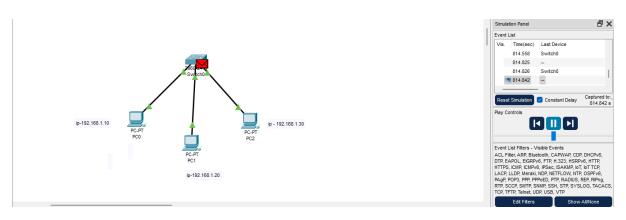
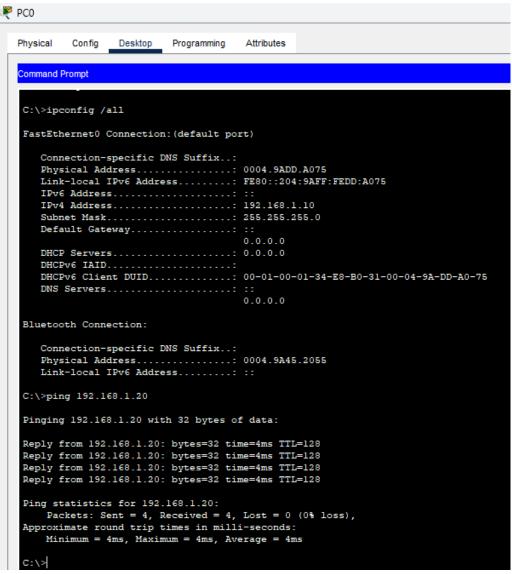
Q5) Create a simple LAN setup with two Linux machines connected via a switch. Ping from one machine to the other. If it fails, use ifconfig to ensure the IP addresses are configured correctly. Use traceroute to identify where the packets are being dropped if the ping fails.





Physical Config Desktop Programming Attributes

```
Command Prompt
C:\>ipconfig /all
FastEthernet0 Connection: (default port)
   Connection-specific DNS Suffix..:
   Physical Address..... 000A.F34E.6D8A
   Link-local IPv6 Address.....: FE80::20A:F3FF:FE4E:6D8A
   IPv6 Address....: ::
   IPv4 Address..... 192.168.1.30
   Subnet Mask..... 255.255.255.0
   Default Gateway....: ::
                               0.0.0.0
   DHCP Servers..... 0.0.0.0
   DHCPv6 IAID.....
   DHCPv6 Client DUID..........: 00-01-00-01-4A-77-56-4B-00-0A-F3-4E-6D-8A
   DNS Servers....: ::
                               0.0.0.0
Bluetooth Connection:
   Connection-specific DNS Suffix..:
   Physical Address.....: 0050.0F8E.52A7
   Link-local IPv6 Address....: ::
   IPv6 Address....::
   IPv4 Address..... 0.0.0.0
   Subnet Mask..... 0.0.0.0
   Default Gateway....::
                               0.0.0.0
C:\>ping 192.168.1.30
Pinging 192.168.1.30 with 32 bytes of data:
Reply from 192.168.1.30: bytes=32 time=4ms TTL=128
Reply from 192.168.1.30: bytes=32 time<1ms TTL=128
Reply from 192.168.1.30: bytes=32 time<1ms TTL=128
Reply from 192.168.1.30: bytes=32 time=1ms TTL=128
Ping statistics for 192.168.1.30:
   Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
```