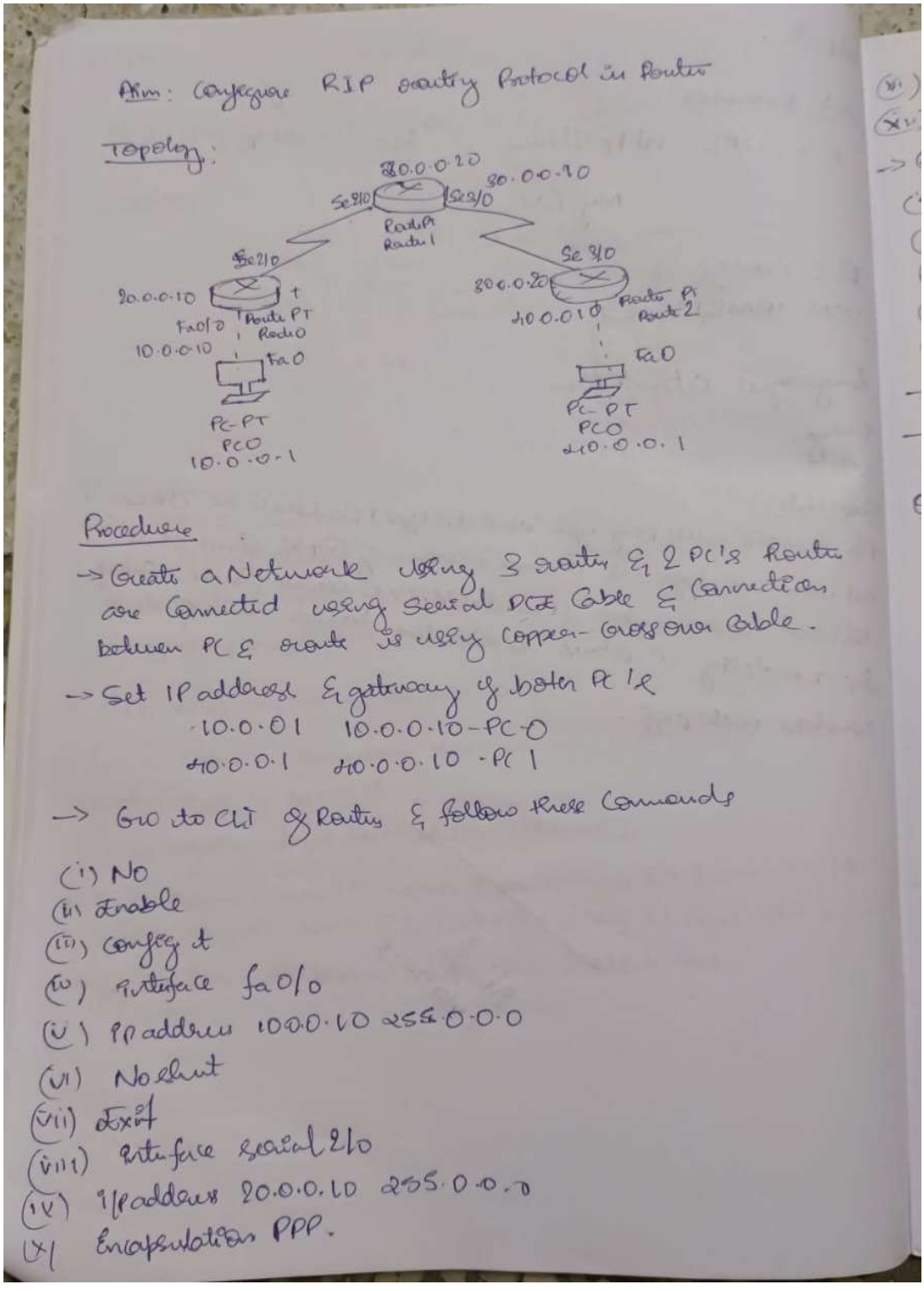
WEEK 6

Configure RIP routing Protocol in Routers.

OBSERVATION:



(xi) Clock rate 64,000
(xii) No shut

-> Go to router 0 CLI & follow these commands

(i) Config t
(ii) router rip
(iii) network 10.0.0.0
(iv) network 20.0.0.0
(v) exit

-> Repeat this to all routers

-> Go to PC 0 command prompt and ping PC 1

Output:

PC > ping 10.0.0.1

Pinging 10.0.0.1 with 32 bytes of data:

Request timed out

Reply from 10.0.0.1: bytes=32 time: 1ms TTL=125

bytes=32 time=5ms TTL=125

bytes=32 time: 10ms TTL=125

Ping Statistics for 10.0.0.1

Packets: Sent 4, Received = 3, lost = 1

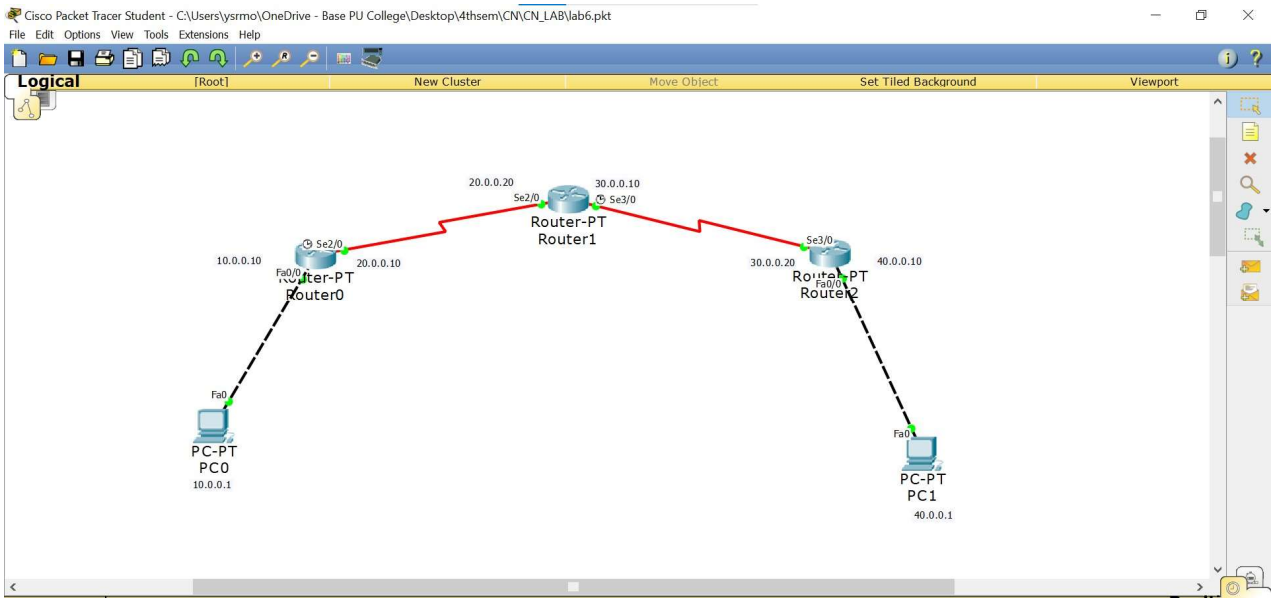
Approximate round trip time in ms: min = 5ms, max 10ms Avg = 7ms

24/12/2023

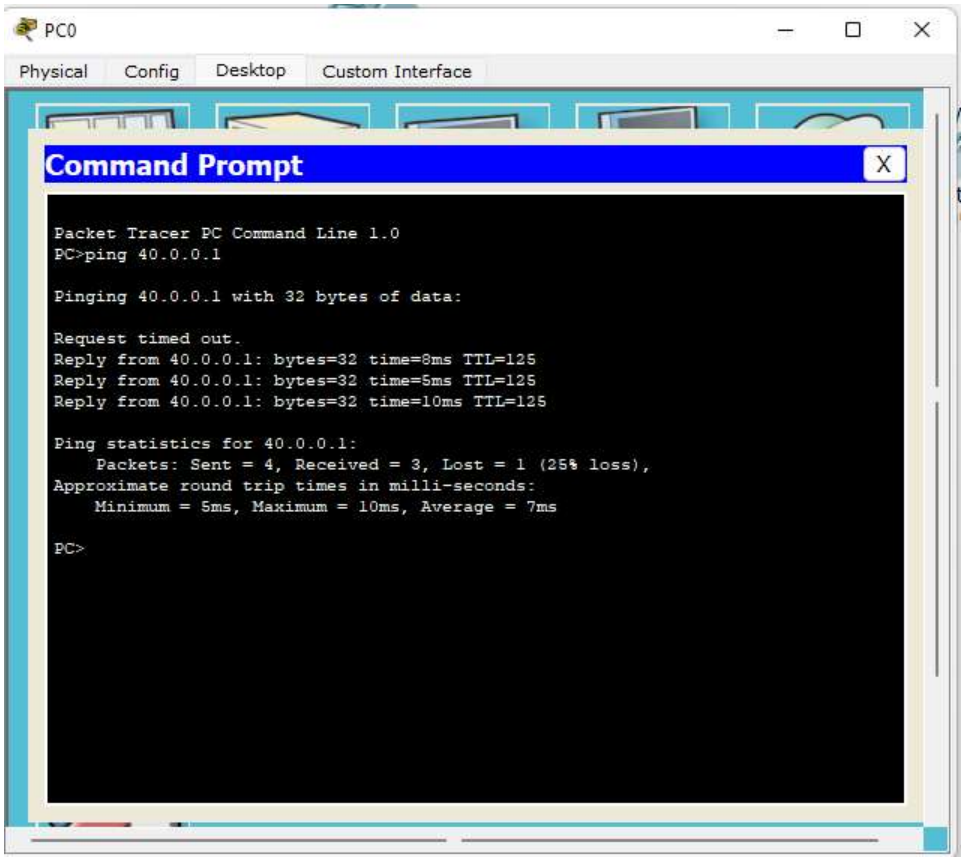
Observation:

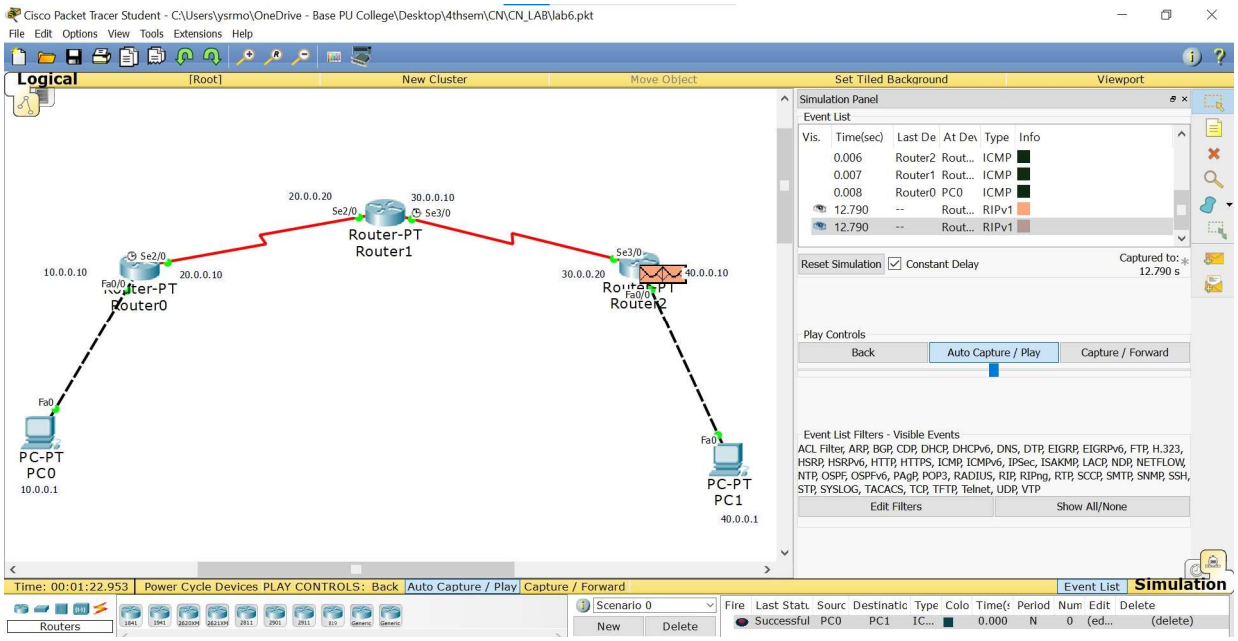
Routing Information Protocol (RIP) is a dynamic Routing Protocol that hop count as routing metric to find best path. btw source & destination. It is a distance vector routing Protocol. Hop count is no of route b/w source & destination.

TOPOLOGY:



OUTPUT:




Cisco Packet Tracer Student - C:\Users\ysrmo\OneDrive - Base PU College\Desktop\4thsem\CN\CN_LAB\lab6.pkt
File Edit Options View Tools Extensions Help
Logical
[Root]
New Cluster
Move Object
Set Tiled Background
Viewport
Router-PT
Router1
Router-PT
Router0
Router-PT
Router2
PC-PT
PC0
10.0.0.1
PC-PT
PC1
40.0.0.1
20.0.0.20
30.0.0.10
Se2/0
Se3/0
10.0.0.10
20.0.0.10
30.0.0.20
40.0.0.10
Fa0/0
Fa0
Simulation Panel
Event List
Vis. Time(sec) Last De At Dev Type Info
0.006 Router2 Rout... ICMP
0.007 Router1 Rout... ICMP
0.008 Router0 PC0 ICMP
12.790 -- Rout... RIPv1
12.790 -- Rout... RIPv1
Reset Simulation
Constant Delay
Captured to: 12.790 s
Play Controls
Back
Auto Capture / Play
Capture / Forward
Event List Filters - Visible Events
ACL Filter, ARP, BGP, CDP, DHCP, DHCPv6, DNS, DTP, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPSec, ISAKMP, LACP, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, RADIUS, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, VTP
Edit Filters
Show All/None
Time: 00:01:22.953
Power Cycle Devices PLAY CONTROLS: Back
Auto Capture / Play
Capture / Forward
Event List
Simulation
Routers
Scenario 0
New
Delete
Fire Last Statu Sourc Destinatic Type Colo Time(s Period Num Edit Delete
Successful PC0 PC1 IC... 0.000 N 0 (ed... (delete)