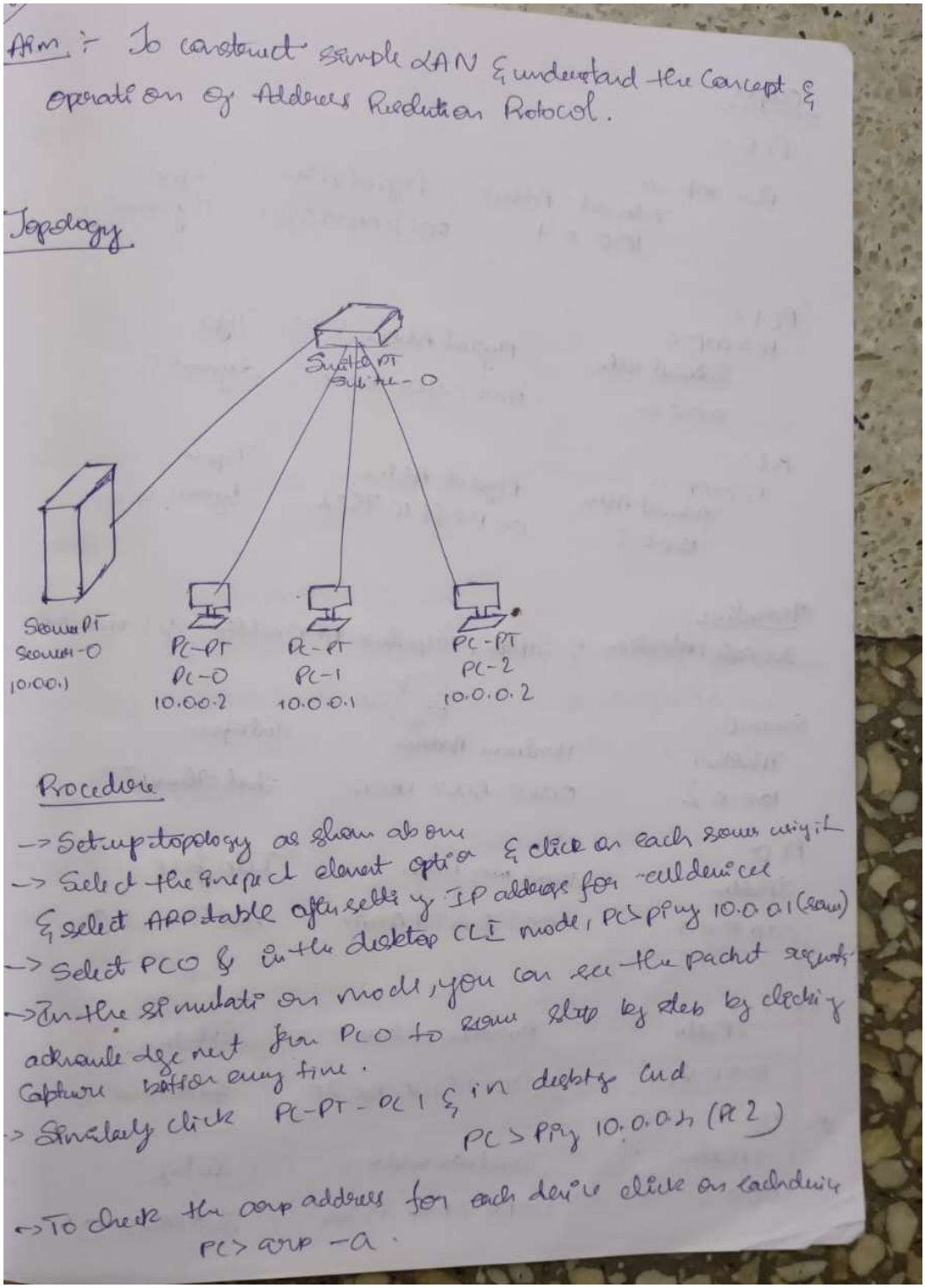
WEEK 8

To construct a simple LAN and understand the concept and operation of Address Resolution Protocol (ARP).

