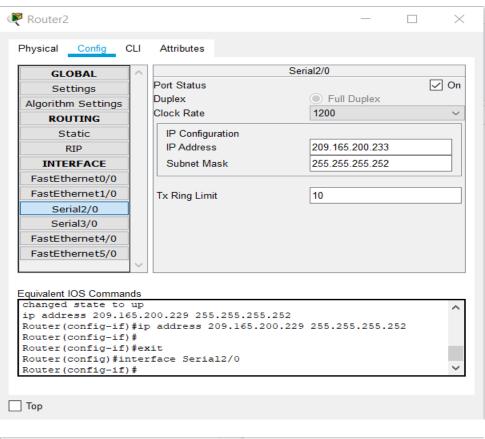


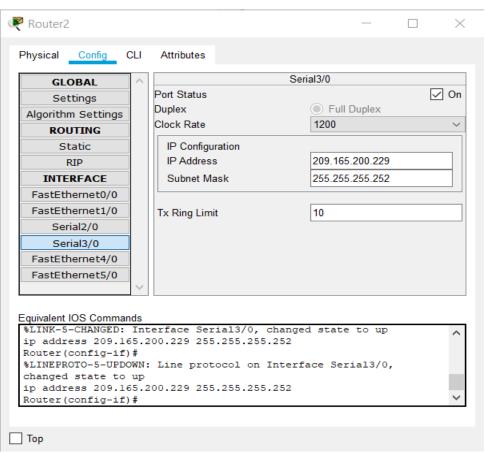


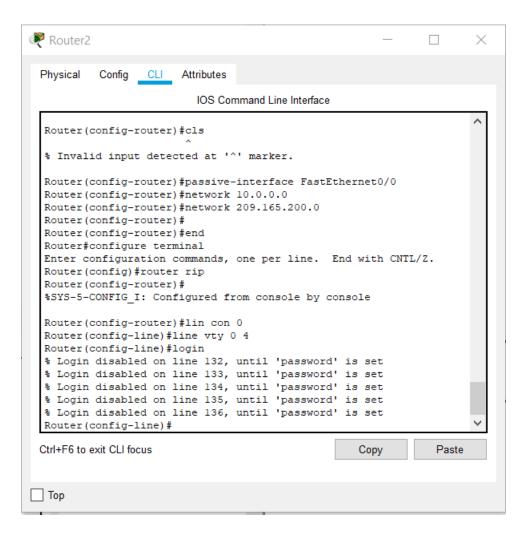


Step 2: Load the following script onto R2.

```
hostname R2
interface FastEthernet0/0
 ip address 10.1.0.1 255.255.0.0
 duplex auto
 speed auto
 no shutdown
interface Serial0/0/0
ip address 209.165.200.229 255.255.255.252
no shutdown
interface Serial0/0/1
 ip address 209.165.200.233 255.255.255.252
 clock rate 64000
no shutdown
!
router rip
passive-interface FastEthernet0/0
network 10.0.0.0
network 209.165.200.0
line con 0
line vty 0 4
login
!
End
 Router2
                                                            Physical Config CLI Attributes
                         IOS Command Line Interface
   Router(config-if) #no shutdown
   Router(config-if)#
   %LINK-5-CHANGED: Interface FastEthernet1/0, changed state to up
   Router(config-if) #exit
   Router(config) #interface Serial2/0
   Router(config-if) #no shutdown
   Router(config-if)#
   %LINK-5-CHANGED: Interface Serial2/0, changed state to up
   %LINEPROTO-5-UPDOWN: Line protocol on Interface Serial2/0,
   changed state to up
   Router(config-if)#exit
   Router(config) #interface FastEthernet0/0
   Router(config-if) #ip address 10.1.0.1 255.0.0.0
   Router(config-if) #ip address 10.1.0.1 255.255.0.0
   Router(config-if) #duplex auto
   Router(config-if) #speed suto
   % Invalid input detected at '^' marker.
   Router(config-if) #speed auto
   Router(config-if) #no shutdown
   Router(config-if)#
                                                  Сору
  Ctrl+F6 to exit CLI focus
                                                             Paste
 Top
```



