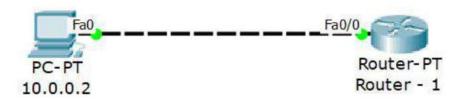
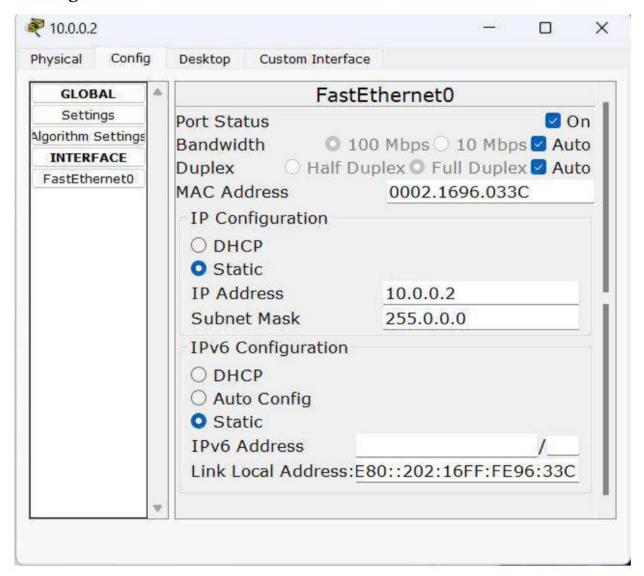
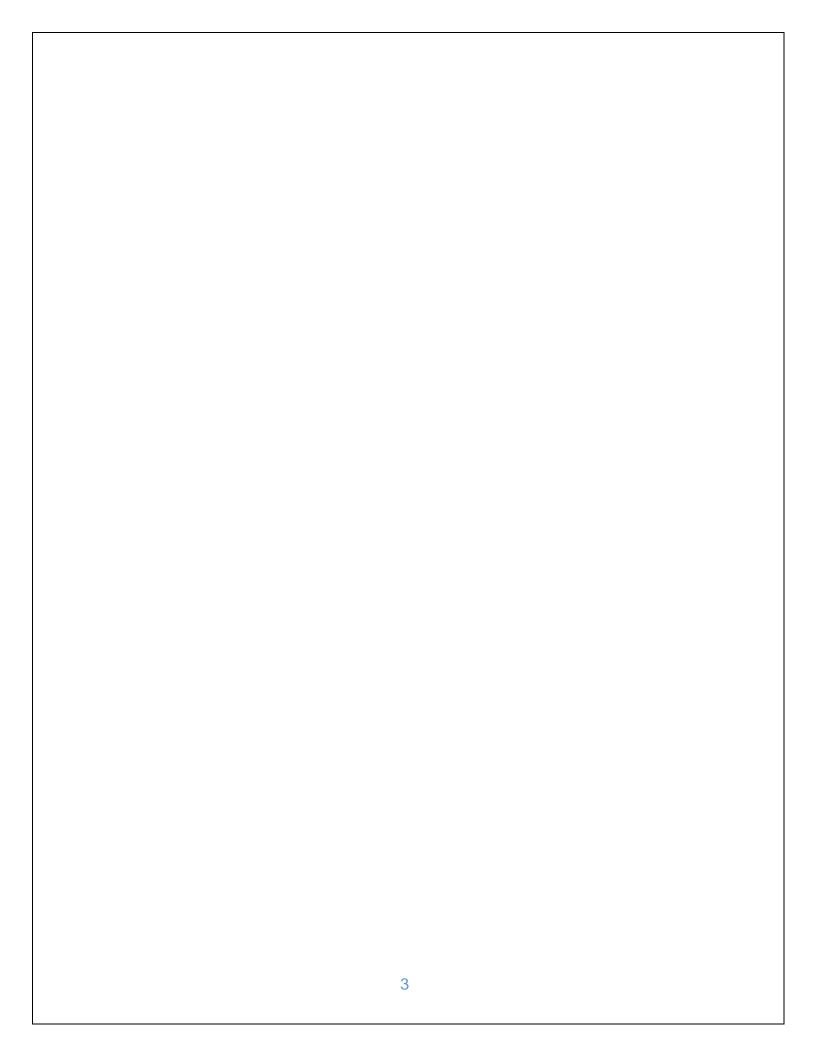
	Lab 10						
To understand the operation of TELNET by accessing the router in server room from a P in IT office							
		1					

Topology:

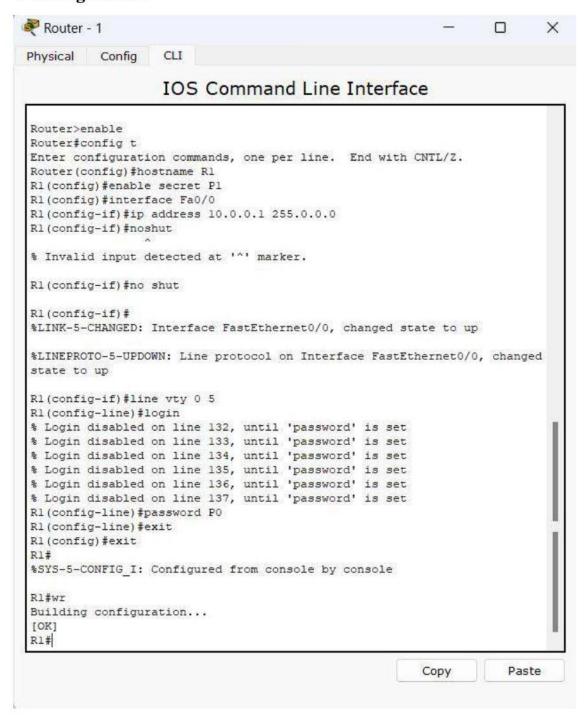


PC - 1 Configuration:





Router - 1 Configuration:



PC - 1 (Command Prompt):

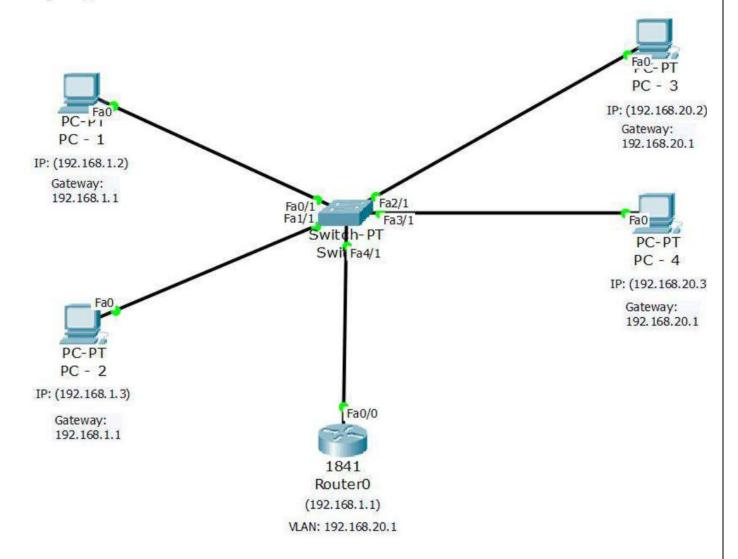
```
10.0.0.2
                                                                       П
                                                                              X
Physical
                   Desktop
          Config
                             Custom Interface
 Command Prompt
                                                                            X
  Packet Tracer PC Command Line 1.0
  PC>ping 10.0.0.1
  Pinging 10.0.0.1 with 32 bytes of data:
  Reply from 10.0.0.1: bytes=32 time=0ms TTL=255
  Ping statistics for 10.0.0.1:
      Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
  Approximate round trip times in milli-seconds:
      Minimum = Oms, Maximum = Oms, Average = Oms
  PC>telnet 10.0.0.1
  Trying 10.0.0.1 ... Open
  User Access Verification
  Password:
  R1>enable
  Password:
  Rl#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, FastEthernet0/0
  R1#
```

Password for User Access Verification is: **P0** Password for enable is: **P1**

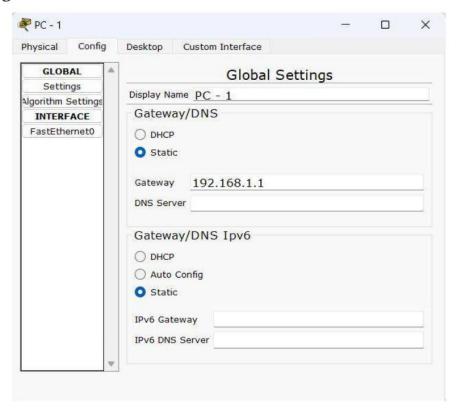
Lab 11

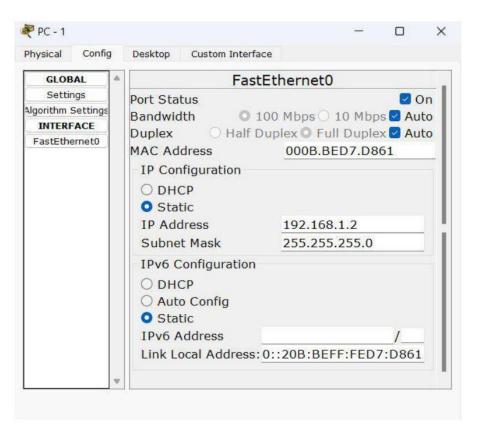
To construct a VLAN and make the PC's communicate among a VLAN

Topology:

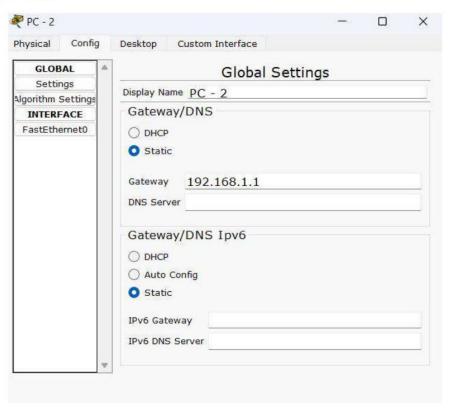


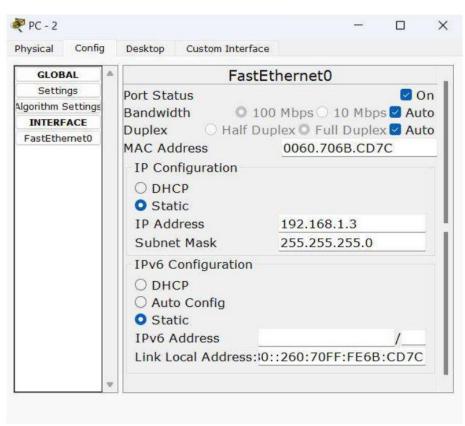
PC - 1 Configuration:



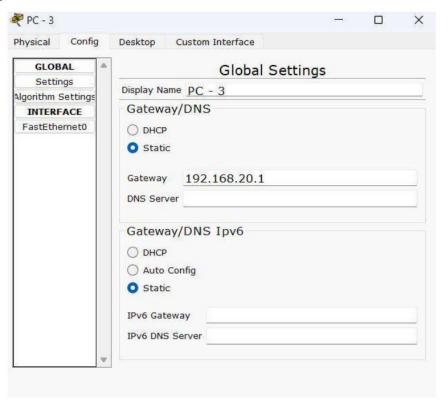


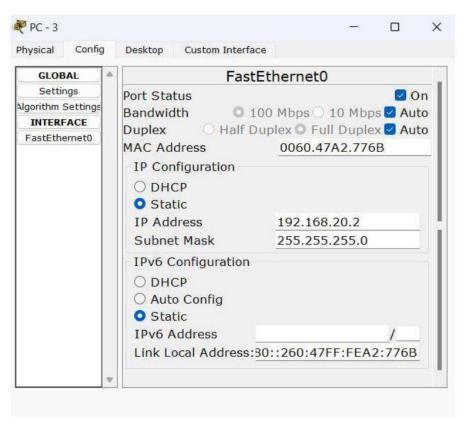
PC - 2 Configuration:



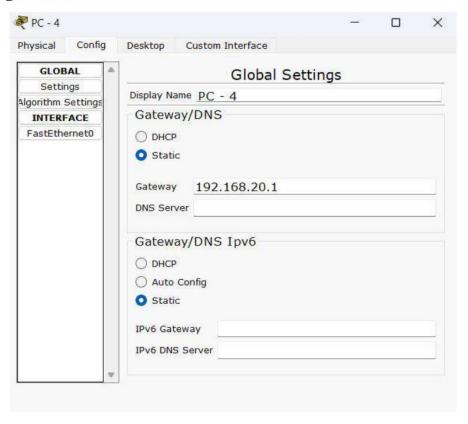


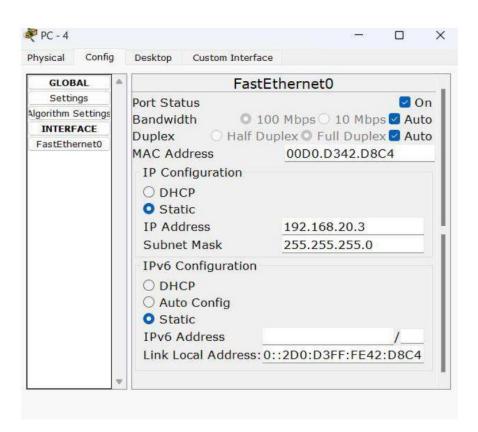
PC - 3 Configuration:





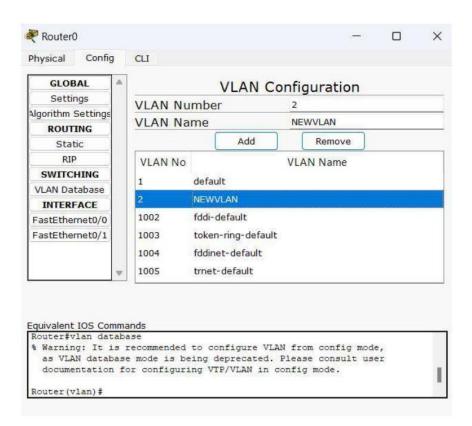
PC - 4 Configuration:





Router - 1 Configuration:

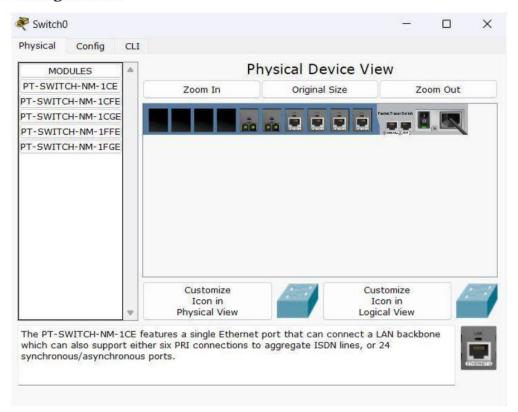


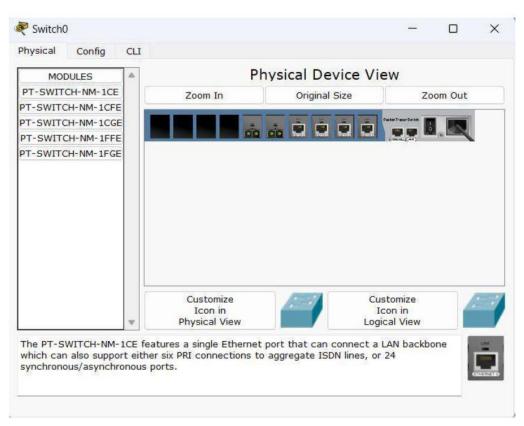


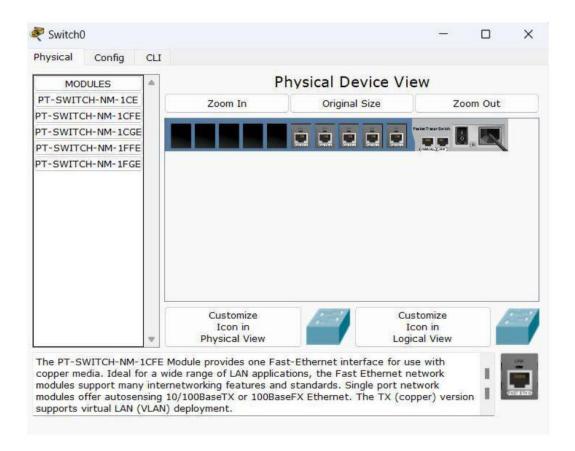


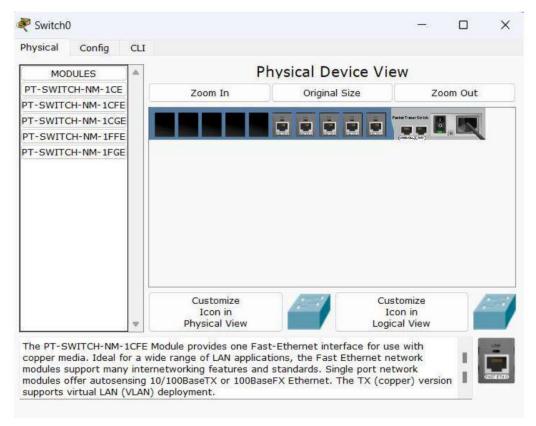


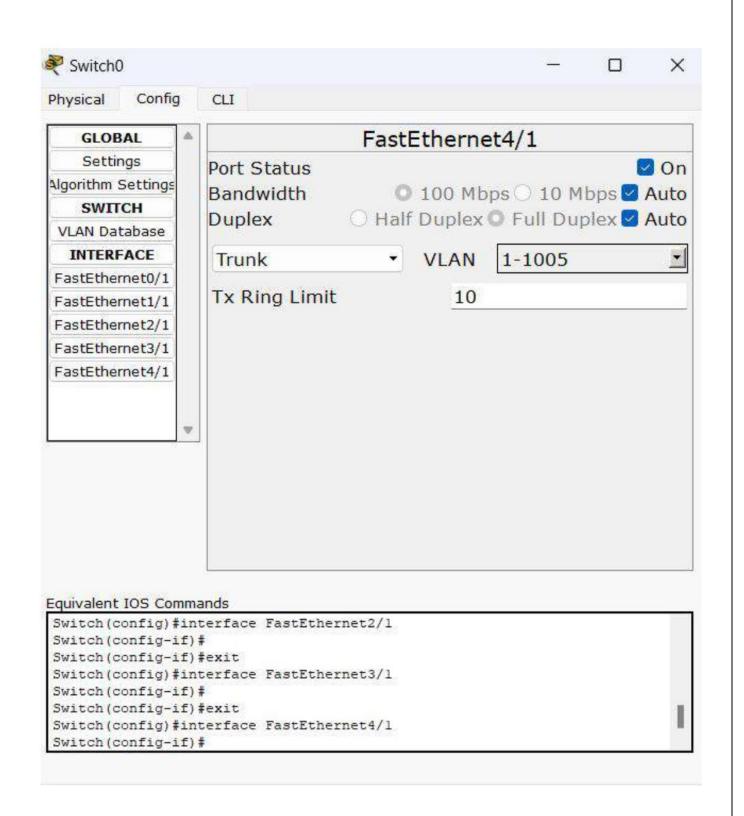
Switch - 1 Configuration:











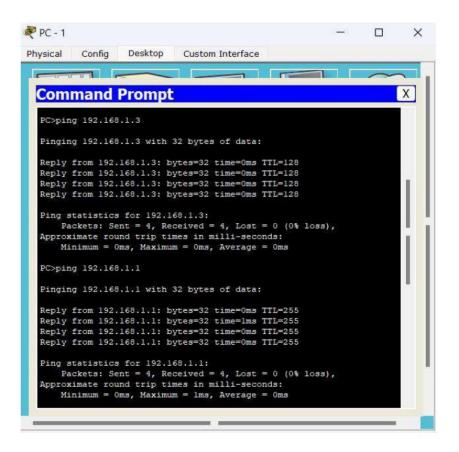


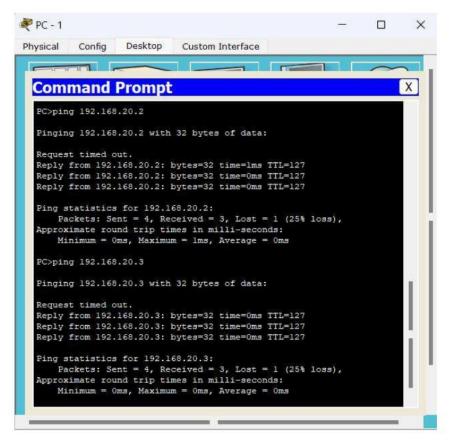
IOS Command Line Interface

```
Switch>enable
Switch#configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config) #vlan 2
Switch(config-vlan) #name NEWVLAN
Switch (config-vlan) #exit
Switch (config) #
Switch (config) #interface FastEthernet4/1
Switch (config-if) #
Switch (config-if) #switchport mode trunk
Switch (config-if) #
%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet4/1, changed
state to down
%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet4/1, changed
state to up
Switch (config-if) #exit
Switch(config) #interface FastEthernet2/1
Switch (config-if) #
Switch (config-if) #
Switch(config-if) #switchport access vlan 2
Switch (config-if) #
Switch (config-if) #exit
Switch(config) #interface FastEthernet3/1
Switch (config-if) #
Switch (config-if) #
Switch(config-if) #switchport access vlan 2
Switch (config-if) #
Switch(config-if) #exit
Switch (config) #
```