OBSERVATION:



Output

PC0 :-

PC> arp -a

Internet Address	Physical address	Type
10.0.0.1	0003.e479.a9ac	dynamic

PC1 :-

PC> arp -a

Internet address	Physical Address	Type
10.0.0.4	0001.c90e.be7c	dynamic

PC2 :-

PC> arp -a

Internet Address	Physical Address	Type
10.0.0.3	00D0.ff1C.752A	dynamic

Observation:

On each selection of caption, respective ARP address get added to the

Server0

IPaddress	Hardware Address	Interface
10.0.0.2	00E0.B057.1B0A	Fast Ethernet

PC0

IPaddress	Hardware Address	Interface
10.0.0.1	0003.E479.A9AC	Fast Ethernet 0

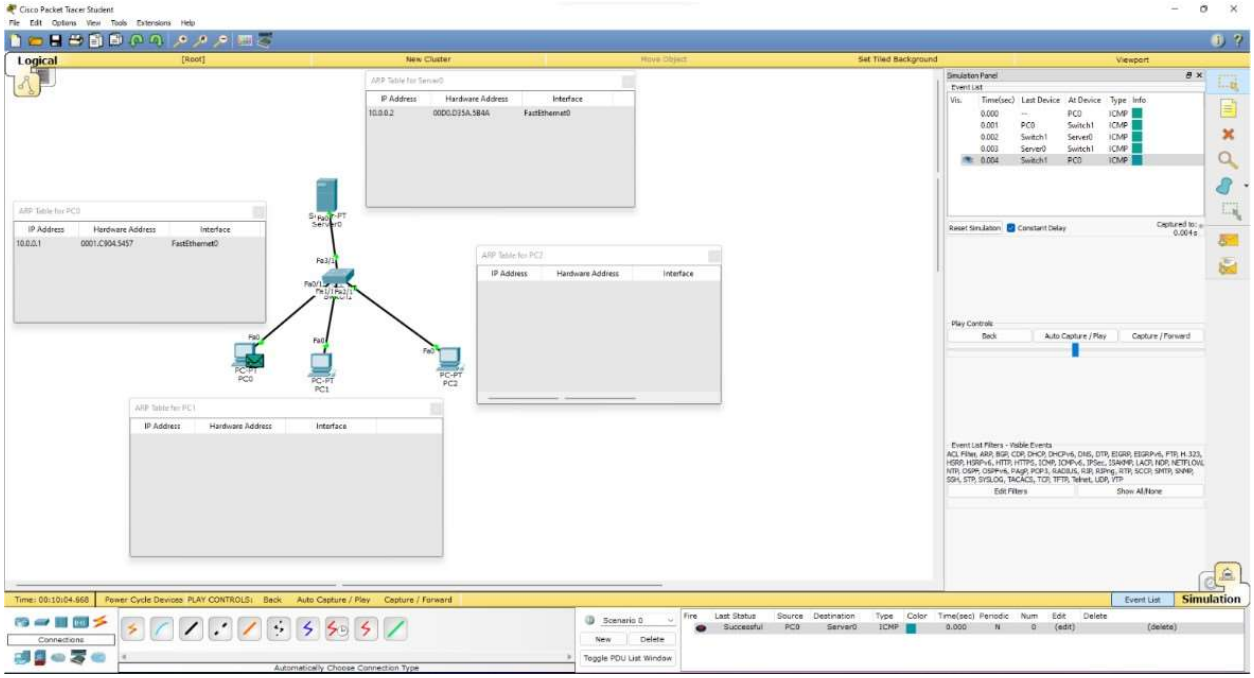
PC-1

IPaddress	Hardware address	Interface
10.0.0.4	0001.C90E.BE7C	Fast Ethernet 0

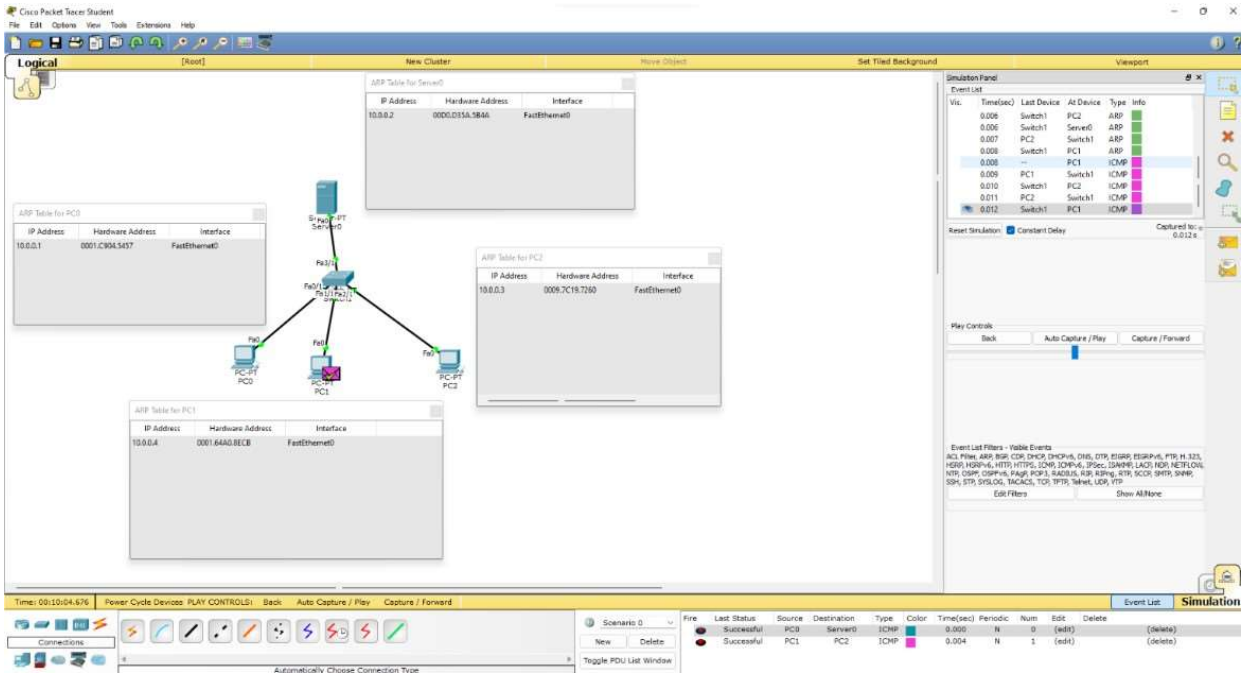
PC-2

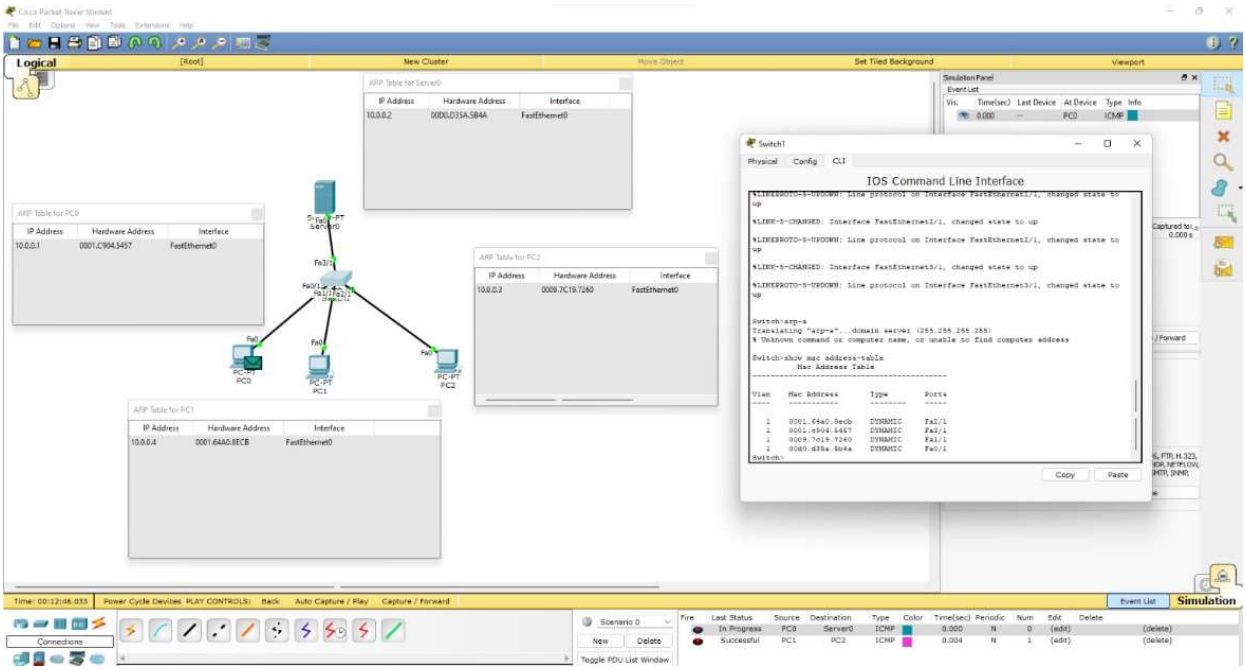
IPaddress	Hardware address	Interface
