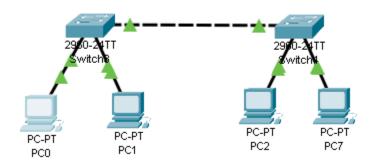
Vlan trunking using two switches (Day three – Trouble shooting using trunk)

Setup:



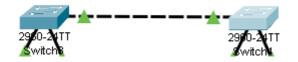
On this set up we have four PC's connected on different switches, two switches in total for the Vlan and trunking. Instead of having the VLAN's segregated on a single switch i.e, vlan 10 only on switch 2. This configuration would have multiple vlan's on different switches.

VLAN NUMBER	VLAN NAME
10	lTdepartment
20	HRdepartment

PC0 and PC2 are connected on VLAN 10 (IT department)

1003 1004	default ITdepartment HRdepartment fddi-default token-ring-default fddinet-default trnet-default	active active active active active active	Fa0/4, Fa0/5, Fa0/6, Fa0/7 Fa0/8, Fa0/9, Fa0/10, Fa0/11 Fa0/12, Fa0/13, Fa0/14, Fa0/15 Fa0/16, Fa0/17, Fa0/18, Fa0/19 Fa0/20, Fa0/21, Fa0/22, Fa0/23 Fa0/24, Gig0/1, Gig0/2 Fa0/2	Switch 1
1003 1004	ITdepartment HRdepartment fddi-default token-ring-default fddinet-default trnet-default	active active active active active active active	Fa0/4, Fa0/5, Fa0/6, Fa0/7 Fa0/8, Fa0/9, Fa0/10, Fa0/11 Fa0/12, Fa0/13, Fa0/14, Fa0/15 Fa0/16, Fa0/17, Fa0/18, Fa0/19 Fa0/20, Fa0/21, Fa0/22, Fa0/23 Fa0/24, Gig0/1, Gig0/2 Fa0/2 Fa0/3	Switch 2

Switch 1 and switch 2 has a trunk on interface f0/0, static trunking.



Pinging PC0 and PC2 will work due to the trunk while Pinging other VLAN's wouldn't be possible.

```
Cisco Packet Tracer PC Command Line 1.0
C:\>ping 192.168.10.1
Pinging 192.168.10.1 with 32 bytes of data:
Request timed out.
```

Here we used PC1 to ping PC0

```
C:\>ping 192.168.10.4

Pinging 192.168.10.4 with 32 bytes of data:

Reply from 192.168.10.4: bytes=32 time<lms TTL=128

Reply from 192.168.10.4: bytes=32 time<lms TTL=128

Reply from 192.168.10.4: bytes=32 time<lms TTL=128

Reply from 192.168.10.4: bytes=32 time=12ms TTL=128

Ping statistics for 192.168.10.4:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 12ms, Average = 3ms</pre>
```

Here we used pc1 to ping pc3 which is on the other switch.