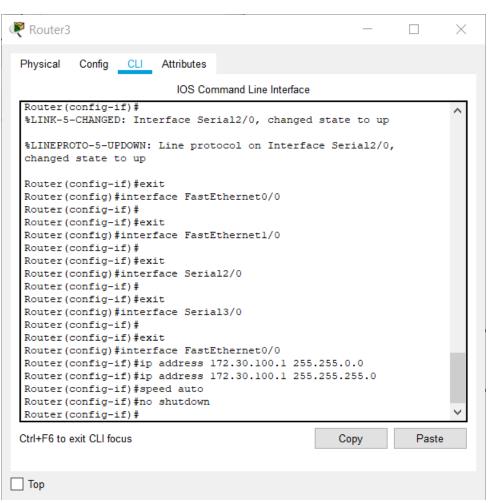


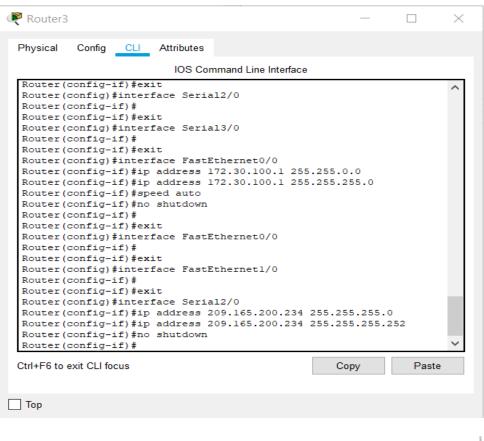


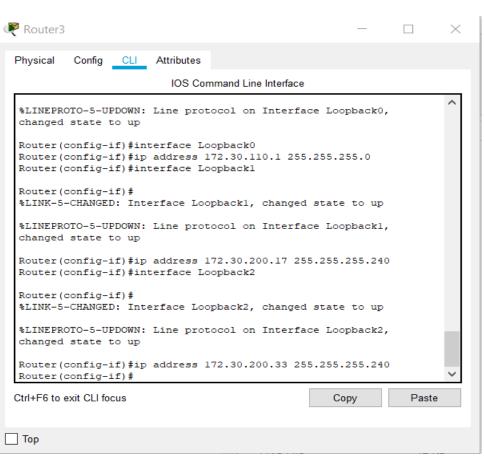
Step 3: Load the following script onto R3.

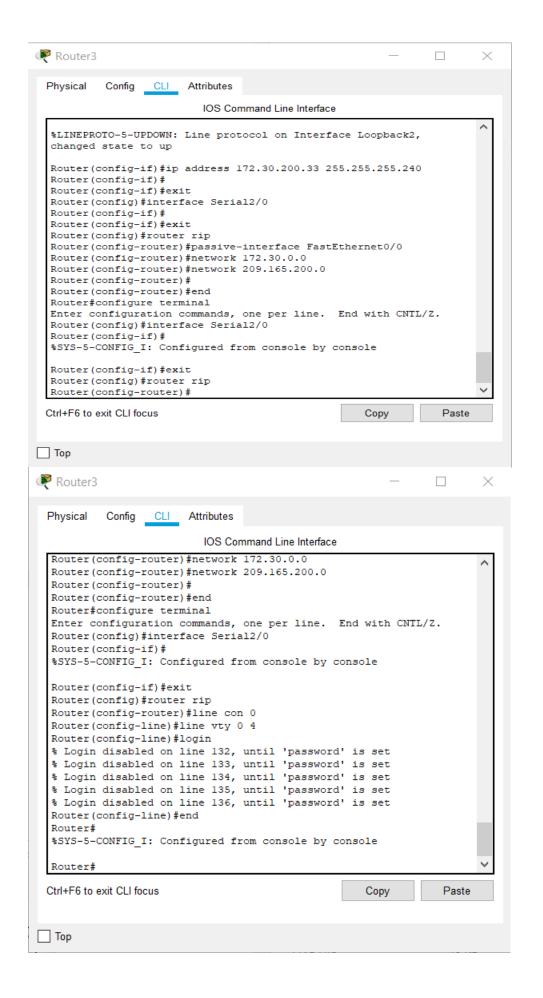
```
hostname R3
!
interface FastEthernet0/0
 ip address 172.30.100.1 255.255.255.0
 duplex auto
 speed auto
no shutdown
interface Serial0/0/1
 ip address 209.165.200.234 255.255.255.252
no shutdown
interface Loopback0
 ip address 172.30.110.1 255.255.255.0
interface Loopback1
 ip address 172.30.200.17 255.255.255.240
interface Loopback2
 ip address 172.30.200.33 255.255.255.240
```

```
!
router rip
passive-interface FastEthernet0/0
network 172.30.0.0
network 209.165.200.0
!
line con 0
line vty 0 4
login
!
end
```







