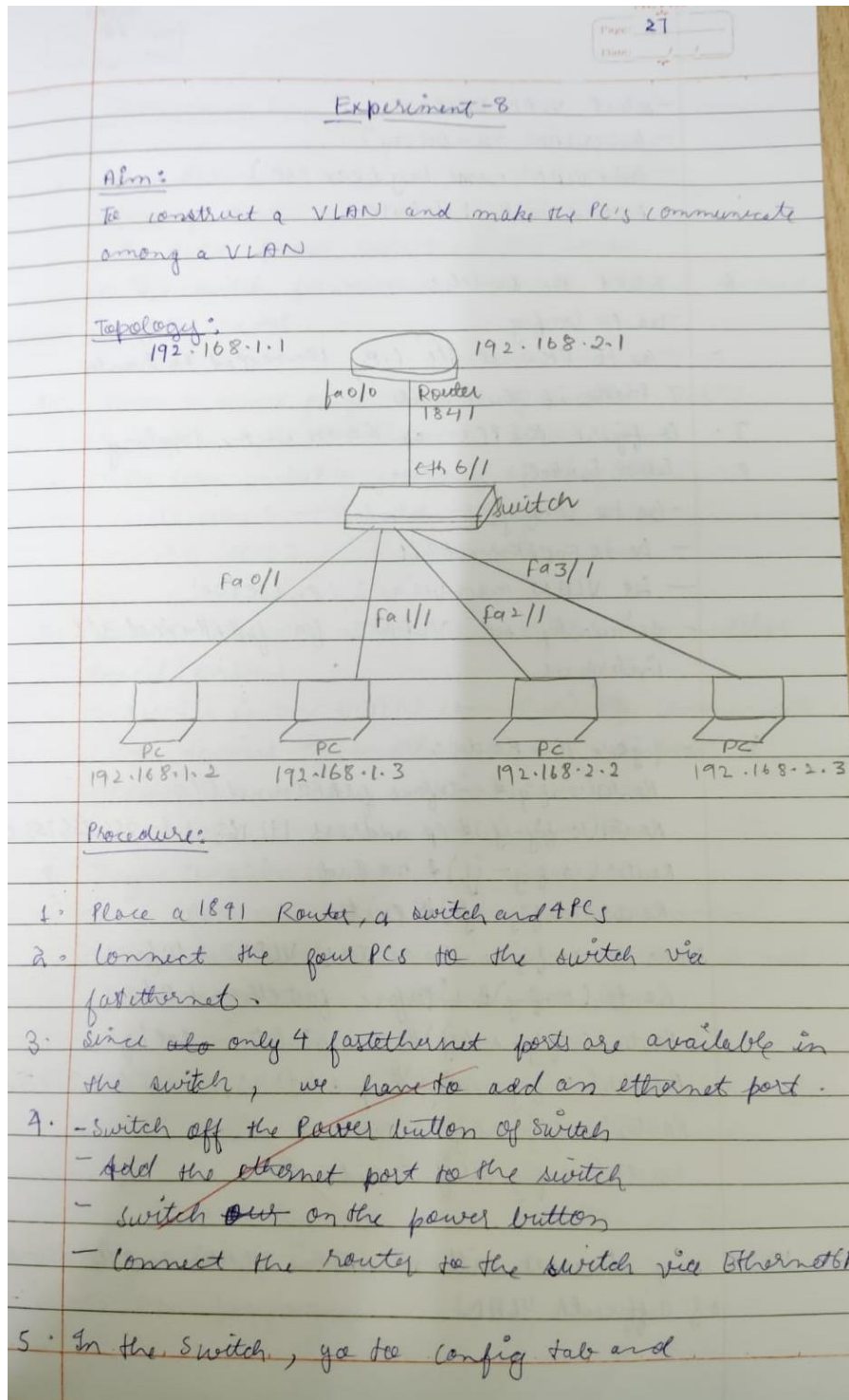


Program 12

Aim: To construct a VLAN and make the PC's communicate among a VLAN.

