

LAPORAN PRAKTIKUM JARINGAN KOMPUTER DAN KOMUNIKASI DATA

MODUL KE 5. SUBNETTING DAN ROUTING



Disusun oleh:

- | | |
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PROGRAM STUDI SISTEM INFORMASI

FAKULTAS TEKNOLOGI INFORMASI DAN BISNIS

INSTITUT TEKNOLOGI TELKOM SURABAYA

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Laporan Praktikum 5. Subnetting dan Routing.

IP Address :

IP PC0 (192.168.1.4)

IP PC1 (192.168.2.6)

IP PC2 (192.168.3.8)

Blok subnet mask : $256 - 252 = 4$ subnet

(0,4,8,16,20,24,28,32,36,40,44,48,52,....,248,252)

Tabel Subnetting pada IP Address

IP Network	192.168.1.0	192.168.4.0	...	192.168.248.0	192.168.252.0
IP Awal	192.168.1.1	192.168.4.1	...	192.168.248.1	192.168.252.1
IP Akhir	192.168.1.254	192.168.4.254	...	192.168.248.254	192.168.252.254
Broadcast	192.168.1.255	192.168.4.255	...	192.168.248.255	192.168.252.255

Masukkan capture layar dari praktikum yang telah dilakukan.

Deskripsi	Screenshot
Topologi*	<p>The diagram illustrates a network topology with three routers (Router-PT Router0, Router-PT Router1, Router-PT Router2) connected in a line. Router0 is connected to Router1 via Se2/0 and Se3/0. Router1 is connected to Router2 via Se2/0 and Se3/0. Each router is connected to a switch (Switch-PT Switch0, Switch-PT Switch1, Switch-PT Switch2) via Fa0/0 and Fa0/1. Each switch is connected to a PC (PC-PT PC0, PC-PT PC1, PC-PT PC2) via Fa1/1 and Fa0.</p>

Konfigurasi Routing Statis	<div>Router 0</div> <div>IPv4 Address : 192.168.1.1</div> <div>Subnet Mask : 255.255.255.0</div> <div>Network static : 192.168.2.0/24 via 10.10.10.2</div>	<div>Router 1</div> <div>IPv4 Address : 192.168.2.1</div> <div>Subnet Mask : 255.255.255.0</div> <div>Serial2/0 : 10.10.10.2</div> <div>Serial3/0 : 20.20.20.1</div> <div>Subnet mask : 255.0.0.0</div> <div>Network Static : 192.168.1.0/24 via 10.10.10.1</div>																																																																		
Konfigurasi Routing Dinamis	<div>Router 1</div> <div>IPv4 Address : 192.168.2.1</div> <div>Subnet Mask : 255.255.255.0</div> <div>Serial2/0 : 10.10.10.2</div> <div>Serial3/0 : 20.20.20.1</div> <div>Subnet mask : 255.0.0.0</div> <div>Network Static : 192.168.1.0/24 via 10.10.10.1</div> <div>RIP</div> <div>Network Address : 20.0.0.0 , 192.168.2.0</div>	<div>Router 2</div> <div>IPv4 Address : 192.168.3.1</div> <div>Subnet Mask : 255.255.255.0</div> <div>Serial2/0 : 20.20.20.2</div> <div>Subnet mask : 255.0.0.0</div> <div>RIP</div> <div>Network Address : 20.0.0.0, 192.168.3.0</div>																																																																		
PING / Status Pengiriman Paket	<div>Statis :</div> <div><table><thead><tr><th>Fire</th><th>Last Status</th><th>Source</th><th>Destination</th><th>Type</th><th>Color</th><th>Time(sec)</th><th>Periodic</th><th>Num</th><th>Edit</th><th>Delete</th></tr></thead><tbody><tr><td></td><td>Successful</td><td>PC0</td><td>PC1</td><td>ICMP</td><td></td><td>0.000</td><td>N</td><td>0</td><td>(edit)</td><td>(delete)</td></tr><tr><td></td><td>Successful</td><td>PC1</td><td>PC0</td><td>ICMP</td><td></td><td>0.000</td><td>N</td><td>1</td><td>(edit)</td><td>(delete)</td></tr></tbody></table></div> <div>Dinamis :</div> <div><pre>C:\>ping C:\>ping 192.168.2.6 Pinging 192.168.2.6 with 32 bytes of data: Reply from 192.168.2.6: bytes=32 time=10ms TTL=128 Reply from 192.168.2.6: bytes=32 time=4ms TTL=128 Reply from 192.168.2.6: bytes=32 time<1ms TTL=128 Reply from 192.168.2.6: bytes=32 time=4ms TTL=128 Ping statistics for 192.168.2.6: Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds: Minimum = 0ms, Maximum = 10ms, Average = 4ms</pre></div> <div><table><thead><tr><th>Fire</th><th>Last Status</th><th>Source</th><th>Destination</th><th>Type</th><th>Color</th><th>Time(sec)</th><th>Periodic</th><th>Num</th><th>Edit</th><th>Delete</th></tr></thead><tbody><tr><td></td><td>Successful</td><td>PC1</td><td>PC2</td><td>ICMP</td><td></td><td>0.000</td><td>N</td><td>0</td><td>(edit)</td><td>(delete)</td></tr><tr><td></td><td>Successful</td><td>PC2</td><td>PC1</td><td>ICMP</td><td></td><td>0.000</td><td>N</td><td>1</td><td>(edit)</td><td>(delete)</td></tr></tbody></table></div>		Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete		Successful	PC0	PC1	ICMP		0.000	N	0	(edit)	(delete)		Successful	PC1	PC0	ICMP		0.000	N	1	(edit)	(delete)	Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete		Successful	PC1	PC2	ICMP		0.000	N	0	(edit)	(delete)		Successful	PC2	PC1	ICMP		0.000	N	1	(edit)	(delete)
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***Keterangan :**

1. Berikan note untuk IP Address yang digunakan pada Screenshot topologi
2. Screenshot pastikan jelas dan tidak buram