Name: Rajvardhan Reddy

**Reg No:** 180905093

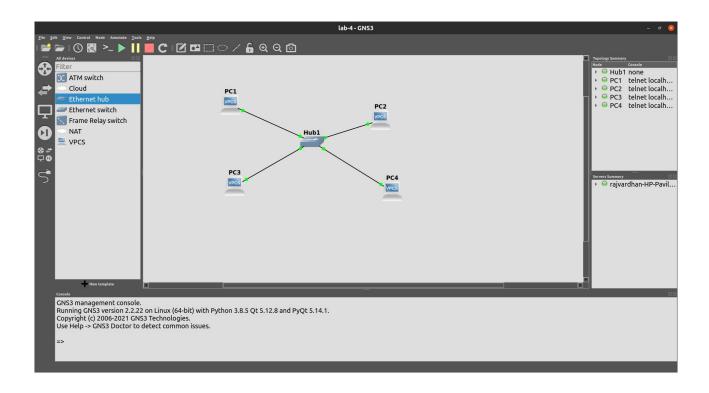
Sec: B

**Roll No: 19** 

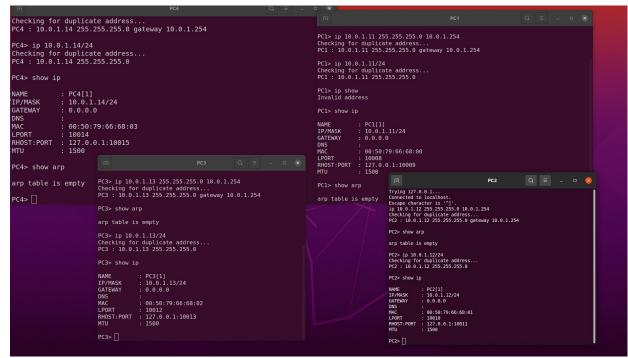
## CN LAB - 4: STUDY OF NETWORK DEVICES IN GNS3

#### P4.1)

Design network configuration shown in Figure 4.1 for all parts. Connect all four VMs to a single Ethernet segment via a single hub as shown in Figure 4.1. Configure the IP addresses for the PCs as shown in Table 4.1.



#### IP address configuration FOR THE 4 pcs and show arp:



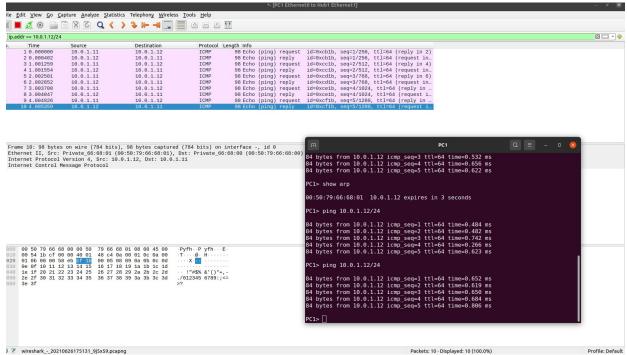
#### a. On PC1, view the ARP cache with showarp

```
uplicate address...
1 255.255.255.0 gateway 10.0.1.254
.11/24
uplicate address...
1 255.255.255.0

PC1[1]
10.0.1.11/24
0.0.0.0

00:50:79:66:68:00
10008
127.0.0.1:10009
1500
```

b) Start Wireshark on PC1-Hub1 link with a capture filter set to the IP address:



#### C) Issue a ping command from PC1toPC2:

```
0.1.12 icmp_seq=5 ttl=64 time=0.623 ms

12/24

0.1.12 icmp_seq=1 ttl=64 time=0.652 ms
0.1.12 icmp_seq=2 ttl=64 time=0.619 ms
0.1.12 icmp_seq=3 ttl=64 time=0.650 ms
0.1.12 icmp_seq=4 ttl=64 time=0.684 ms
0.1.12 icmp_seq=5 ttl=64 time=0.806 ms

12/24

0.1.12 icmp_seq=1 ttl=64 time=0.619 ms
0.1.12 icmp_seq=2 ttl=64 time=0.751 ms
0.1.12 icmp_seq=3 ttl=64 time=0.521 ms
0.1.12 icmp_seq=4 ttl=64 time=0.725 ms
0.1.12 icmp_seq=4 ttl=64 time=0.725 ms
0.1.12 icmp_seq=5 ttl=64 time=0.715 ms

10.0.1.12 expires in 110 seconds
```