Topology , Procedure and Observation:



- select VLAN database
- Give VLAN number say 2
- Give VLAN name say (cse18c)
- Add it to the Database

6. Select the Switch:

- Go to Config
- Go to Ethernet 6/1, i.e., connected to Router
- Make it the trunk

7. Configure the PCs as shown in the topology

8. Select Switch

- Go to Config
- Go to FastEthernet 2/1
- Set VLAN number as 2, i.e., 'cse18c'
- Similarly set VLAN 2 for fast Ethernet 3/1 interfaces

9. Configure the Router:

```
Router(config)# interface fastEthernet 0/0
Router(config-if)# ip address 192.168.1.1 255.255.255.0
Router(config-if)# no shut
Router(config-if)# exit
```

Now, we configure the router's VLAN interface.

```
Router(config)# interface fastEthernet 0/0.1
Router(config-subif)# encapsulation dot1q 2
Router(config-subif)# ip address 192.168.2.1 255.255.255.0
Router(config-subif)# no shut
Router(config-subif)# exit
```

10. Ping devices within same VLAN and to devices of different VLAN

Observations:

1. When devices are pinged within same VLAN:

- Pinging 192.168.1.3 from 192.168.1.2
- The data packet doesn't go ^{to} the router
- The switch forwards the packet without the need of the router.

2. When a device pings a device of another VLAN

- Pinging 192.168.2.3 from 192.168.1.2
- The data packet's journey is as follows:
 192.168.1.2 → Switch → Router
 192.168.2.3 ← Switch ←

3. VLANs divide a single switch into multiple logical switches.

- Devices in one VLAN cannot directly communicate with devices in another VLAN without a router

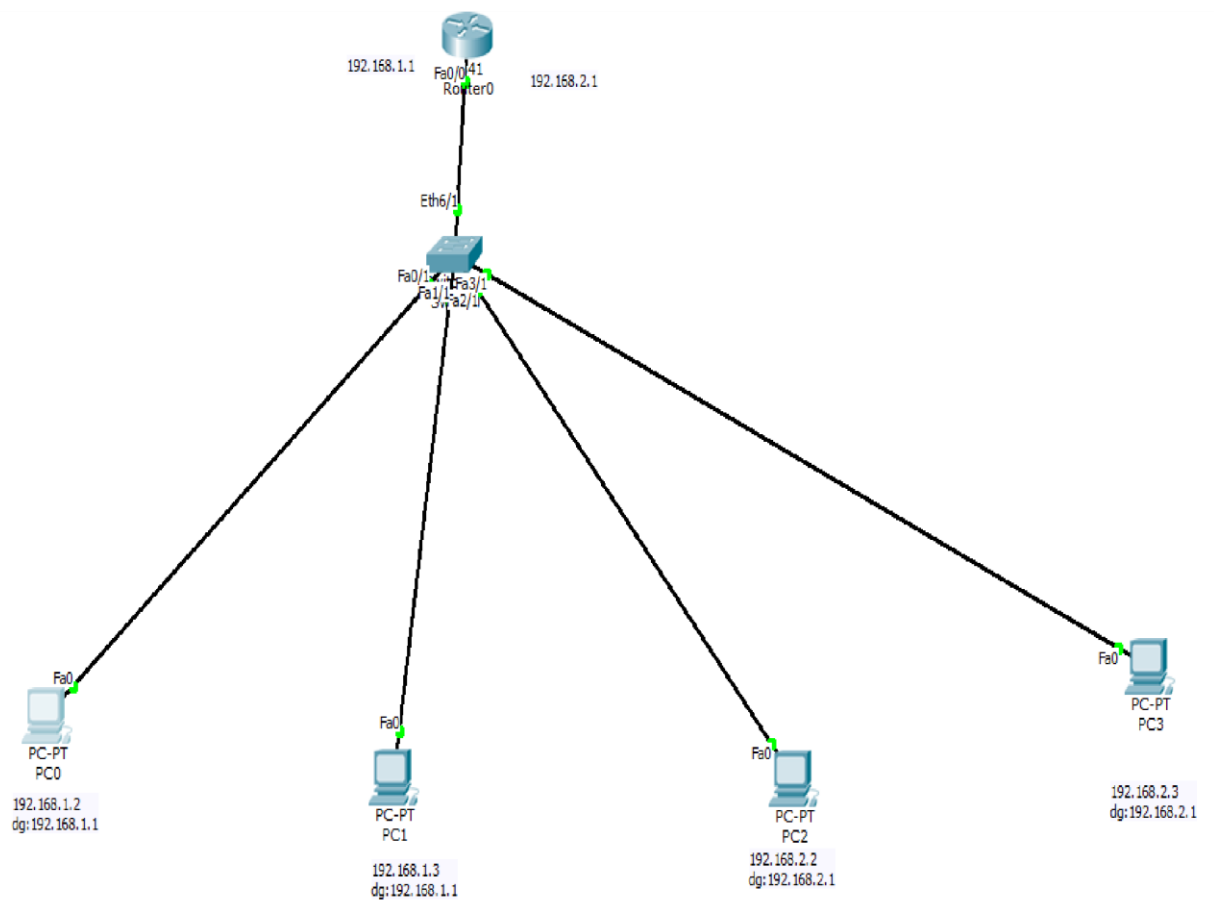
4. Traffic Isolation:

- Each VLAN maintains its own broadcast domain
- Broadcasts sent by devices in one VLAN do not reach devices in another VLAN

5. VLAN trunking allows switches to forward frames from different VLANs over a single link called trunk

- This is done by adding an additional header information called tag to the ethernet frame
- VLAN tagging.

Screen Shots:



Command Prompt

```
Packet Tracer PC Command Line 1.0
PC>ping 192.168.2.2

Pinging 192.168.2.2 with 32 bytes of data:

Request timed out.
Reply from 192.168.2.2: bytes=32 time=0ms TTL=127
Reply from 192.168.2.2: bytes=32 time=0ms TTL=127
Reply from 192.168.2.2: bytes=32 time=4ms TTL=127

Ping statistics for 192.168.2.2:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 4ms, Average = 1ms

PC>ping 192.168.2.2

Pinging 192.168.2.2 with 32 bytes of data:

Reply from 192.168.2.2: bytes=32 time=0ms TTL=127
Reply from 192.168.2.2: bytes=32 time=0ms TTL=127
Reply from 192.168.2.2: bytes=32 time=2ms TTL=127
Reply from 192.168.2.2: bytes=32 time=0ms TTL=127

Ping statistics for 192.168.2.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 2ms, Average = 0ms

PC>ping 192.168.2.3

Pinging 192.168.2.3 with 32 bytes of data:

Request timed out.
Reply from 192.168.2.3: bytes=32 time=3ms TTL=127
Reply from 192.168.2.3: bytes=32 time=2ms TTL=127
Reply from 192.168.2.3: bytes=32 time=1ms TTL=127

Ping statistics for 192.168.2.3:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
Approximate round trip times in milli-seconds:
    Minimum = 1ms, Maximum = 3ms, Average = 2ms

PC>ping 192.168.2.3

Pinging 192.168.2.3 with 32 bytes of data:

Reply from 192.168.2.3: bytes=32 time=0ms TTL=127
Reply from 192.168.2.3: bytes=32 time=0ms TTL=127
Reply from 192.168.2.3: bytes=32 time=2ms TTL=127
Reply from 192.168.2.3: bytes=32 time=0ms TTL=127

Ping statistics for 192.168.2.3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 2ms, Average = 0ms

PC>|
```