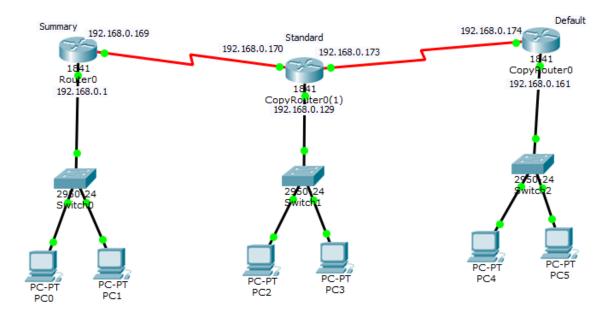
Project Name: Implementation of Static (Standard, Summary, Floating, Default) and Dynamic Routing Using VLSM from 192.168.0.0/24 IP Address.

VLSM Table

Network	Network Address	1st Usable	2 nd Usable	Last Usable	Broadcast	Subnet Mask
No		Address	Address	Address	Address	
1	192.168.0.0/25	192.168.0.1	192.168.0.2	192.168.0.126	192.168.0.127	255.255.255.128
2	192.168.0.128/27	192.168.0.129	192.168.0.130	192.168.0.158	192.168.0.159	255.255.255.224
3	192.168.0.160/29	192.168.0.161	192.168.0.162	192.168.0.166	192.168.0.167	255.255.255.248
4	192.168.0.168/30	192.168.0.169		192.168.0.170	192.168.0.171	255.255.255.252
5	192.168.0.172/30	192.168.0.173		192.168.0.174	192.168.0.175	255.255.255.252
6	192.168.0.176/30	192.168.0.177		192.168.0.178	192.168.0.179	255.255.255.252

Connection Diagram of Network



PC Configuration

- 1st usable address is used as default gateway
- 2nd usable address is used for 1st pc IP address
- Last usable address is used for 2nd pc IP address

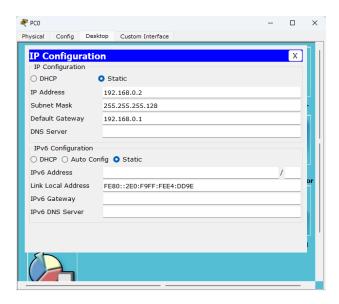


Fig. IP Configuration for PC0

Router Configuration

```
Router(config-if) #ip address 192.168.0.1 255.255.255.128
Router(config-if) #no shutdown

Router(config-if) # %LINK-5-CHANGED: Interface FastEthernet0/0, changed state to up

%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/0, changed state to up
```

Fig. CLI command for configuring router 0

Summary Static Routing in Router 0

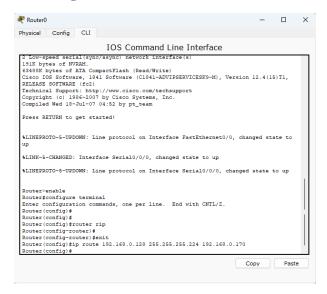


Fig. Summary routing with 192.168.0.128/26 and mask 255.255.255.192

Standard Static Routing in Router 1

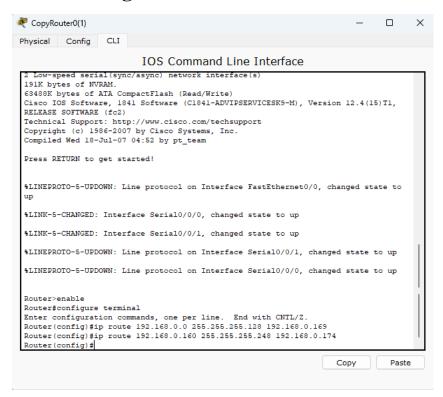


Fig. Standard routing in router1

Default Static Routing in Router 2

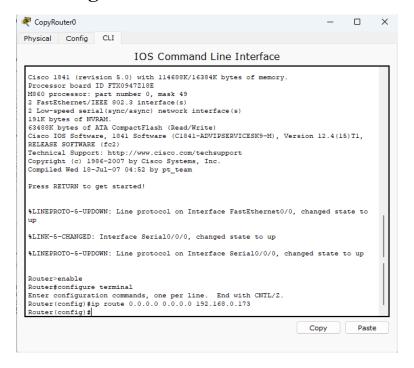


Fig. Default routing in router 2

Verifying the network by pinging the IP address

```
PC>ping 192.168.0.2

Pinging 192.168.0.2 with 32 bytes of data:

Reply from 192.168.0.2: bytes=32 time=3ms TTL=125

Reply from 192.168.0.2: bytes=32 time=24ms TTL=125

Reply from 192.168.0.2: bytes=32 time=3ms TTL=125

Reply from 192.168.0.2: bytes=32 time=3ms TTL=125

Ping statistics for 192.168.0.2:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

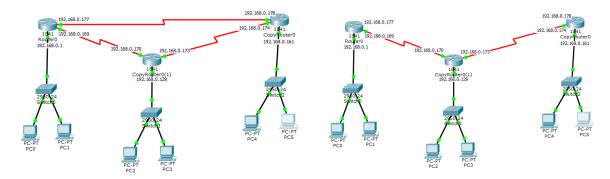
Approximate round trip times in milli-seconds:

Minimum = 3ms, Maximum = 24ms, Average = 8ms

PC>
```

Fig. Pinging from PC4 to PC0

Floating Static Routing



Verifying the network by trace routing

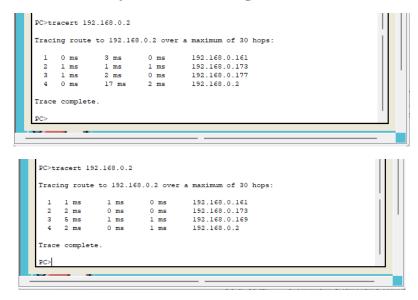
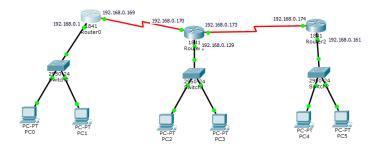


Fig. Showing different route for PC 5 to PC0

Dynamic Routing



Router Configuration

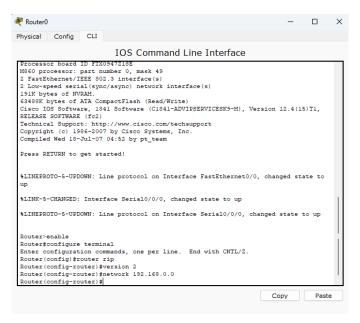


Fig. Router configuration for RIP version 2

Verifying the network by pinging the IP address

```
PC>ping 192.168.0.2

Pinging 192.168.0.2 with 32 bytes of data:

Reply from 192.168.0.2: bytes=32 time=2ms TTL=125

Reply from 192.168.0.2: bytes=32 time=1ms TTL=125

Reply from 192.168.0.2: bytes=32 time=2ms TTL=125

Reply from 192.168.0.2: bytes=32 time=2ms TTL=125

Ping statistics for 192.168.0.2:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

Approximate round trip times in milli-seconds:

Minimum = 2ms, Maximum = 11ms, Average = 4ms

PC>
```

Fig. Pinging from PC5 to PC0