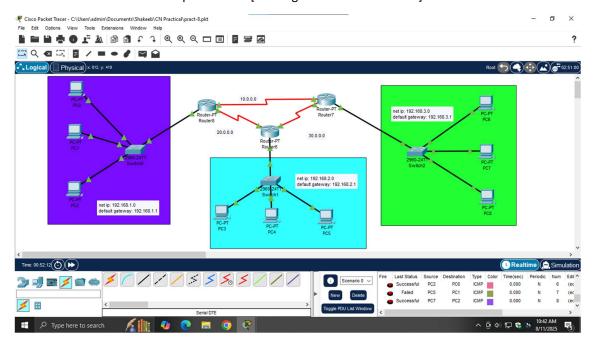
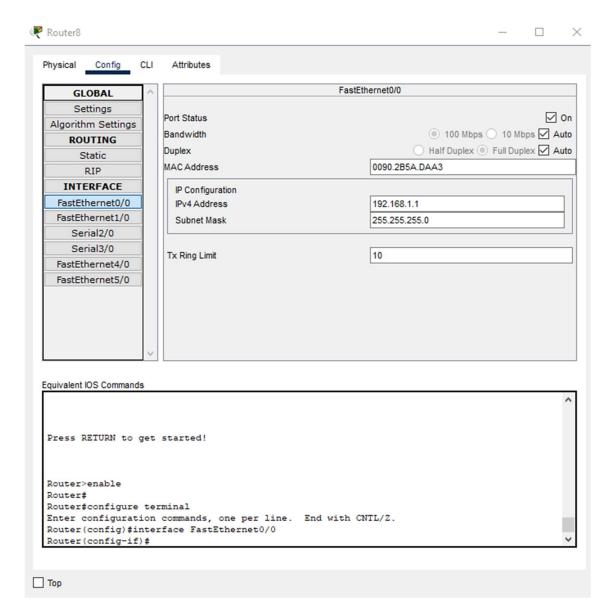
Shakeeb Shaikh

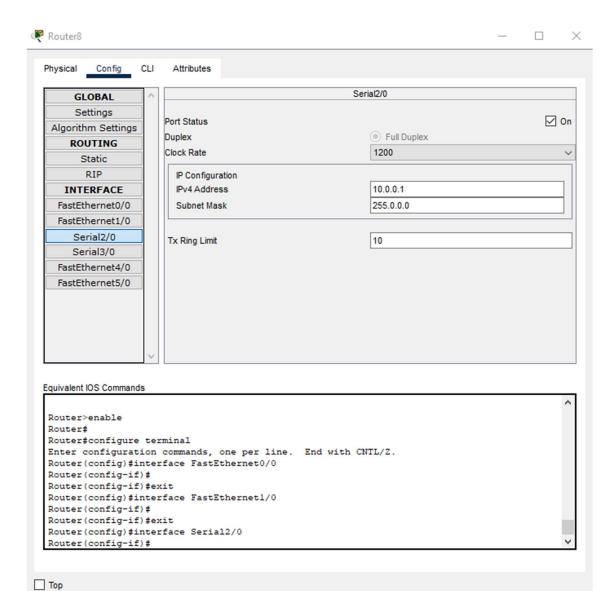
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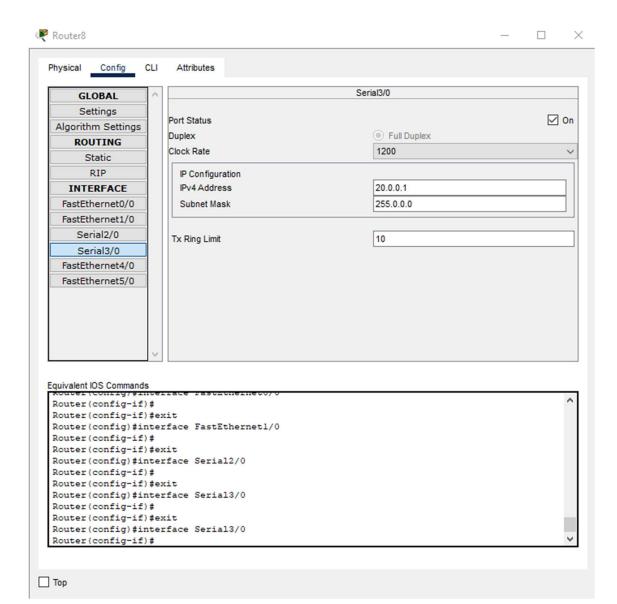
Practical 8:

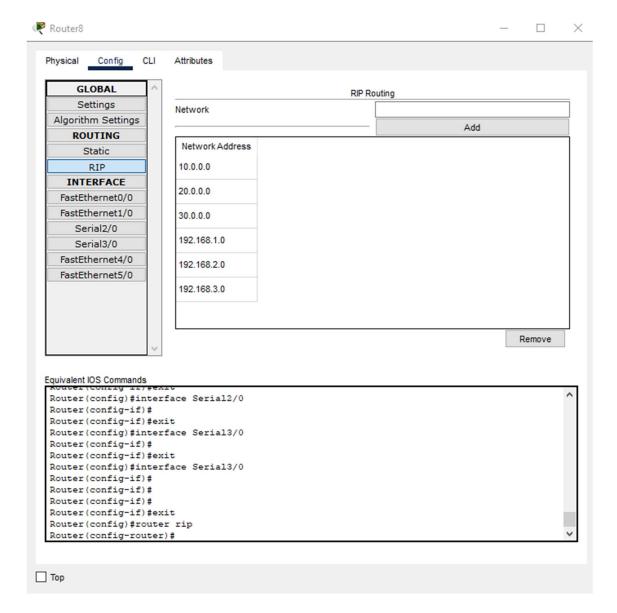
Aim: Create a network and implement RIP[Routing Information Protocol]