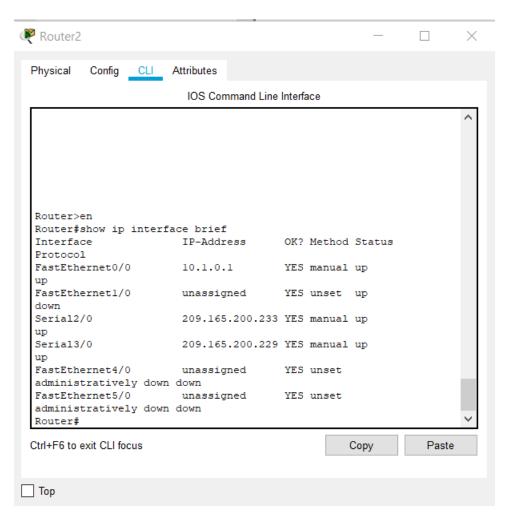


Task 3: Examine the Current Status of the Network.

Step 1: Verify that both serial links are up.

The two serial links can quickly be verified using the show ip interface brief command on R2.

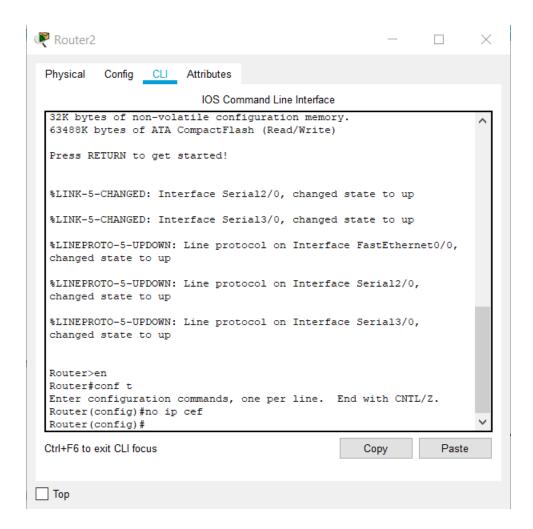
R2#show ip interface brief



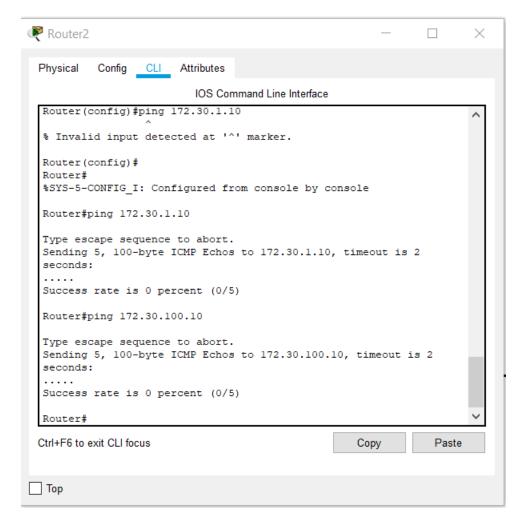
Step 2: Check the connectivity from R2 to the hosts on the R1 and R3 LANs.

Note: For the 1841 router, you will need to disable IP CEF to obtain the correct output from the ping command. Although a discussion of IP CEF is beyond the scope of this course, you may disable IP CEF by using the following command in global configuration mode:

R2(config) #no ip cef



From the R2 router, how many ICMP messages are successful when pinging PC1? $\underline{\mathbf{0}}$ From the R2 router, how many ICMP messages are successful when pinging PC4? $\underline{\mathbf{0}}$



Step 3: Check the connectivity between the PCs.

