# Computer Networks Lab

UE19CS255

Week 8

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Semester: 4 Section: G

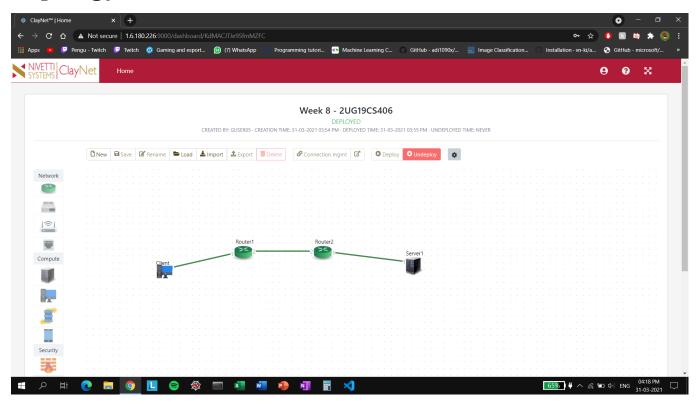
SRN: PES2UG19CS406

Date: 06/04/21

### **Objectives:**

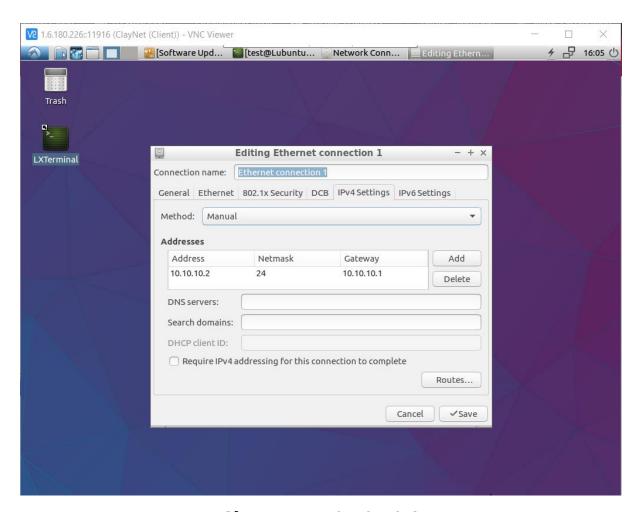
- Understand the building blocks of ClayNet.
- Build a simple client-server network using routers, switches and network hosts.
- To learn the static IP routing behaviour such as default and static routes and routing tables.
- Use common network utilities to verify LAN operation and analyze data traffic.

## Topology -1:



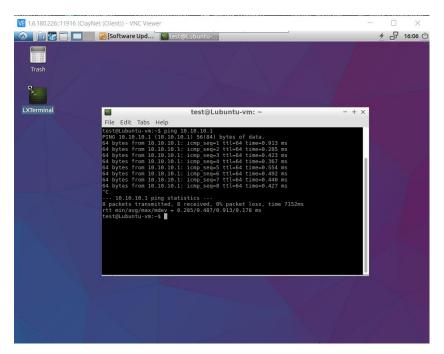
Topology diagram

Assigning IP address on the Client VM:

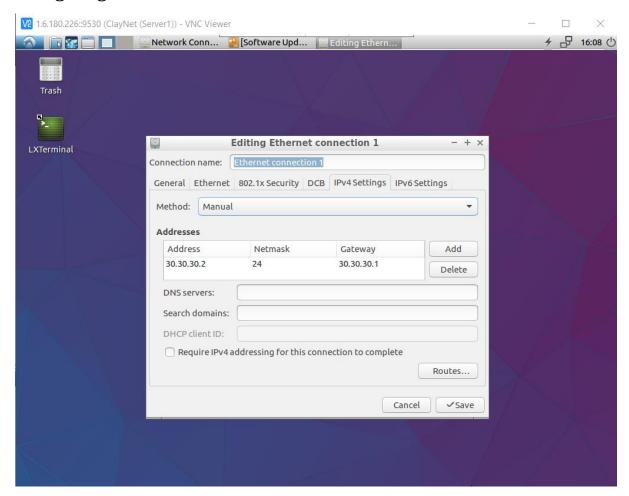


Client IP - 10.10.10.2

Pinging the 10.10.10.1 Router from Client:

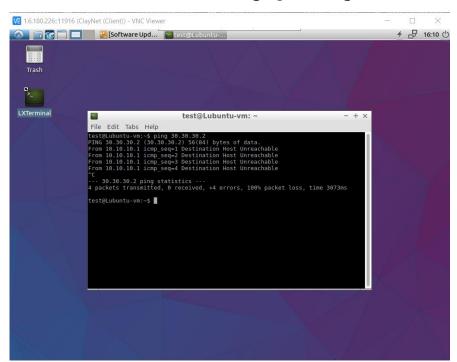


#### Assigning IP on Server VM:



Server IP - 30.30.30.2

Pinging Server from Client before setting up routing tables:

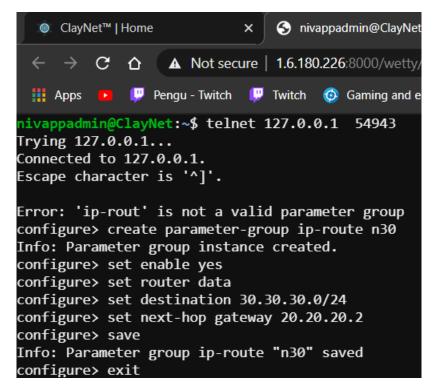


#### Setting up the Routing Tables:

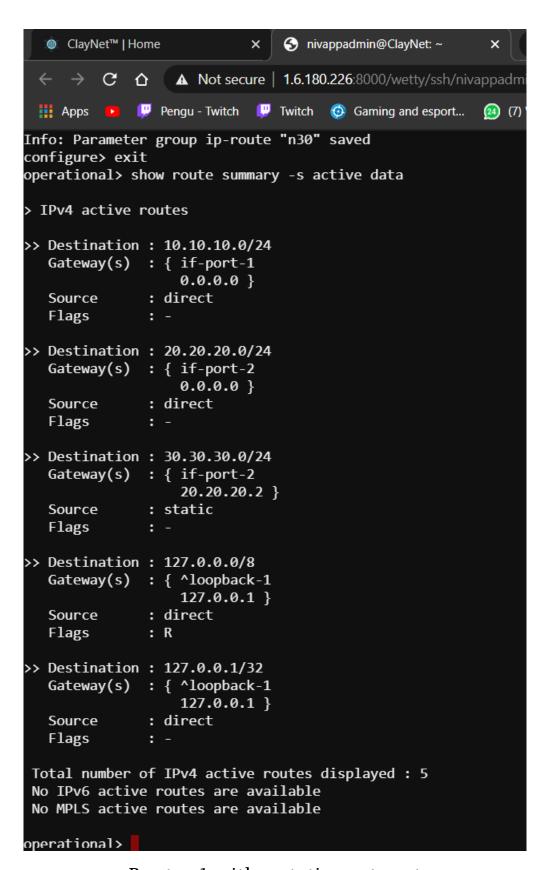
#### Router 1:

```
nivappadmin@ClayNet: ~
  ClayNet™ | Home
         C △ Not secure | 1.6.180.226:8000/wetty/ssh/nivappa
 🚻 Apps 🔼 🔑 Pengu - Twitch 🔑 Twitch 🔞 Gaming and esport...
nivappadmin@ClayNet:~$ telnet 127.0.0.1 54943
Trying 127.0.0.1...
Connected to 127.0.0.1.
Escape character is '^]'.
Error: Command not available
operational> show route summary -s active data
> IPv4 active routes
>> Destination : 10.10.10.0/24
  Gateway(s) : { if-port-1
                   0.0.0.0 }
  Source
               : direct
  Flags
>> Destination : 20.20.20.0/24
  Gateway(s) : { if-port-2
                   0.0.0.0 }
  Source
              : direct
  Flags
>> Destination : 127.0.0.0/8
  Gateway(s) : { ^loopback-1
                   127.0.0.1 }
  Source
              : direct
               : R
  Flags
>> Destination : 127.0.0.1/32
  Gateway(s) : { ^loopback-1
                   127.0.0.1 }
  Source
               : direct
  Flags
Total number of IPv4 active routes displayed: 4
No IPv6 active routes are available
No MPLS active routes are available
operational>
```

