# NETWORK AND NETWORKING DEVICES WORKSHOP(ITITC19)



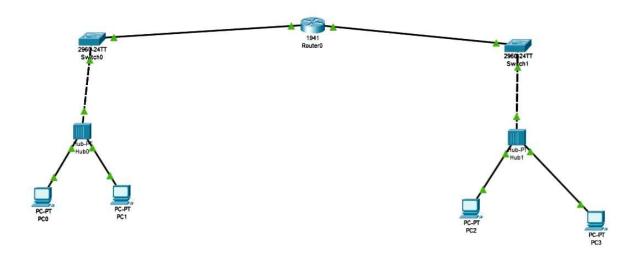
NAME: VAIBHAV AGGARWAL

CLASS: IT SEC-1

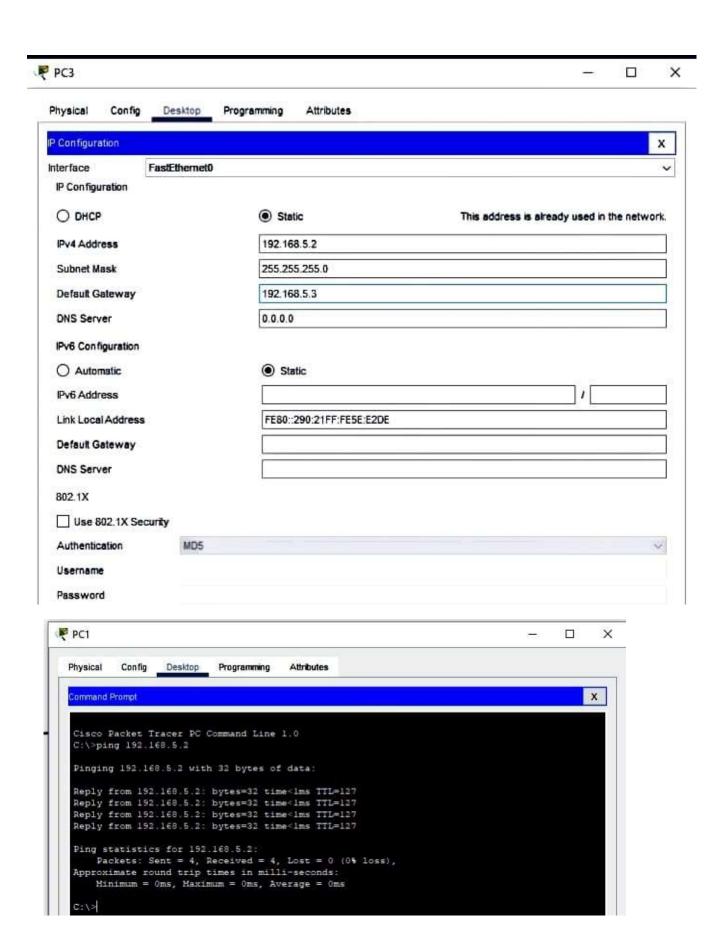
ROLL NO: 2021UIT3043

## 1)Establish a straight LAN configuration using:

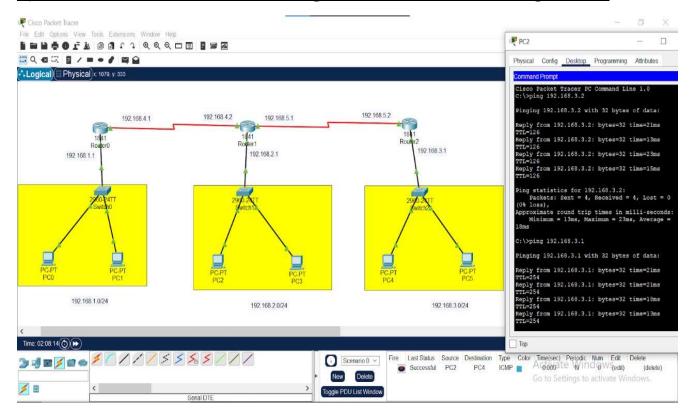
- <u>Hub</u>
- Switch
- Router



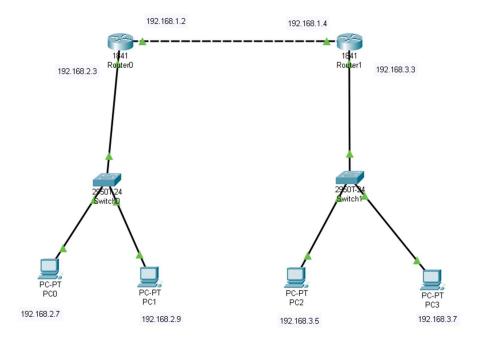
Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete	
	Successful	PC0	PC1	KMP		0.000	N	0	(edit)		(delete)
•	Successful	PC2	PC3	ICMP		0.000	N	1	(edit)		(delete)
•	Successful	PC1	PC2	ICMP		0.000	N	2	(edit)		(delete)



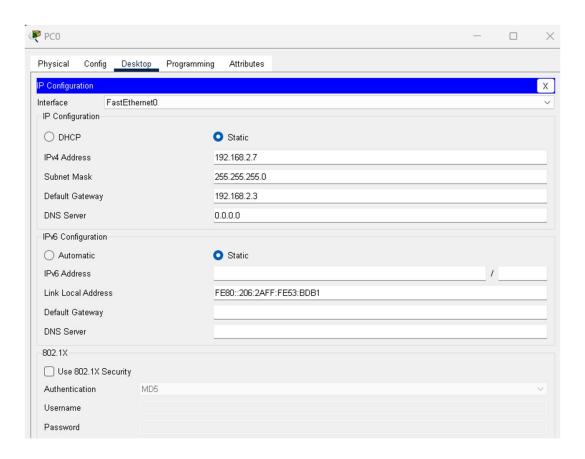
## 2)Document a basic network using 3 routers in a LAN configuration