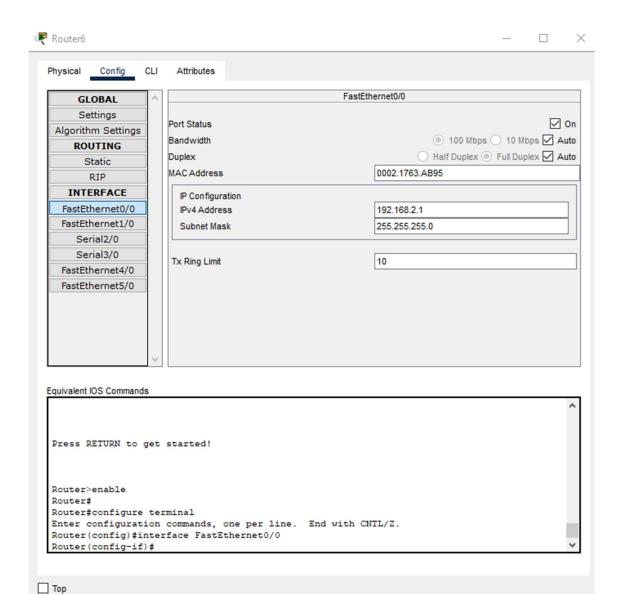


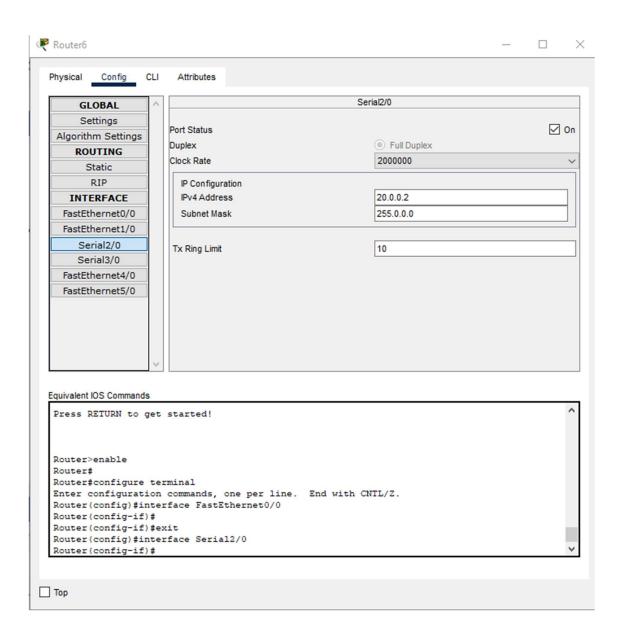


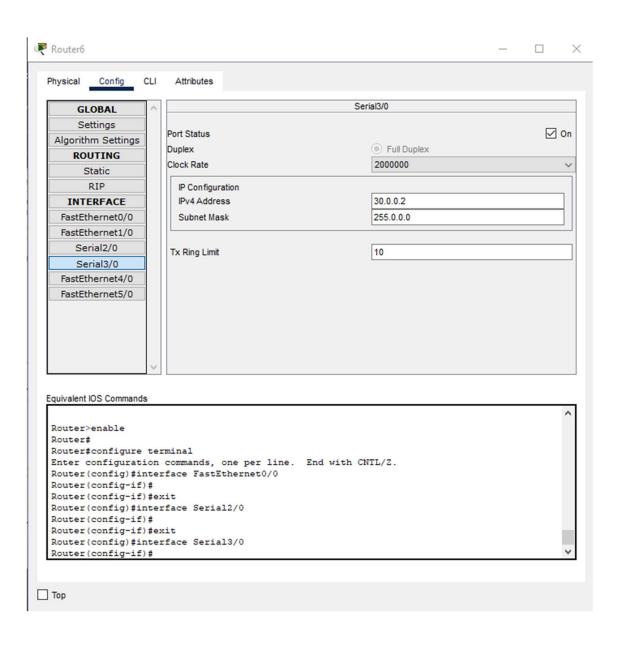


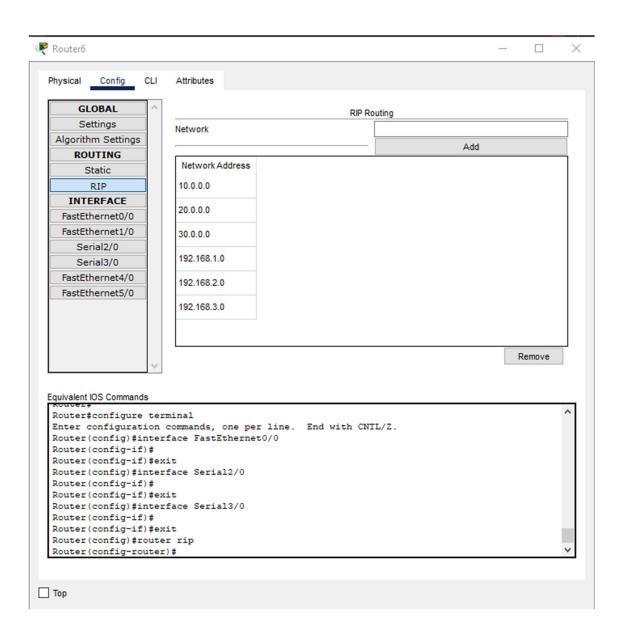


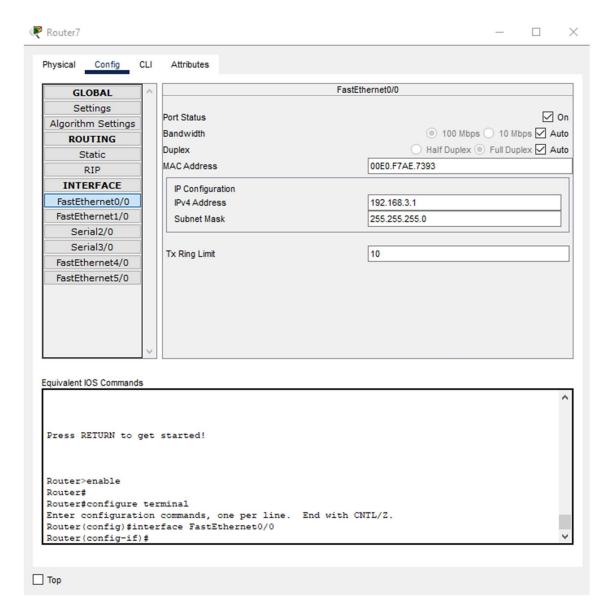


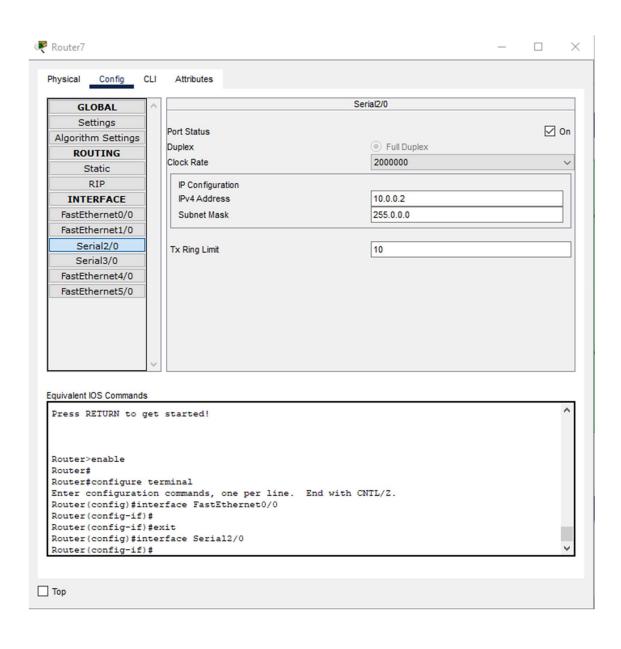


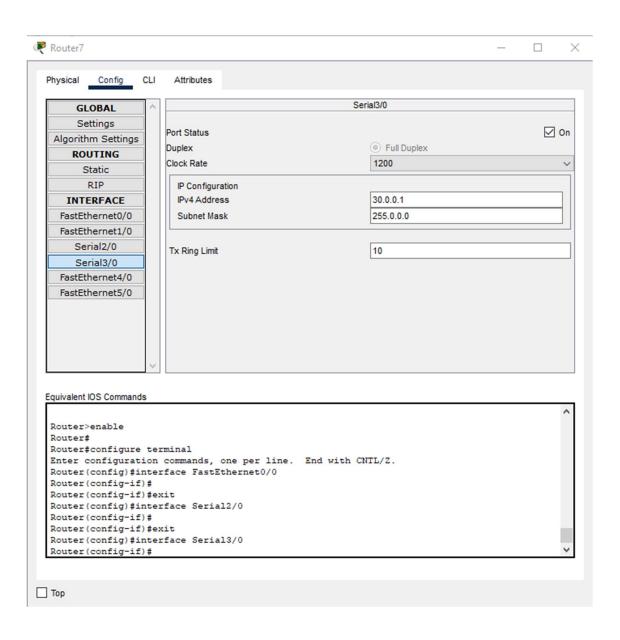


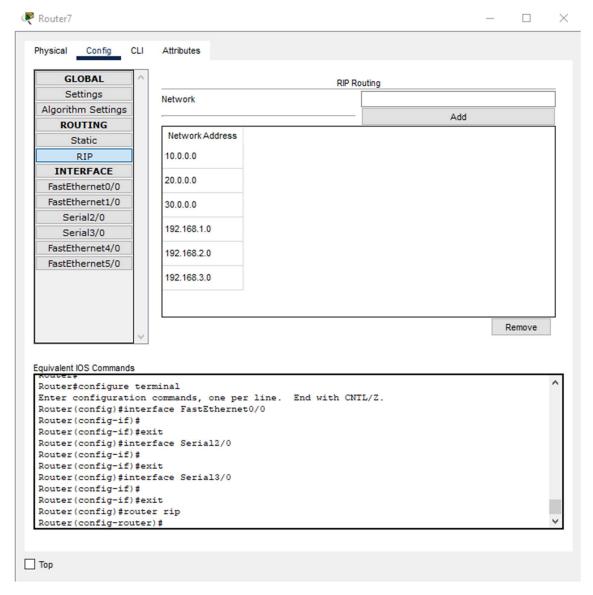












RIP (Routing Information Protocol) is one of the oldest **distance vector** routing protocols used in computer networks to help routers share information about network topology and find the best path to a destination.

1. Purpose

- RIP helps routers automatically update and exchange routing information so that data can find the shortest path through the network.
- It's mainly used in small to medium-sized networks (like LANs or small WANs).

2. How it Works

- Routing Method: Distance Vector (routes are chosen based on the number of hops).
- **Metric:** *Hop count* each router the packet passes through is 1 hop.
- Maximum hop count: 15 (16 means unreachable). This limit prevents routing loops but also limits RIP's use in large networks.

• **Update Interval:** Every 30 seconds, routers send their entire routing table to their neighbors using **UDP port 520**.

3. Loop Prevention Mechanisms

Since RIP is a distance vector protocol, it's vulnerable to routing loops. It uses:

- **Split Horizon:** Don't advertise a route back in the direction it came from.
- Route Poisoning: Mark a failed route with hop count 16.
- Hold-down Timers: Delay acceptance of potentially bad route info.
- **Triggered Updates:** Send changes immediately when a route changes, instead of waiting for the 30-second timer.

Example:

Imagine three routers in a small network. Each router tells its neighbors the networks it knows about and how many hops away they are. If Router A hears from Router B that a network is 2 hops away, and B is 1 hop from A, A will record that network as 3 hops away.