Vidyavardhini's College of Engineering and Technology Department of Artificial Intelligence & Data Science

Experiment No.7

Perform environment simulation for Dynamic Routing using

Cisco packet tracer/GNS3

Date of Performance:

Date of Submission:

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CSL501: Web Computing and Network Lab



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Experiment 7

Aim: To design a network with routers, hosts and simulate dynamic routing algorithm using Cisco packet tracer.

Theory:

Dynamic routing is all about configuring a network using dynamic routing protocols. Dynamic Routing Protocol is divided in to two main parts.

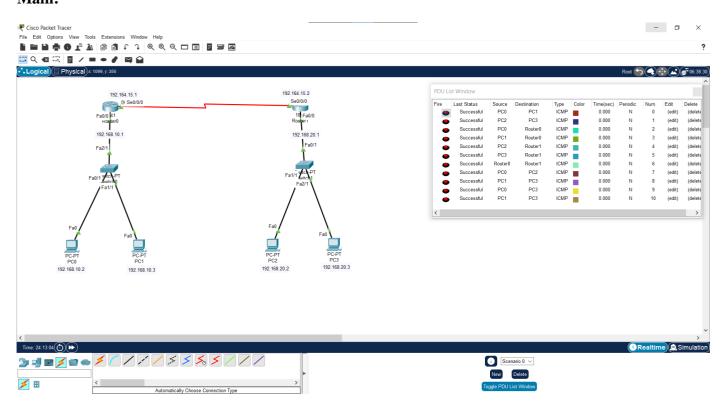
- 1.Interior Gateway Protocol
- 2.Exterior Gateway Protocol

Interior Gateway Protocol is an autonomous system and handled by only one admin. this protocol is also divide into two parts,

- 1. Distant Vector Protocols(Bellman-Ford Algorithm) distance is measured by `hop count` and use for simple networks
- 2. Link State Protocol(Dijkstra Algorithm) this uses some other information like neighbour router info and this is best for complex network designs

Output:

Main:



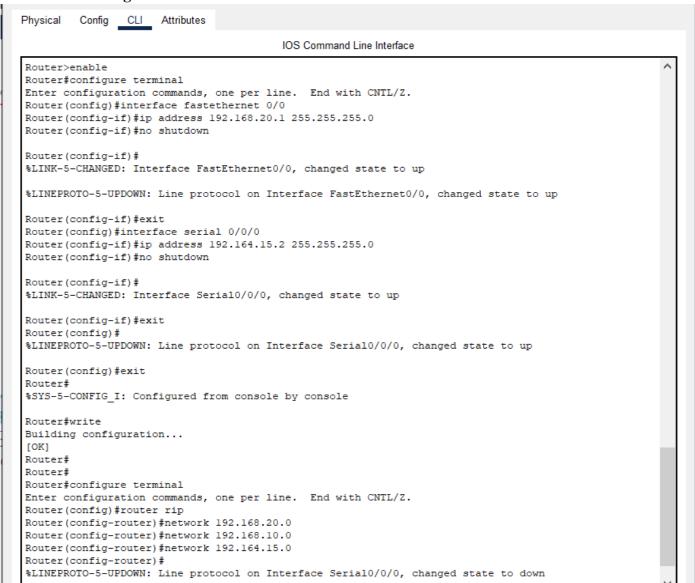
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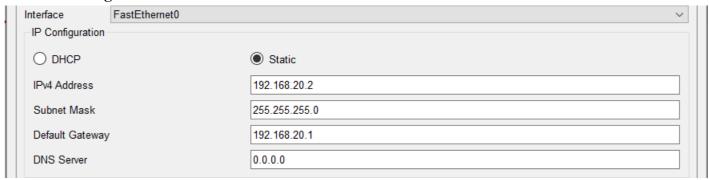
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Router CLI Configuration:



PC IPv4 Configuration:



Conclusion:

Simulating dynamic routing using Cisco Packet Tracer and GNS3 provides invaluable practical experience for both novice and experienced network engineers. These tools offer a realistic environment to study and experiment with complex routing protocols, ensuring that users can design, configure, and troubleshoot networks effectively. By mastering dynamic routing in these CSL501: Web Computing and Network Lab



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simulated environments, network professionals can enhance their skills and better prepare for real-world networking challenges.

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