10.0.0.3	00D0.FF1C.754A	Fast Ethernet 0

TOPOLOGY:



OUTPUT:




Logical
[Root]
New Cluster
Move Object
Set Tiled Background
Viewport
ARP Table for Server0
IP Address
Hardware Address
Interface
10.0.0.2
0000.C05A.5B4A
FastEthernet0
ARP Table for PC0
10.0.0.1
0001.C904.5457
FastEthernet0
ARP Table for PC2
10.0.0.3
0009.7C19.7260
FastEthernet0
ARP Table for PC1
10.0.0.4
0001.64A0.8ECB
FastEthernet0
Switch1
Physical
Config
CLI
IOS Command Line Interface
%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet1/1, changed state to up
%LINK-5-CHANGED: Interface FastEthernet2/1, changed state to up
%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet2/1, changed state to up
%LINK-5-CHANGED: Interface FastEthernet3/1, changed state to up
%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet3/1, changed state to up
Switch>arp -a
Translating "arp-a"...domain server (255.255.255.255)
% Unknown command or computer name, or unable to find computer address
Switch>show mac address-table
Mac Address Table
Vlan Mac Address Type Ports
1 0001.64a0.8ecb DYNAMIC Fa2/1
1 0001.c904.5457 DYNAMIC Fa1/1
1 0009.7c19.7260 DYNAMIC Fa3/1
1 00d0.d38a.8d4a DYNAMIC Fa0/1
Switch>
Copy
Paste
Simulation Panel
Event List
Vis.
Time(sec)
Last Device
At Device
Type
Info
0.000
PC0
ICMP
Time: 00:12:46.033
Power Cycle Devices
PLAY CONTROLS:
Back
Auto Capture / Play
Capture / Forward
Event List
Simulation
Connections
Scenario 0
New
Delete
Toggle PDU List Window
Fire
Last Status
Source
Destination
Type
Color
Time(sec)
Periodic
Num
Edit
Delete
In Progress
PC0
Server0
ICMP
0.000
N
0
(edit)
(delete)
Successful
PC1
PC2
ICMP
0.004
N
1
(edit)
(delete)