From the PC1, is it possible to ping PC2? Yes

What is the success rate? 3/4

From the PC1, is it possible to ping PC3? No

What is the success rate? 0/4

From the PC1, is it possible to ping PC4? No

What is the success rate? 0/4

From the PC4, is it possible to ping PC2? No

What is the success rate? 0/4

From the PC4, is it possible to ping PC3? No

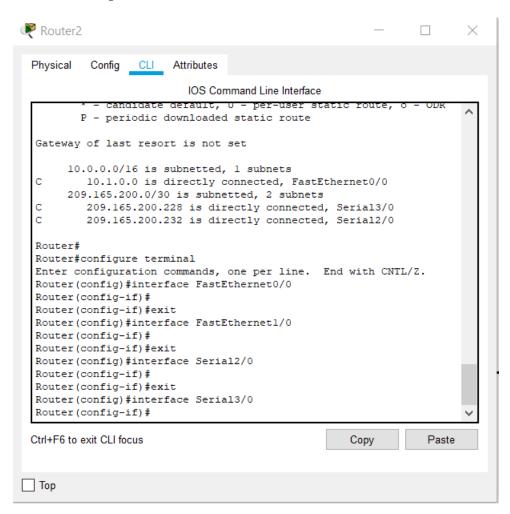
What is the success rate? 0/4

Step 4: View the routing table on R2.

Both the R1 and R3 are advertising routes to the 172.30.0.0/16 network; therefore, there are two entries for this network in the R2 routing table. The R2 routing table only shows the major classful network address of 172.30.0.0—it does not show any of the subnets for this network that are used on the LANs

attached to R1 and R3. Because the routing metric is the same for both entries, the router alternates the routes that are used when forwarding packets that are destined for the 172.30.0.0/16 network.

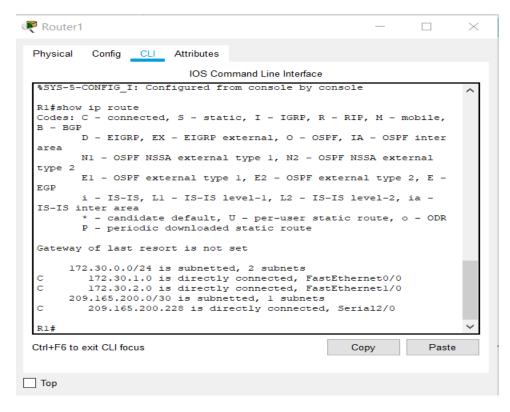
R2#show ip route



Step 5: Examine the routing table on the R1 router.

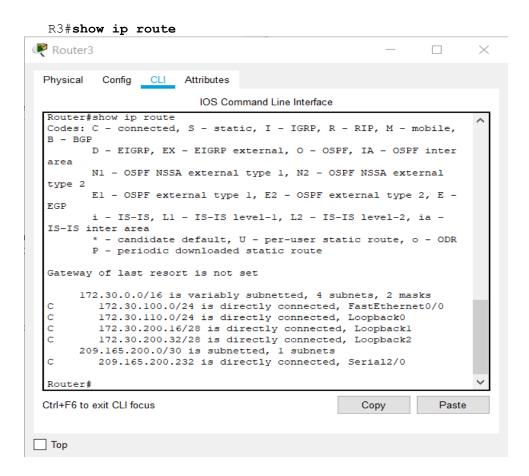
Both R1 and R3 are configured with interfaces on a discontiguous network, 172.30.0.0. The 172.30.0.0 subnets are physically and logically divided by at least one other classful or major network—in this case, the two serial networks 209.165.200.228/30 and 209.165.200.232/30. Classful routing protocols like RIPv1 summarize networks at major network boundaries. Both R1 and R3 will be summarizing 172.30.0.0/24 subnets to 172.30.0.0/16. Because the route to 172.30.0.0/16 is directly connected, and because R1 does not have any specific routes for the 172.30.0.0 subnets on R3, packets destined for the R3 LANs will not be forwarded properly.

R1#show ip route



Step 6: Examine the routing table on the R3 router.

R3 only shows its own subnets for 172.30.0.0 network: 172.30.100/24, 172.30.110/24, 172.30.200.16/28, and 172.30.200.32/28. R3 does not have any routes for the 172.30.0.0 subnets on R1.

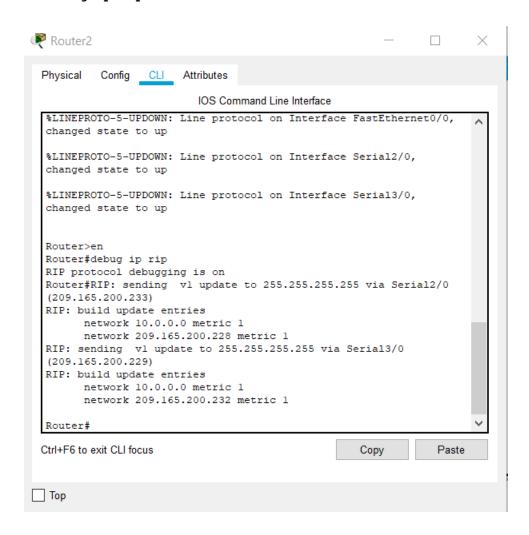


Step 7: Examine the RIPv1 packets that are being received by R2.

Use the debug ip rip command to display RIP routing updates.

R2 is receiving the route 172.30.0.0, with 1 hop, from both R1 and R3. Because these are equal cost metrics, both routes are added to the R2 routing table. Because RIPv1 is a classful routing protocol, no subnet mask information is sent in the update.

R2#debug ip rip



R2 is sending only the routes for the 10.0.0.0 LAN and the two serial connections to R1 and R3. R1 and R3 are not receiving any information about the 172.30.0.0 subnet routes.

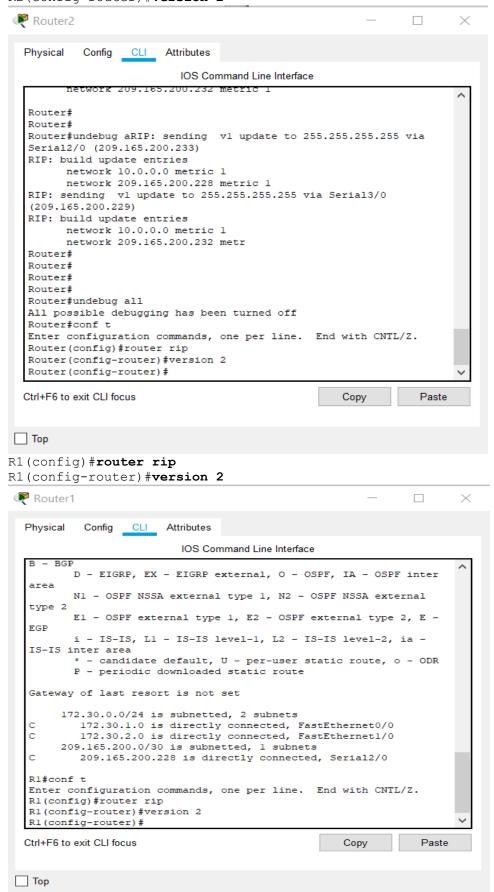
When you are finished, turn off the debugging.

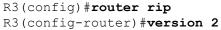
R2#undebug all

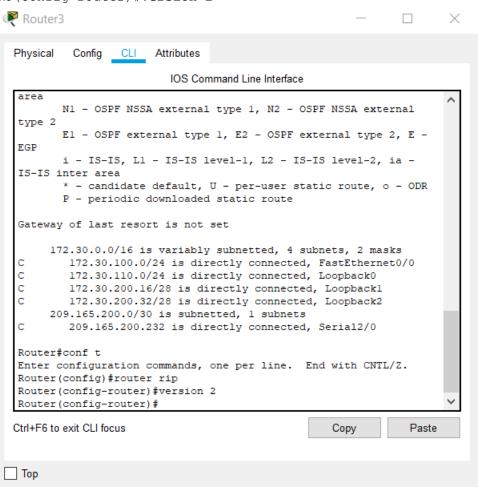
Task 4: Configure RIP Version 2.

Step 1: Use the version 2 command to enable RIP version 2 on each of the routers.