# d. View the ARP cache again with the command arp -a. Note that ARP cache

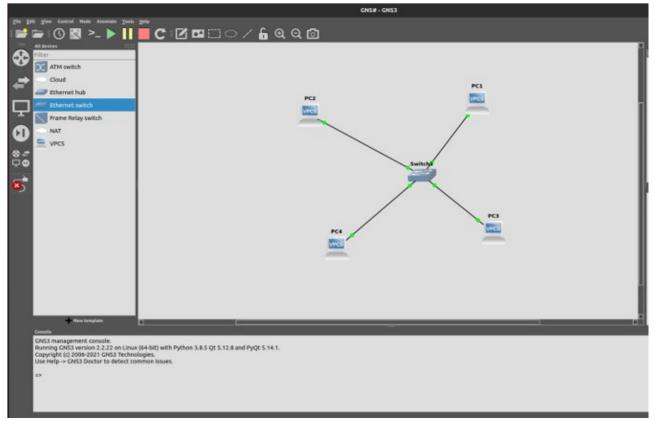
```
2/24

.1.12 icmp_seq=1 ttl=64 time=0.625 ms
.1.12 icmp_seq=2 ttl=64 time=0.589 ms
.1.12 icmp_seq=3 ttl=64 time=0.765 ms
.1.12 icmp_seq=4 ttl=64 time=0.748 ms
.1.12 icmp_seq=5 ttl=64 time=0.734 ms
.1.12 icmp_seq=5 ttl=64 time=0.734 ms
```

# e)Saved the results of Wireshark and uploaded the file on teams

#### Q 4.2

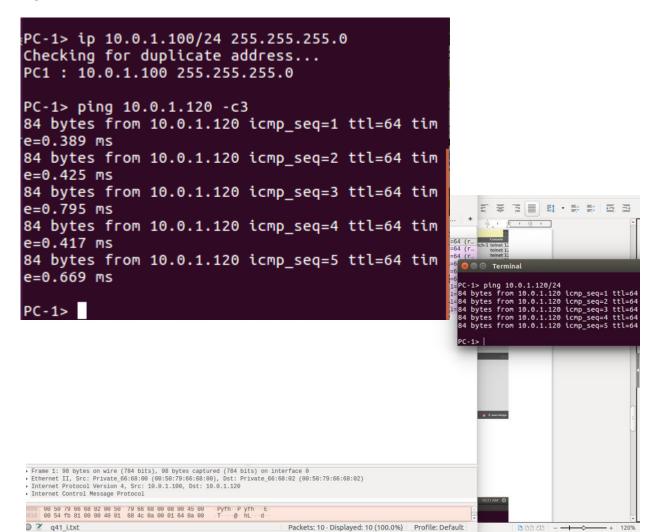
To test the effects of changing the netmask of a network configuration. Design the configuration as Q4.1 and replace the hub with a switch, two hosts (PC2 and PC4) have been assigned different network prefixes.



Run Wireshark on PC1-Switch1 link and capture the packets for the following scenarios

#### i. From PC1 ping PC3.

Ping was successful



#### ii. From PC1 pingPC2.

Ping was successful

```
PC-1> ping 10.0.1.101 -c2

84 bytes from 10.0.1.101 icmp_seq=1 ttl=64 tim

e=0.277 ms

84 bytes from 10.0.1.101 icmp_seq=2 ttl=64 tim

e=0.391 ms

84 bytes from 10.0.1.101 icmp_seq=3 ttl=64 tim

e=0.412 ms

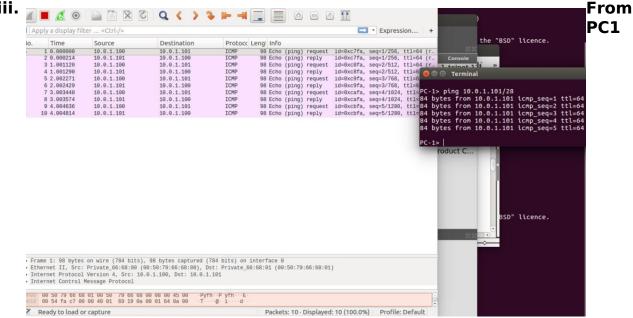
84 bytes from 10.0.1.101 icmp_seq=4 ttl=64 tim

e=0.318 ms

84 bytes from 10.0.1.101 icmp_seq=5 ttl=64 tim

e=0.322 ms

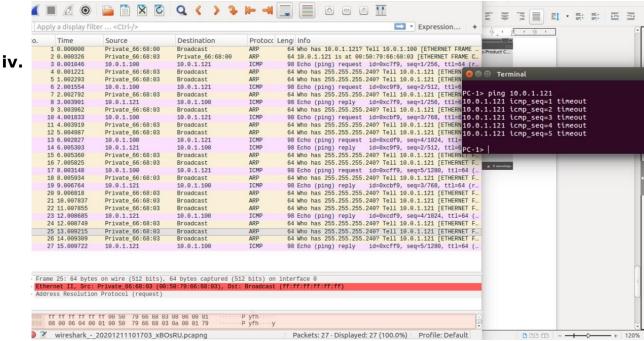
PC-1>
```



#### pingPC4.

The pings was not successful

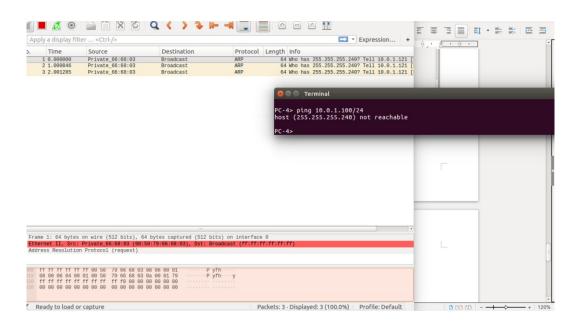
```
PC-1> ping 10.0.1.121 -c4
10.0.1.121 icmp_seq=1 timeout
10.0.1.121 icmp_seq=2 timeout
10.0.1.121 icmp_seq=3 timeout
10.0.1.121 icmp_seq=4 timeout
10.0.1.121 icmp_seq=5 timeout
```



#### From PC4 pingPC1.

Shows error message.

```
host PC-4> ip 10.0.1.121/28 255.255.255.240 (255.255.255.240) reachable reachable PC-4> ping 10.0.1.100 -c1 host (255.255.255.240) not reachable PC-4> ■
```

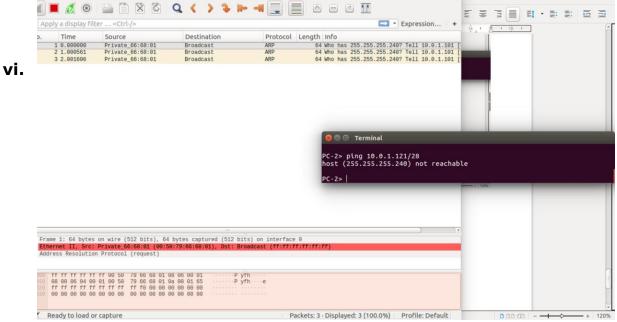


#### v. From PC2 ping PC4.

From PC2 ping PC4.

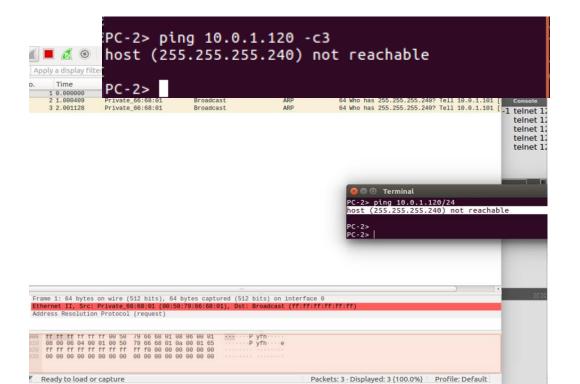
host (255.255.255.240) not reachable

```
PC-2> ip 10.0.1.101/28 255.255.255.240
Checking for duplicate address...
PC1 : 10.0.1.101 255.255.255.240
PC-2> ping 10.0.1.121
nost (255.255.255.240) not reachable
```

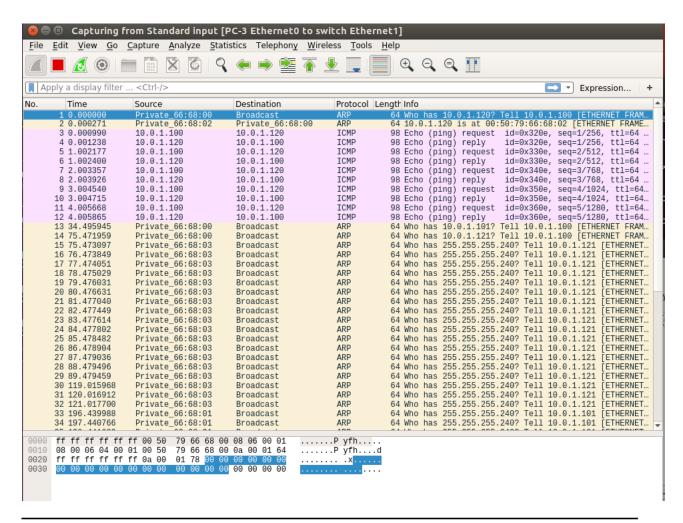


From PC2 ping PC3.

host (255.255.255.240) not reachable

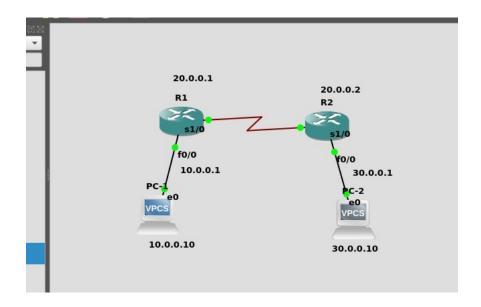


#### Wireshark output: Overall



### P4.6)

i. check the connectivity by pinging from PC1 toPC2.