Copy

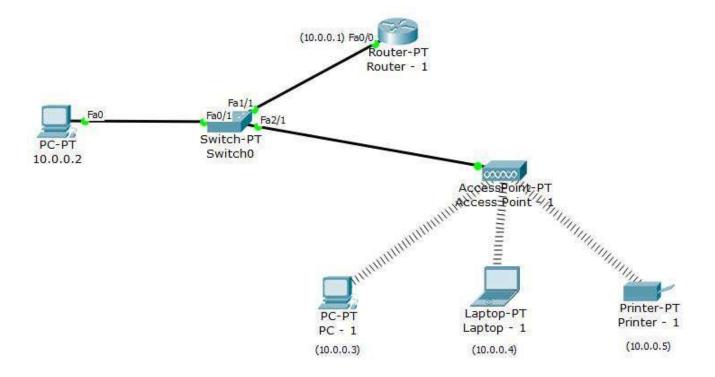
Paste



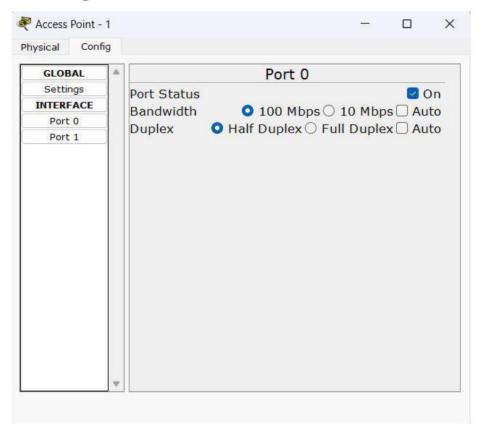


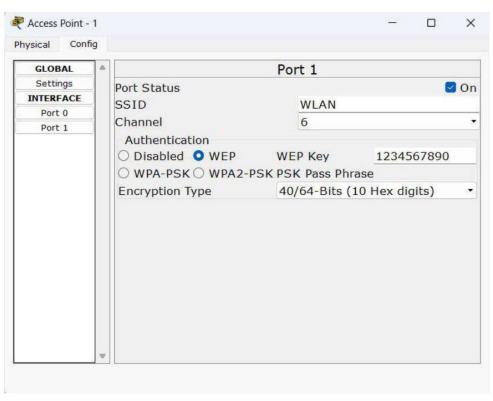
Lab 12

To construct a WLAN and make the nodes communicate wirelessly.

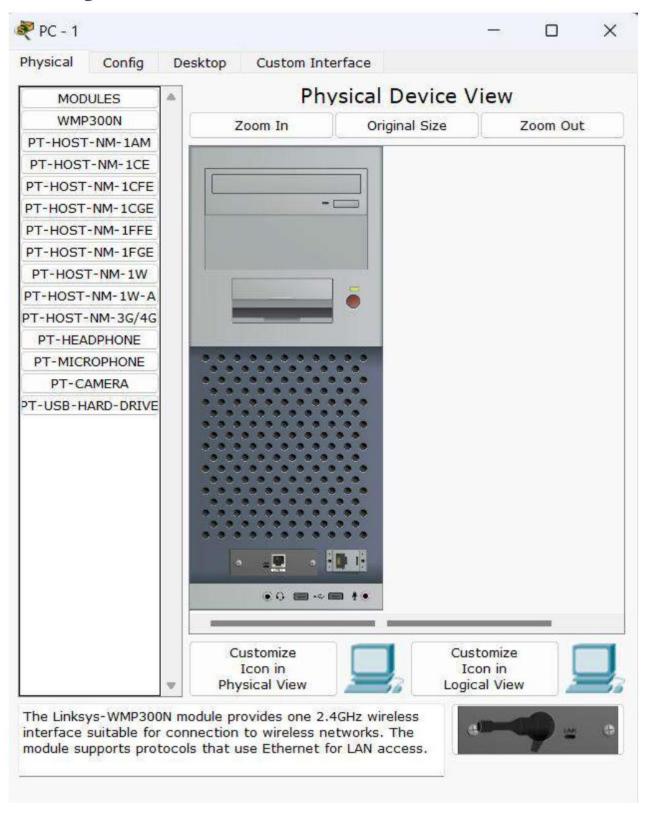


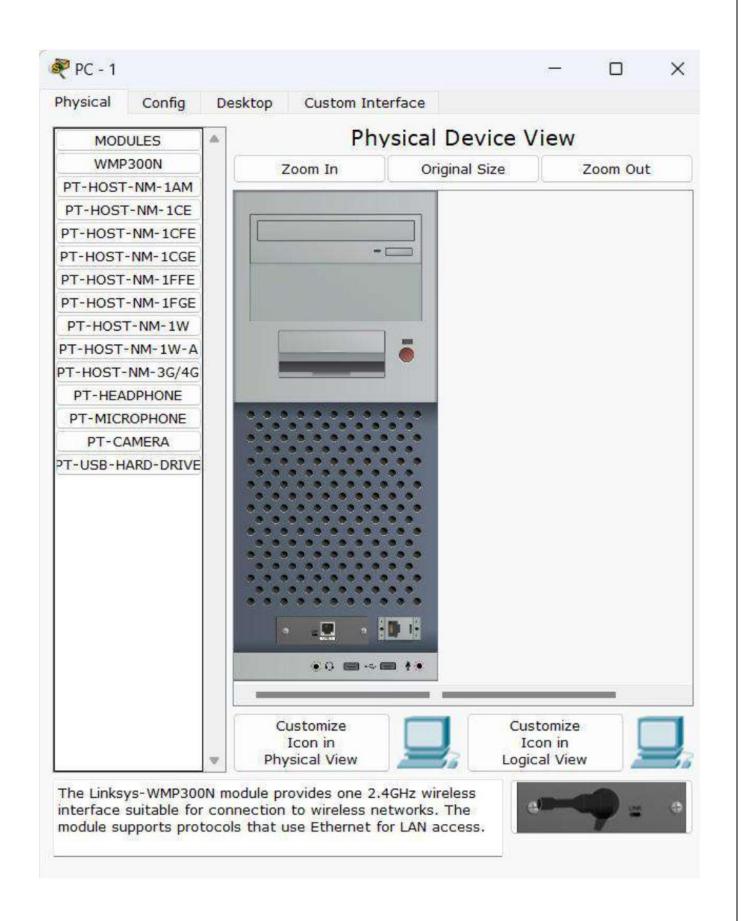
Access Point - 1 Configuration:

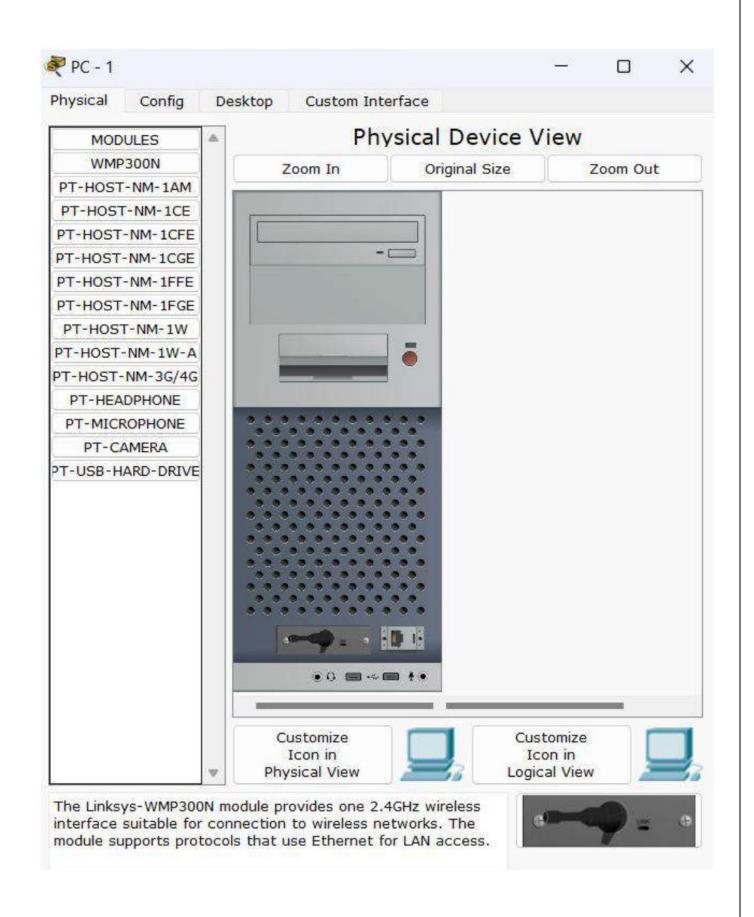




PC - 1 Configuration:



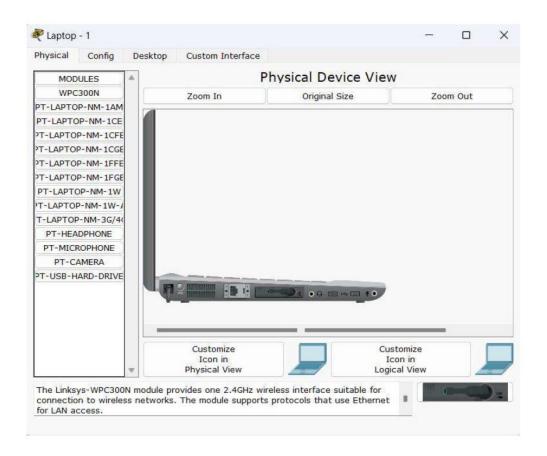


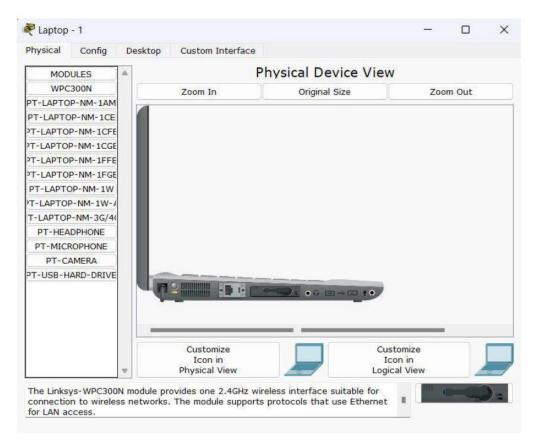


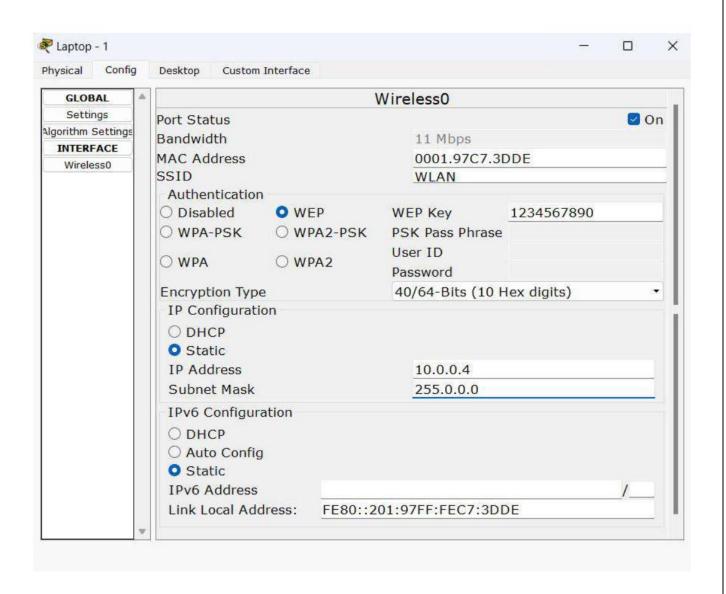
Laptop - 1 Configuration:



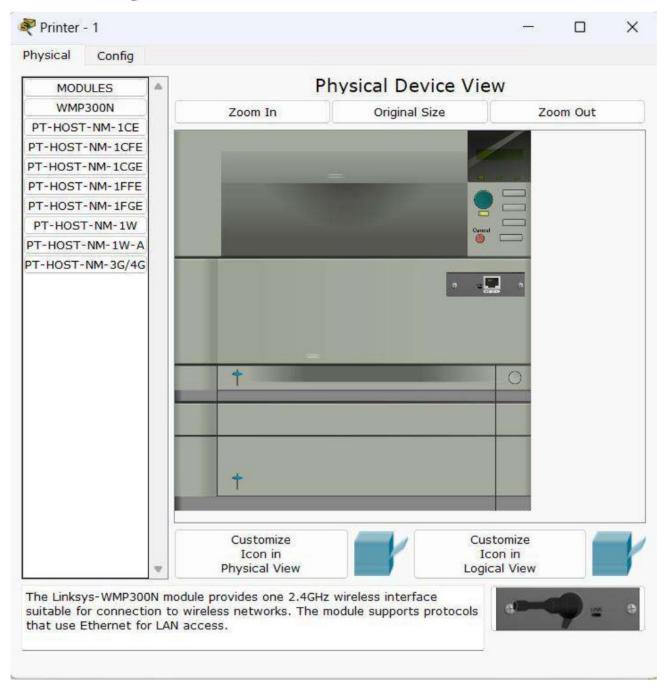


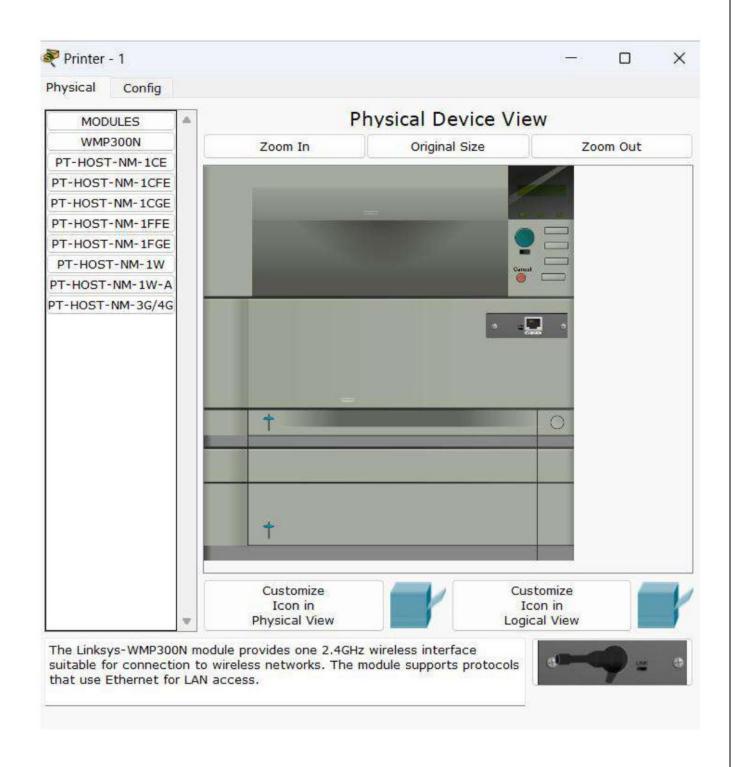


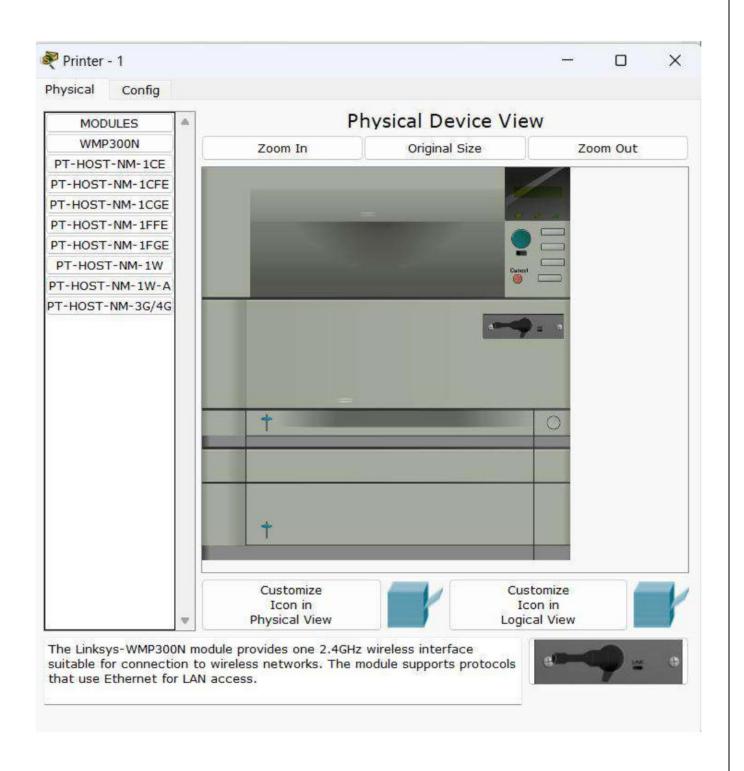


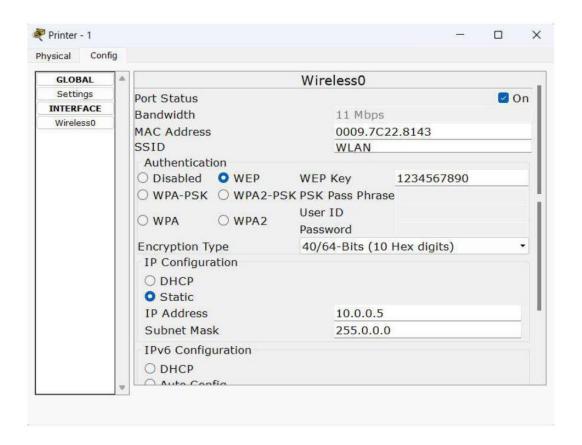


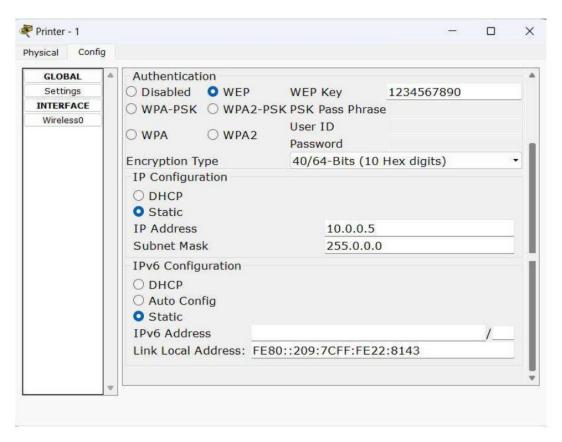
Printer - 1 Configuration:



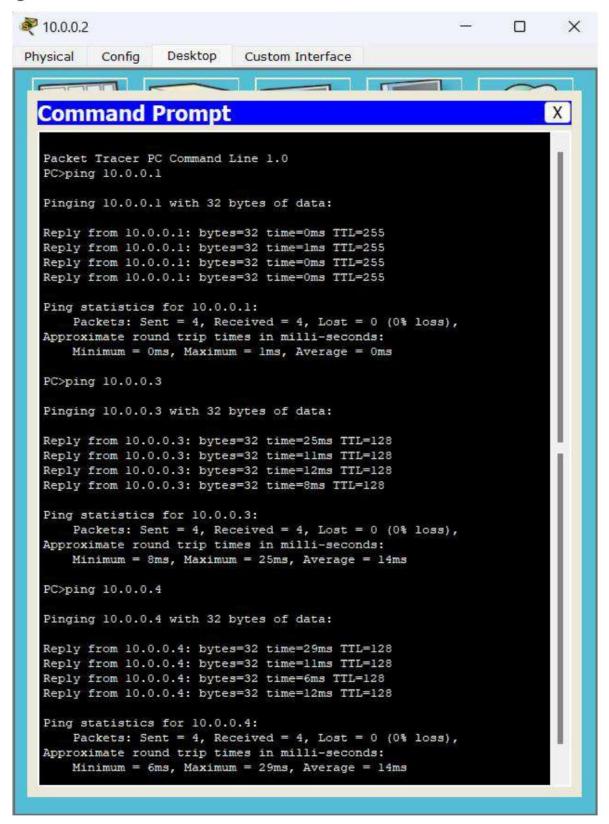


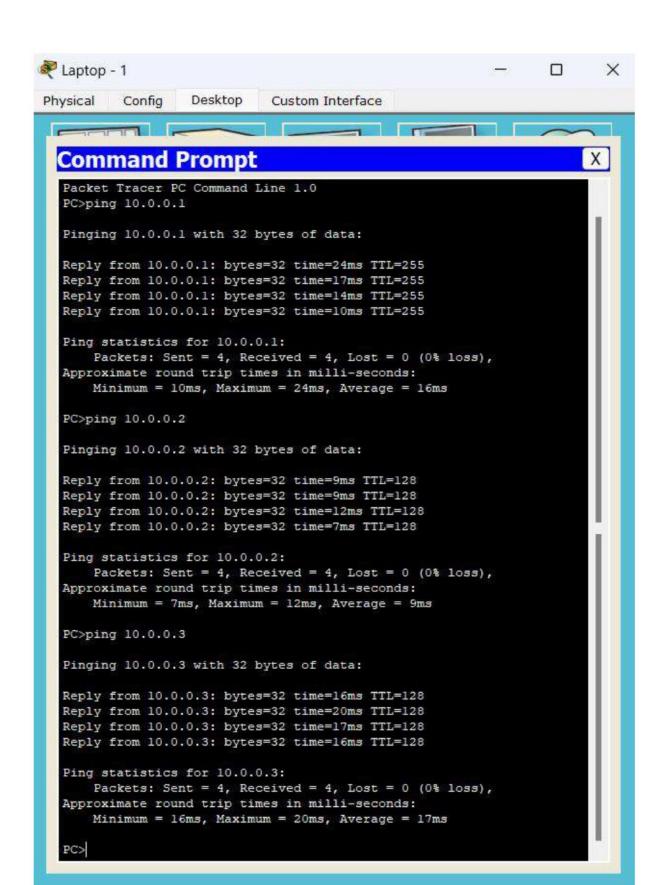






Ping From PC to all other devices:





```
C:\Users\Acer\Desktop\Notes (4th Semester)\Labs\Computer Networks (CN)\Cycle 2\Experiment - 4>python ServerUDP.py
The server is ready to receive
Sent contents of ServerUDP.py
```

```
C:\Users\Acer\Desktop\Notes (4th Semester)\Labs\Computer Networks (CN)\Cycle 2\Experiment - 4>python ClientUDP.py
Enter file name: ServerUDP.py
Reply from Server:
from socket import *
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket bind(("127.0.0.1", serverPort))
print ("The server is ready to receive")
while 1:
    sentence, clientAddress = serverSocket.recvfrom(2048)
    sentence = sentence.decode("utf-8")
    file=open(sentence, ",")
    con=file.read(2048)
    serverSocket.sendto(bytes(con, "utf-8"), clientAddress)
    print ('\nSent contents of ', end = ' ')
    print (sentence)
    # for i in sentence:
    # print (str(i), end = '')
    file.close()
```