Router 1 before routing config



Setting up routing on Router 1



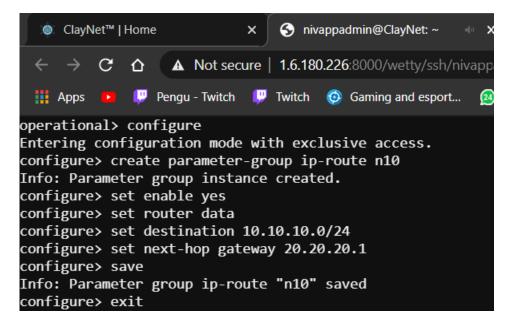
Router 1 with a static route set

#### Router 2:

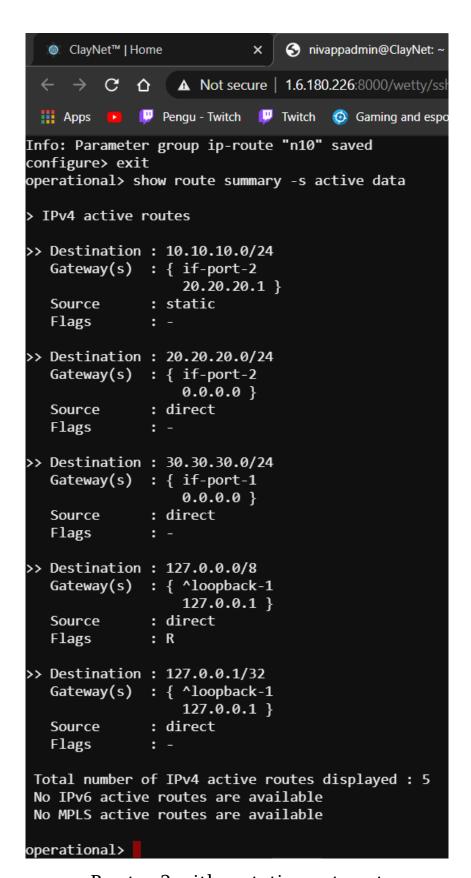
```
    ClayNet™ | Home

                                nivappadmin@ClayNet: ~
                  ▲ Not secure | 1.6.180.226:8000/wetty/ssh/nivap
         CO
             Pengu - Twitch 🔛 Twitch 🔞 Gaming and esport...
nivappadmin@ClayNet:~$ telnet 127.0.0.1 54073
Trying 127.0.0.1...
Connected to 127.0.0.1.
Escape character is '^]'.
Login: admin
Password:
operational> show route summary -s active data
> IPv4 active routes
>> Destination : 20.20.20.0/24
   Gateway(s) : { if-port-2
                   0.0.0.0 }
   Source
               : direct
   Flags
>> Destination : 30.30.30.0/24
   Gateway(s) : \{ if-port-1 \}
                   0.0.0.0 }
   Source
             : direct
   Flags
>> Destination : 127.0.0.0/8
   Gateway(s) : { ^loopback-1
                   127.0.0.1 }
   Source
               : direct
   Flags
               : R
>> Destination : 127.0.0.1/32
   Gateway(s) : { ^loopback-1
                   127.0.0.1 }
   Source
               : direct
   Flags
               : -
 Total number of IPv4 active routes displayed: 4
 No IPv6 active routes are available
 No MPLS active routes are available
operational>
```