No gateway found for pings. And ARP table was empty.

```
PC-1> ping 30.0.0.10

*10.0.0.1 icmp_seq=1 ttl=255 time=9.683 ms (ICMP type:3, code:1, Destination host unreachable)

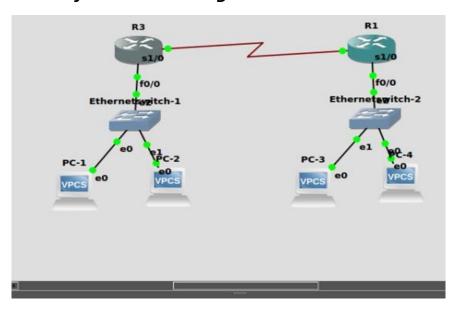
*10.0.0.1 icmp_seq=2 ttl=255 time=4.752 ms (ICMP type:3, code:1, Destination host unreachable)

*10.0.0.1 icmp_seq=3 ttl=255 time=5.737 ms (ICMP type:3, code:1, Destination host unreachable)

*10.0.0.1 icmp_seq=4 ttl=255 time=5.662 ms (ICMP type:3, code:1, Destination host unreachable)

*10.0.0.1 icmp_seq=5 ttl=255 time=5.123 ms (ICMP type:3, code:1, Destination host unreachable)
```

#### ii. Analyse ARP exchanges between various network components.



#### ping from pc2 on router 3 to pc 3 on router 1.

ping success full.

```
rying 127.0.0.1...
connected to 127.0.0.1.
cape character is '^]'.
clcome to Virtual PC Simulator, version 0.6.1
clcated to Daling.
lid time: Apr 3 2018 13:45:00
pyright (c) 2007-2014, Paul Meng (mirnshi@gmail.com)
il rights reserved.

CS is free software, distributed under the terms of the "BSD" licence.
curce code and license can be found at vpcs.sf.net.
curce code and license visit wiki.freecode.com.cn.
ress '?' to get help.
cecuting the startup file

1-2> ip 10.0.0.11 255.255.255.0 10.0.0.254
hecking for duplicate address...
1: 10.0.0.11 255.255.255.0 gateway 10.0.0.254

1: 10.0.0.11 255.255.255.0 gateway 10.0.0.1
hecking for duplicate address...
1: 10.0.0.11 255.255.255.0 gateway 10.0.0.1

1: 2> ip 10.0.0.11 255.255.255.0 gateway 10.0.0.1

1: 2> ping 30.0.0.11 icmp_seq=1 ttl=62 time=27.322 ms
ibytes from 30.0.0.11 icmp_seq=2 ttl=62 time=25.412 ms
ibytes from 30.0.0.11 icmp_seq=3 ttl=62 time=25.580 ms
ibytes from 30.0.0.11 icmp_seq=3 ttl=62 time=25.229 ms
ibytes from 30.0.0.11 icmp_seq=5 ttl=62 time=25.299 ms
ibytes from 30.0.0.11 icmp_seq=5 ttl=62 time=25.498 ms
```

#### Ping from pc4 on router1 to pc1 on router 3

ping successfull

```
to 127.0.0.1.
racter is '^]'.
d: "j". Use ? for help.

10.0.0.11
icmp_seq=1 timeout
```

#### b)show arp for both cases:

```
to 127.0.0.1.
aracter is '^]'.
nd: "j". Use ? for help.
g 10.0.0.11
icmp_seq=1 timeout
icmp_seq=2 timeout
from 10.0.0.11 icmp_seq=3 ttl=62 time=21.132 ms
from 10.0.0.11 icmp_seq=4 ttl=62 time=34.841 ms
from 10.0.0.11 icmp_seq=5 ttl=62 time=24.492 ms
w arp
7a:00:00 30.0.0.1 expires in 69 seconds
```

All the ping requests were succesful.

This is because, the IP address provided by P1 for the ping request was found by ARP by the process of Broadcasting. Hence, every subsequent request has been forwarded to the correct destination and hence we also got the right responses as well.