R2(config) #router rip





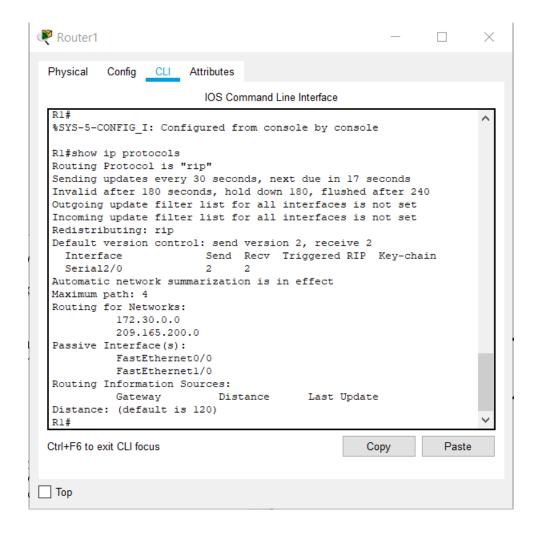


RIPv2 messages include the subnet mask in a field in the routing updates. This allows subnets and their masks to be included in the routing updates. However, by default RIPv2 summarizes networks at major network boundaries, just like RIPv1, except that the subnet mask is included in the update.

Step 2: Verify that RIPv2 is running on the routers.

The debug ip rip, show ip protocols, and show run commands can all be used to confirm that RIPv2 is running. The output of the show ip protocols command for R1 is shown below.

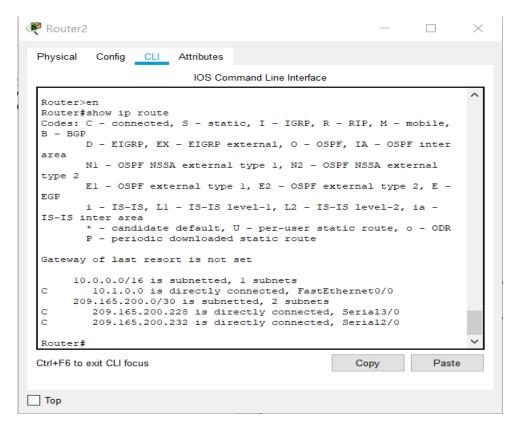
R1# show ip protocols



Task 5: Examine the Automatic Summarization of Routes.

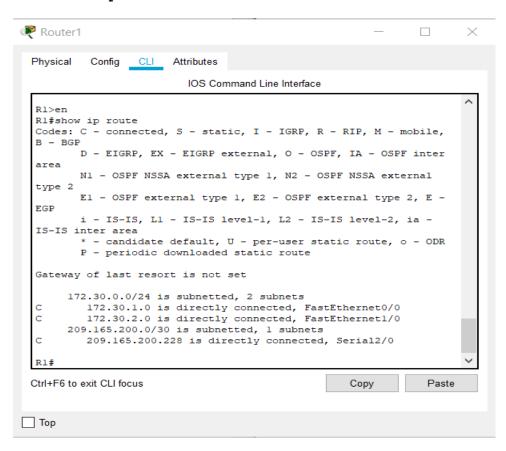
The LANs connected to R1 and R3 are still composed of discontiguous networks. R2 still shows two equal cost paths to the 172.30.0.0/16 network in the routing table. R2 still shows only the major classful network address of 172.30.0.0 and does not show any of the subnets for this network.

R2#show ip route

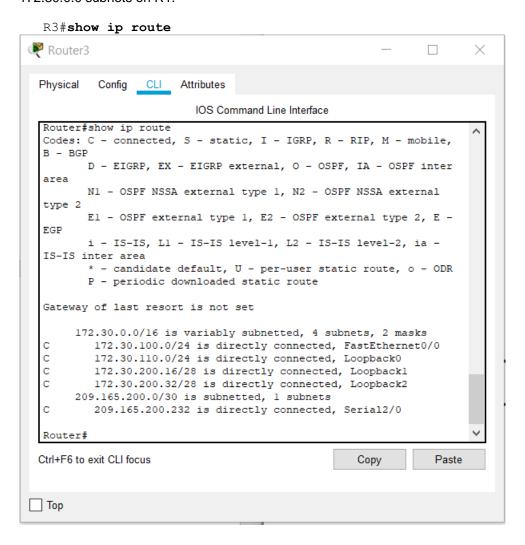


R1 still shows only its own subnets for the 172.30.0.0 network. R1 still does not have any routes for the 172.30.0.0 subnets on R3.