Router 2 before routing config

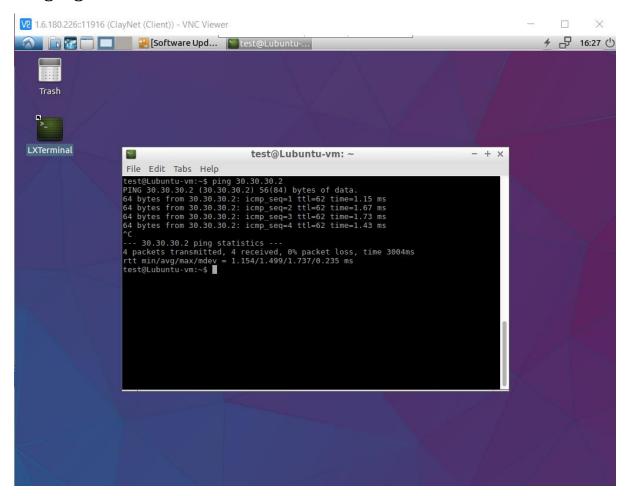


Setting up routing on Router 2

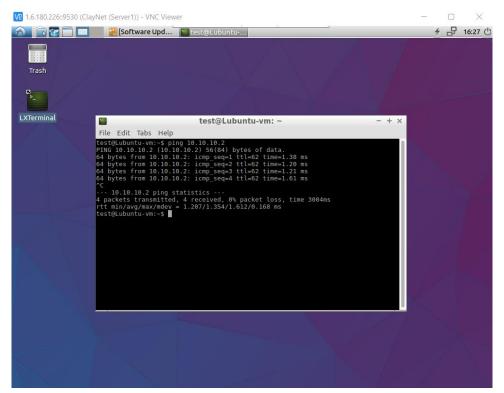


Router 2 with a static route set

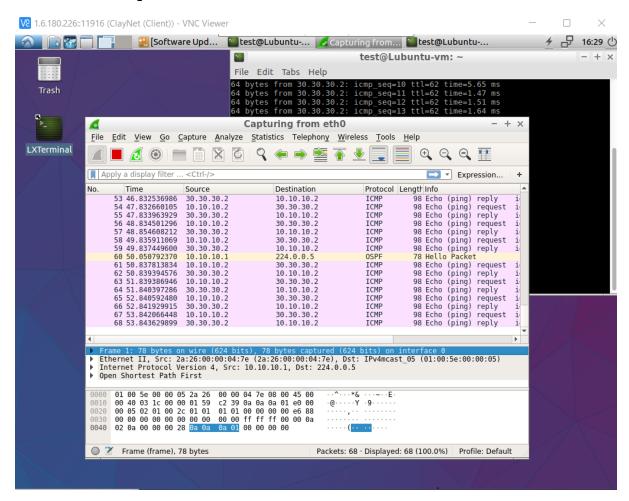
#### Pinging Server from Client:



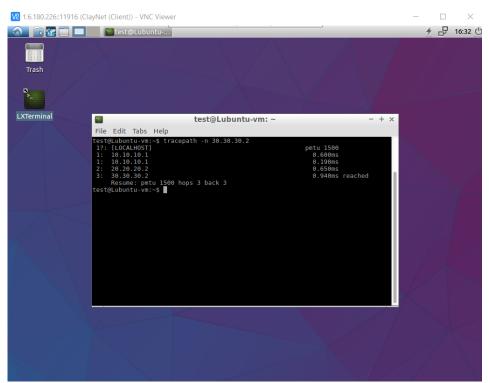
### Pinging Client from Server:



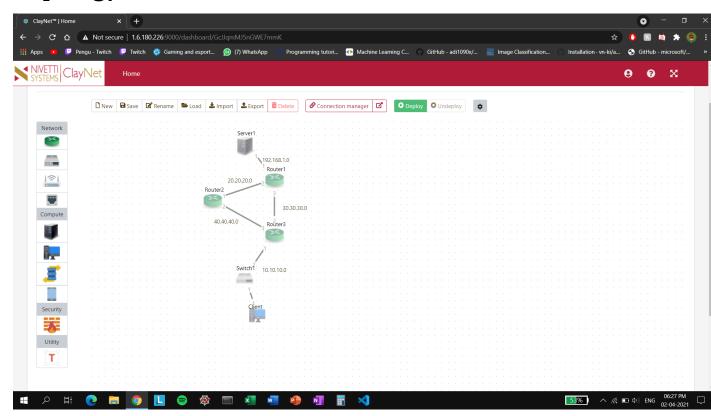
#### Wireshark capture on Client:



### Running Tracepath on Client:

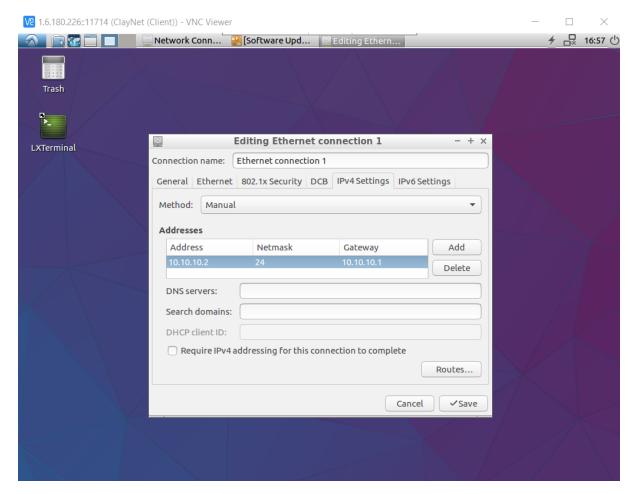


# Topology -2:

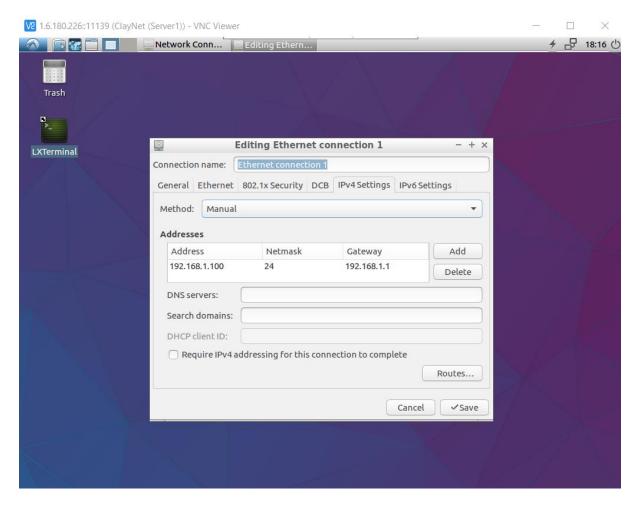


Topology Diagram

Setting Up Server and Client IP's:

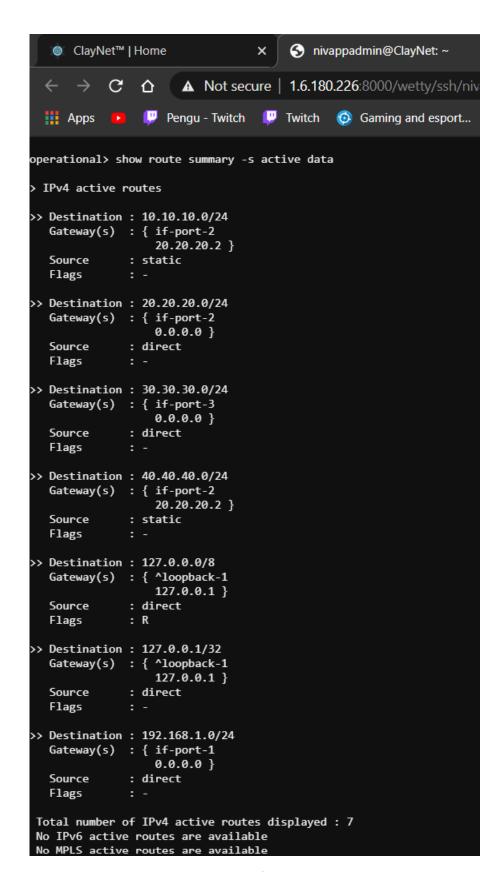


Client IP - 10.10.10.2

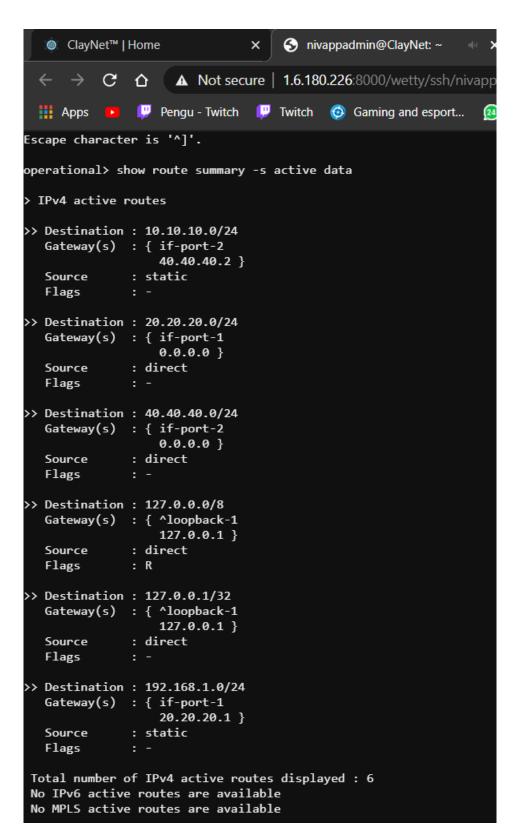


Server IP - 192.168.1.100

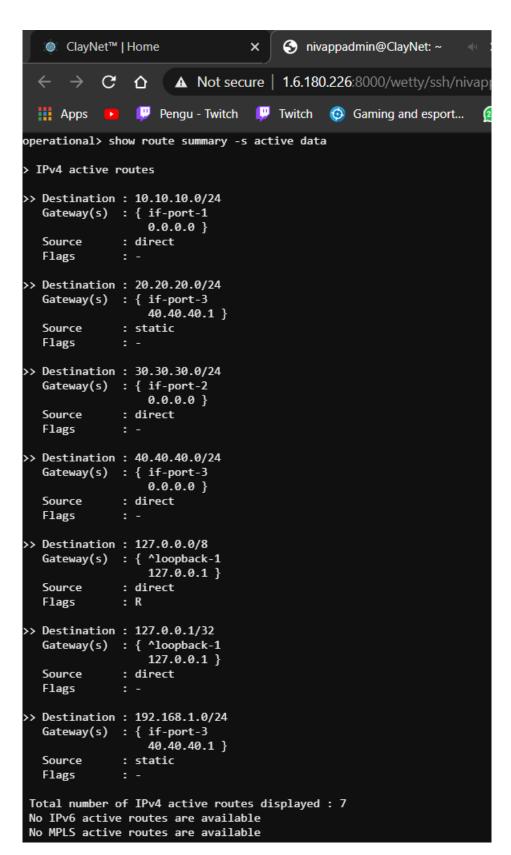
Routing config for the Routers:



Router 1 after setup

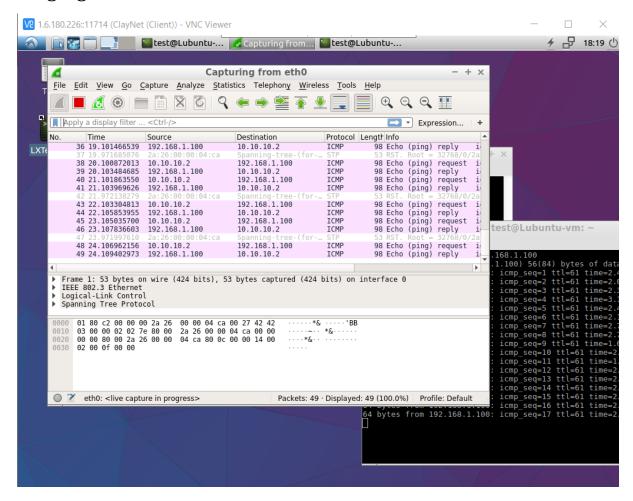


Router 2 after setup



Router 3 after setup

#### Pinging Server from Client:



Wireshark Capture of Ping

### Tracepath from Client to Server:

