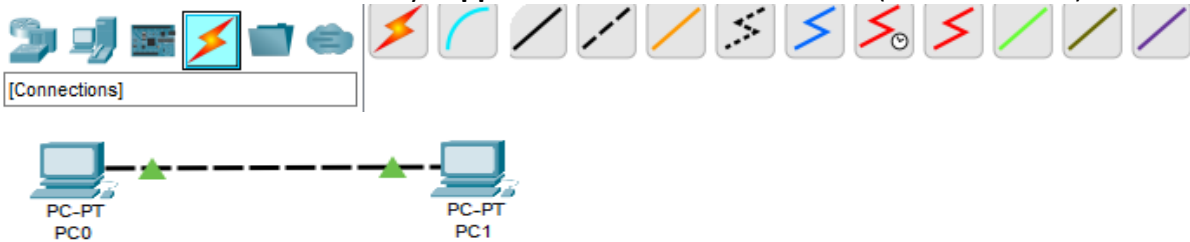


AIM: Using packet tracer create a basic network of two computer using appropriate wire use static IP address allocation to show connectivity

Click on End device to add device on the canvas



Next add the connection namely **copper cross over** to those device (Fast Ethernet0)



Set the IP address of both the devices

IP Configuration

☐ DHCP ☒ Static

IPv4 Address: 192.168.1.2

Subnet Mask: 255.255.255.0

Default Gateway: 192.168.1.1

DNS Server: 0.0.0.0

IP Configuration

☐ DHCP ☒ Static

IPv4 Address: 192.168.1.3

Subnet Mask: 255.255.255.0

Default Gateway: 192.168.1.1

DNS Server: 0.0.0.0

Add command Ping to see the result whether the connection done successfully or not

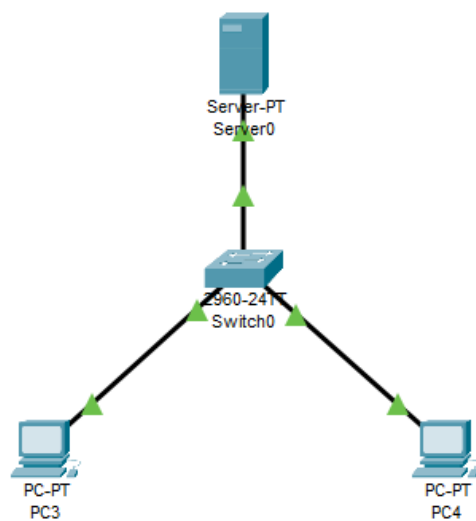
Command Prompt	Command Prompt
<pre>Cisco Packet Tracer PC Command Line 1.0 C:\>ping 192.168.1.2 Pinging 192.168.1.2 with 32 bytes of data: Reply from 192.168.1.2: bytes=32 time<1ms TTL=128 Reply from 192.168.1.2: bytes=32 time<1ms TTL=128 Reply from 192.168.1.2: bytes=32 time<1ms TTL=128 Reply from 192.168.1.2: bytes=32 time=13ms TTL=128 Ping statistics for 192.168.1.2: Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds: Minimum = 0ms, Maximum = 13ms, Average = 3ms</pre>	<pre>Cisco Packet Tracer PC Command Line 1.0 C:\>ping 192.168.1.3 Pinging 192.168.1.3 with 32 bytes of data: Reply from 192.168.1.3: bytes=32 time<1ms TTL=128 Reply from 192.168.1.3: bytes=32 time=14ms TTL=128 Reply from 192.168.1.3: bytes=32 time<1ms TTL=128 Reply from 192.168.1.3: bytes=32 time<1ms TTL=128 Ping statistics for 192.168.1.3: Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds: Minimum = 0ms, Maximum = 14ms, Average = 3ms</pre>

Using packet tracer of one server and two computer using appropriate network wire use dynamic address IP allocation and show connectivity

Drag and Drop server, switches and device from the end device and switches to canvas



Use copper straight through wire for connection



Click on Services in server and select DHCP

Add the following details or IP address

DHCP

SERVICES	Interface		Service
HTTP	FastEthernet0		On
DHCP			Off
DHCPv6			
TFTP			
DNS			
SYSLOG			
AAA			
NTP			
EMAIL			
FTP			
IoT			
VM Management			
Radius EAP			

Pool Name	serverPool		
Default Gateway	10.0.0.1		
DNS Server	10.0.0.2		
Start IP Address :	10	0	0 3
Subnet Mask:	255	255	0 0
Maximum Number of Users :	512		
TFTP Server:	0.0.0.0		
WLC Address:	0.0.0.0		
Add		Save	Remove

Pool Name	Default Gateway	DNS Server	Start IP Address	Subnet Mask	Max User	TFTP Server	WLC Address
serverPool	10.0.0.1	10.0.0.2	10.0.0.3	255.255....	512	0.0.0.0	0.0.0.0

Click on PC3 and PC4 and go to IP Config and select DHCP

PC3

IP Configuration

☒ DHCP ☐ Static

IPv4 Address: 10.0.0.3

Subnet Mask: 255.255.0.0

Default Gateway: 10.0.0.1

DNS Server: 10.0.0.2

PC4

IP Configuration

☒ DHCP ☐ Static

IPv4 Address: 10.0.0.4

Subnet Mask: 255.255.0.0

Default Gateway: 10.0.0.1

DNS Server: 10.0.0.2

Check the connection by using command **ping** followed by **IP address**

```
C:\>ping 10.0.0.4

Pinging 10.0.0.4 with 32 bytes of data:

Reply from 10.0.0.4: bytes=32 time<1ms TTL=128
Reply from 10.0.0.4: bytes=32 time<1ms TTL=128
Reply from 10.0.0.4: bytes=32 time<1ms TTL=128
Reply from 10.0.0.4: bytes=32 time<1ms TTL=128

Ping statistics for 10.0.0.4:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms
```

```
C:\>ping 10.0.0.3

Pinging 10.0.0.3 with 32 bytes of data:

Reply from 10.0.0.3: bytes=32 time<1ms TTL=128
Reply from 10.0.0.3: bytes=32 time<1ms TTL=128
Reply from 10.0.0.3: bytes=32 time<1ms TTL=128
Reply from 10.0.0.3: bytes=32 time<1ms TTL=128

Ping statistics for 10.0.0.3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms
```