R1#show ip route



R3 still only shows its own subnets for the 172.30.0.0 network. R3 still does not have any routes for the 172.30.0.0 subnets on R1.



Use the output of the debug ip rip command to answer the following questions:

What entries are included in the RIP updates sent out from R3?

172.30.100.0/24 via 0.0.0.0, metric 1, tag 0 172.30.110.0/24 via 0.0.0.0, metric 1, tag 0 172.30.200.32/28 via 0.0.0.0, metric 1, tag 0 209.165.200.0/24 via 0.0.0.0, metric 1, tag 0

On R2, what routes are in the RIP updates that are received from R3?

(209.165.200.229)

RIP: build update entries

10.0.0.0/8 via 0.0.0.0, metric 1, tag 0

209.165.200.232/30 via 0.0.0.0, metric 1, tag 0

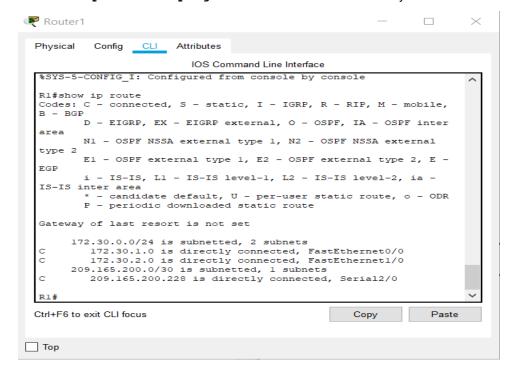
R3 is not sending any of the 172.30.0.0 subnets—only the summarized route of 172.30.0.0/16, including the subnet mask. This is why R2 and R1 are not seeing the 172.30.0.0 subnets on R3.

Task 6: Disable Automatic Summarization.

The no auto-summary command is used to turn off automatic summarization in RIPv2. Disable auto summarization on all routers. The routers will no longer summarize routes at major network boundaries.

```
R2(config) #router rip
R2(config-router) #no auto-summary
R1(config) #router rip
R1(config-router) #no auto-summary
R3(config) #router rip
R3(config-router) #no auto-summary
```

The show ip route and ping commands can be used to verify that automatic summarization is off.



Task 7: Examine the Routing Tables.

The LANs connected to R1 and R3 should now be included in all three routing tables.

R2#show ip route
R1#show ip route
R3#show ip route

Use the output of the **debug** ip rip command to answer the following questions:

What entries are included in the RIP updates sent out from R1?

(209.165.200.230)

RIP: build update entries

172.30.1.0/24 via 0.0.0.0, metric 1, tag 0

<u>172.30.2.0/24 via 0.0.0.0, metric 1, tag 0</u>

RIP: sending v2 update to 224.0.0.9 via Serial2/0

On R2, what routes are in the RIP updates that are received from R1?

(209.165.200.230)

RIP: build update entries

172.30.1.0/24 via 0.0.0.0, metric 1, tag 0

172.30.2.0/24 via 0.0.0.0, metric 1, tag 0

RIP: sending v2 update to 224.0.0.9 via Serial2/0

Are the subnet masks now included in the routing updates? No

Task 8: Verify Network Connectivity.

Step 1: Check connectivity between R2 router and PCs.

From R2, how many ICMP messages are successful when pinging PC1?

0/5

From R2, how many ICMP messages are successful when pinging PC4?

0/5

Step 2: Check the connectivity between the PCs.

From PC1, is it possible to ping PC2? Yes

What is the success rate? 3/4

From PC1, is it possible to ping PC3? No

What is the success rate? 0/4

From PC1, is it possible to ping PC4? No

What is the success rate? 0/4

From PC4, is it possible to ping PC2? **Yes**

What is the success rate? 4/4

From PC4, is it possible to ping PC3? No

What is the success rate? 0/4

Task 9: Documentation

On each router, capture the following command output to a text (.txt) file and save for future reference.

- show running-config
- show ip route
- show ip interface brief
- show ip protocols

If you need to review the procedures for capturing command output, refer to Lab 1.5.1.

Task 10: Clean Up

Erase the configurations and reload the routers. Disconnect and store the cabling. For PC hosts that are normally connected to other networks (such as the school LAN or to the Internet), reconnect the appropriate cabling and restore the TCP/IP settings.