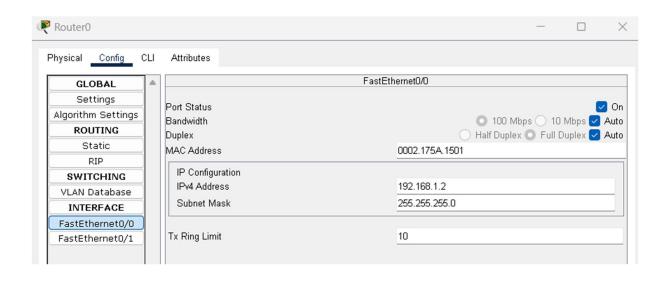
## **3)STATIC ROUTING PROTOCOL**

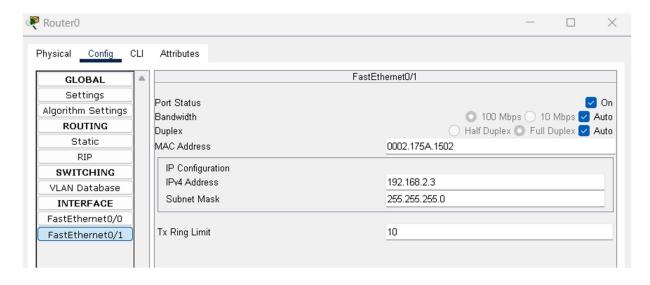


Step 1). Configure IP adress and subnet mask and default gateway for all PC's

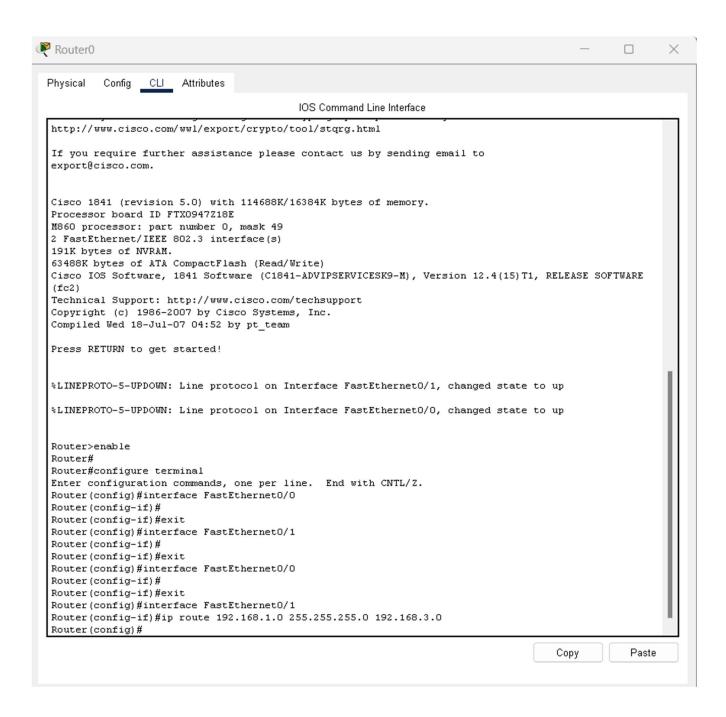


#### Step2).Configure routers with IP adress and subnet mask





#### Step3). Assign the routes to the routers.

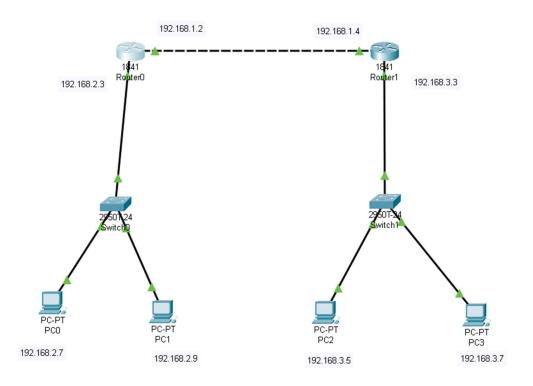


#### Step 4). TEST Ping in different network

```
PC0
                                                                                                   X
Physical
         Config <u>Desktop</u> Programming
                                        Attributes
 Command Prompt
                                                                                                          Χ
 Cisco Packet Tracer PC Command Line 1.0
 C:\>ping 192.168.3.5
 Pinging 192.168.3.5 with 32 bytes of data:
 Request timed out.
 Request timed out.
 Reply from 192.168.3.5: bytes=32 time<1ms TTL=126
 Reply from 192.168.3.5: bytes=32 time<1ms TTL=126
 Ping statistics for 192.168.3.5:
 Packets: Sent = 4, Received = 2, Lost = 2 (50% loss), Approximate round trip times in milli-seconds:
     Minimum = Oms, Maximum = Oms, Average = Oms
 C:\>ping 192.168.3.5
 Pinging 192.168.3.5 with 32 bytes of data:
 Reply from 192.168.3.5: bytes=32 time<1ms TTL=126
 Reply from 192.168.3.5: bytes=32 time<1ms TTL=126
 Reply from 192.168.3.5: bytes=32 time=1ms TTL=126
 Reply from 192.168.3.5: bytes=32 time=1ms TTL=126
 Ping statistics for 192.168.3.5:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
 Approximate round trip times in milli-seconds:
     Minimum = Oms, Maximum = 1ms, Average = Oms
 C:\>
```

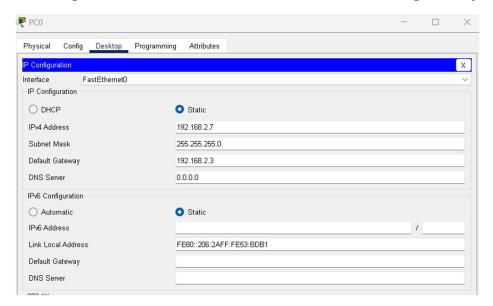
## 4) DYNAMIC ROUTING PROTOCOL USING (RIP)



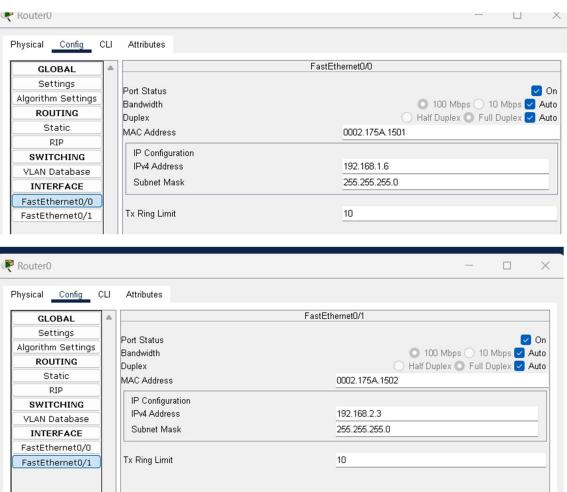




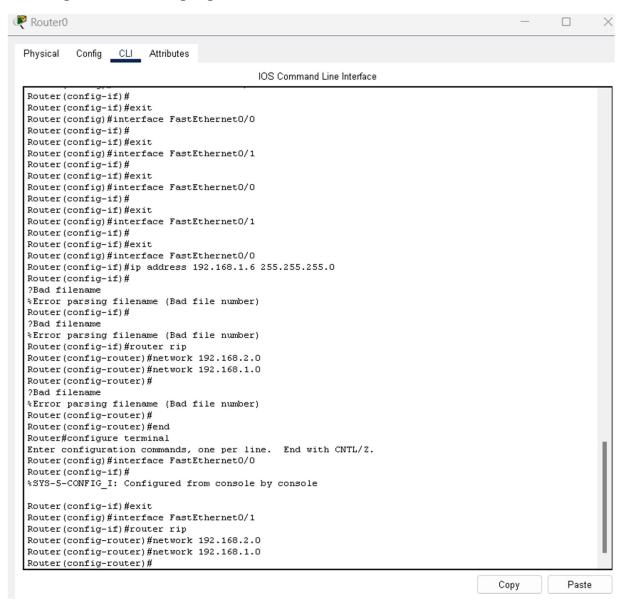
#### 1.Configure IP adress and subnet mask and default gateway for all PC's



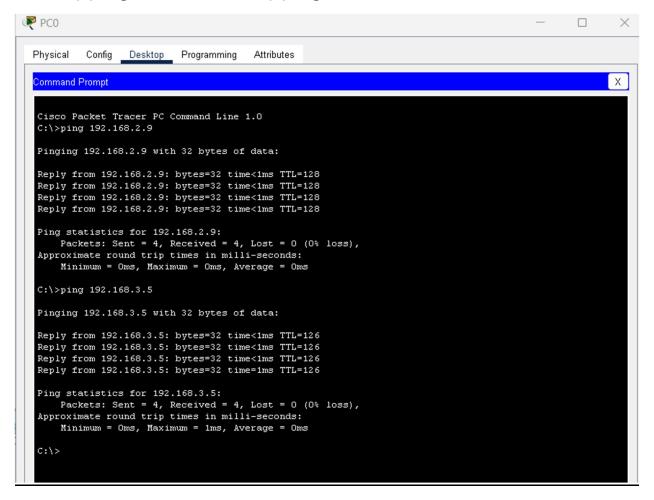
## 2.Configure routers with IP adress and subnet mask



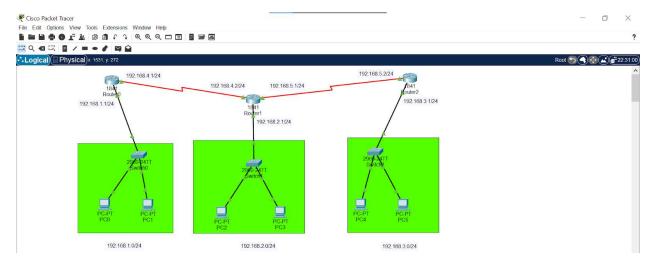
#### 3.Configure RIP routing algorithm for routers



#### 4. TEST (1)Ping in same network (2)Ping in different network



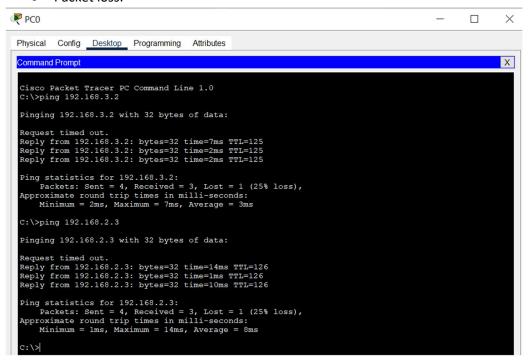
#### 5)Explore the working of netstat ping and traceout command.



#### 1. Ping Command

The ping command is a very common method used to troubleshoot accessibility of devices. It uses a series of Internet Control Message Protocol (ICMP) Echo messages to determine:

- Whether a remote host is active or inactive.
- The round-trip delay used to communicate with the host.
- Packet loss.



#### **2.Trace route:**

'Tracert' command in Cisco.

The traceroute command is used to discover the routes that packets actually take when they travel to their destination.

