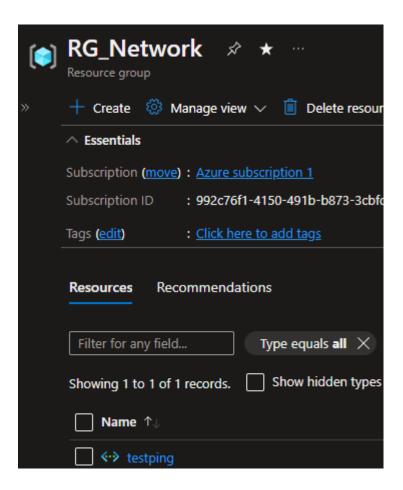
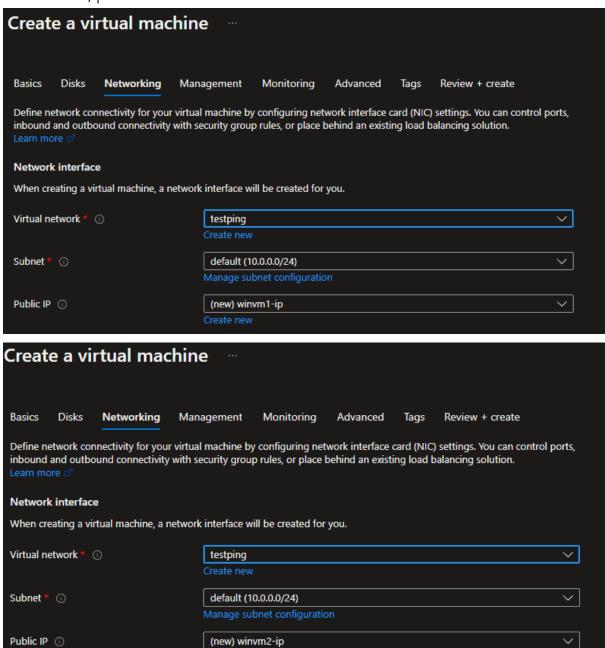
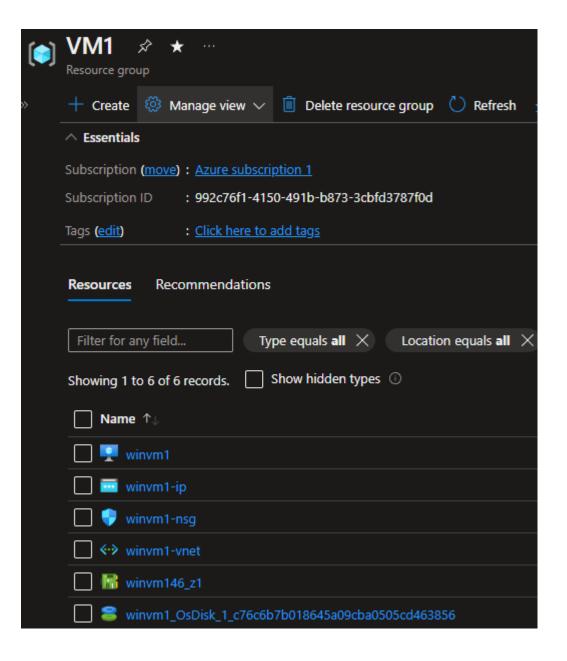
Práctica 5.

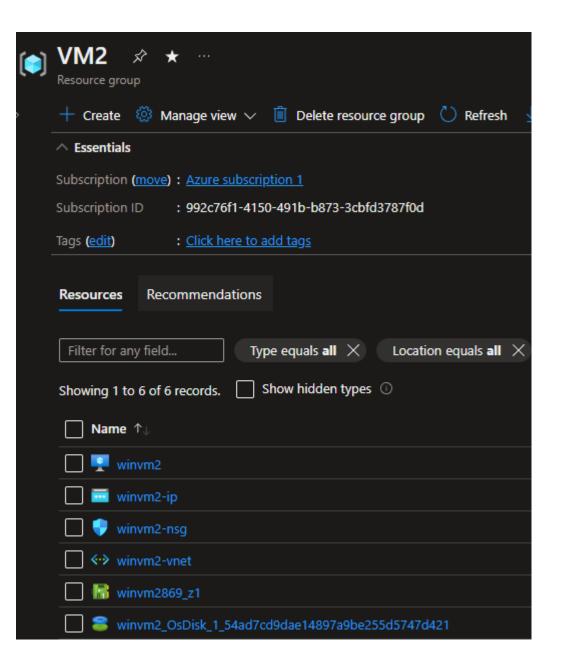
Primero creamos una network para comunicar las dos máquinas virtuales que crearemos a continuación.



Creación de dos grupos de recursos con una máquina virtual en cada uno, pero usando la misma virtual network.





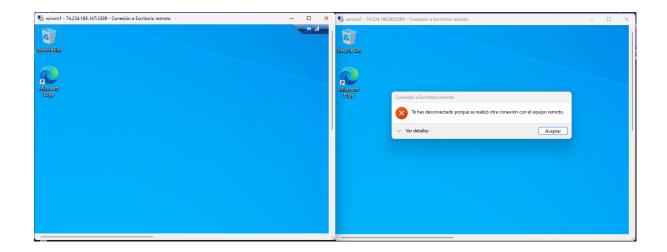


Desde la VM1 vamos a hacer ping a VM2.

```
PS C:\Users\adminazure> New-NetFirewallRule -DisplayName "Allow ICMPv-4-In" -Protocol ICMPv4
                               : {31eaa2a4-61d0-4167-9dc2-6d54d24e54a0}
Name
DisplayName
                              : Allow ICMPv-4-In
Description
DisplayGroup
Group
Enabled
                                True
Profile
                              : Any
Platform
                              : {}
: Inbound
Direction
                              : Allow
Action
EdgeTraversalPolicy
                              : Block
                               : False
LooseSourceMapping
LocalOnlyMapping
                              : False
Owner
PrimaryStatus
Status
                               : The rule was parsed successfully from the store. (65536)
EnforcementStatus
                                NotApplicable
PolicyStoreSource
                              : PersistentStore
PolicyStoreSourceType
                              : Local
RemoteDynamicKeywordAddresses :
PolicyAppId
```



Después de ingresar el usuario de la segunda máquina virtual.



En la segunda máquina estábamos conectados nos ha sacado por conectarnos a esa máquina.

```
C:\Windows\system32>ping 10.0.0.5
Pinging 10.0.0.5 with 32 bytes of data:
Reply from 10.0.0.5: bytes=32 time<1ms TTL=128
Ping statistics for 10.0.0.5:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms
C:\Windows\system32>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 = 1ms, Average = 0ms
```

Y ahí está la conexión entre ambas máquinas.