# Assignment – 7

- Make a mesh topology distributed system with Start/Bus/Ring (use gateway).

## ❖ Procedure:

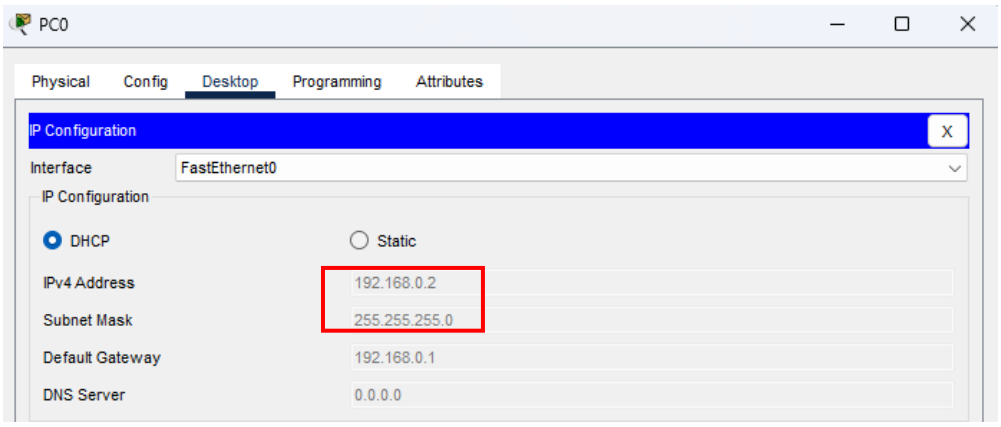
Step 1 : Take some PC's and Switches.

Step 2 : Make a Star, Bus and Ring Topology by connecting the PC's and Switches.

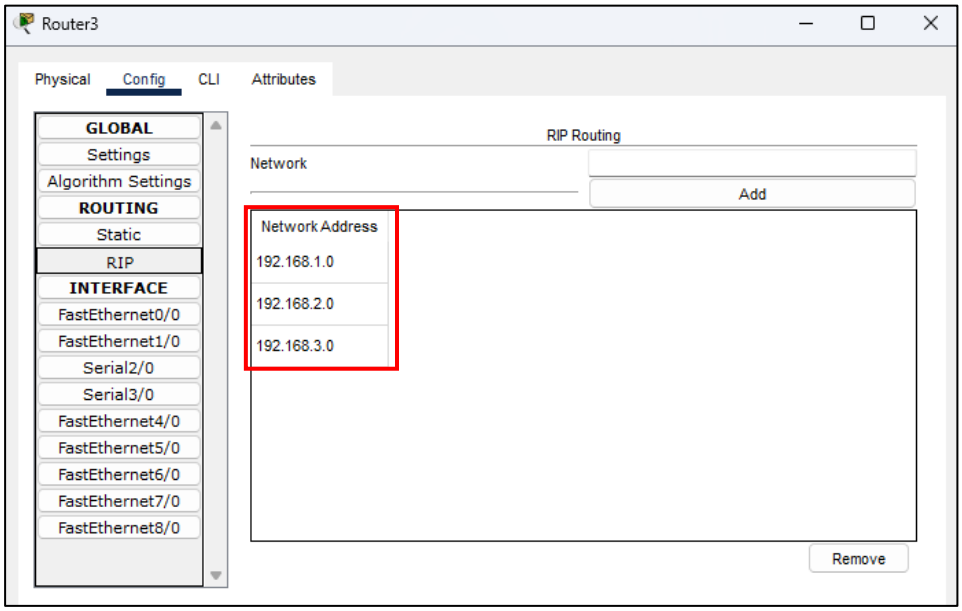
Step 3 : Assign IP Addresses to the PC's and each of them belongs to class C or we can use DHCP configuration to assign the IP Addresses to the PCs.

Step 4 : Here I use DHCP configuration by typing this commands for a particular port where topologies end point is connected.

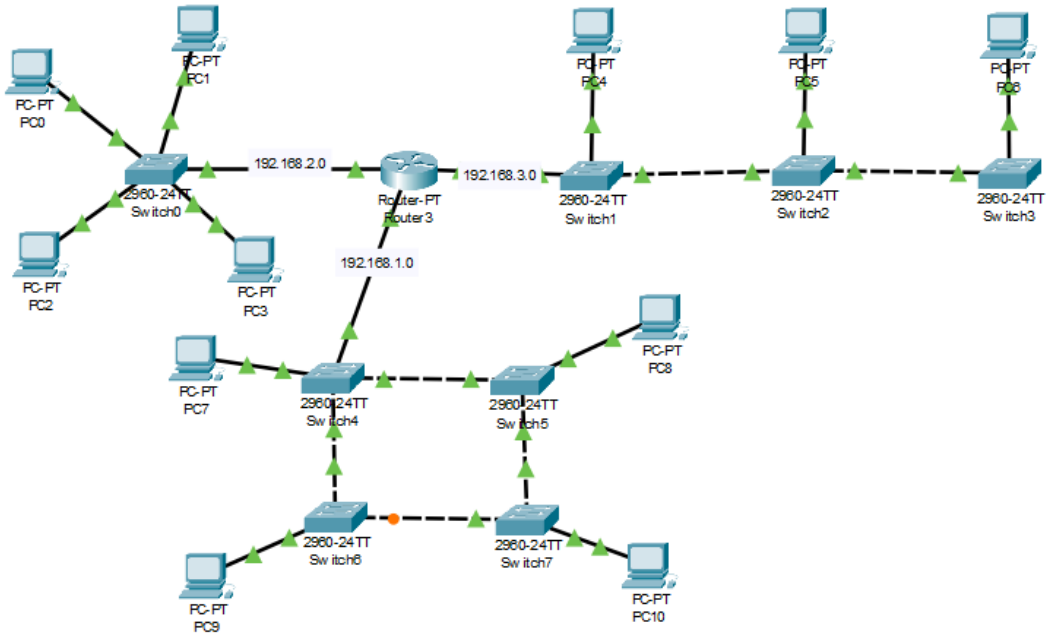
```
Router(config-if)#ip dhcp pool mypool
Router(dhcp-config)#network 192.168.0.0 255.255.255.0
Router(dhcp-config)#default-router 192.168.0.1
```




Step 5 : Now setup the static or dynamic routing that makes the PC's communicate with each other. Here I use dynamic routing.



❖ Diagram:




❖ Output's:

```
C:\>ping 192.168.3.3

Pinging 192.168.3.3 with 32 bytes of data:

Reply from 192.168.3.3: bytes=32 time<1ms TTL=127
Reply from 192.168.3.3: bytes=32 time=2ms TTL=127
Reply from 192.168.3.3: bytes=32 time=1ms TTL=127
Reply from 192.168.3.3: bytes=32 time<1ms TTL=127

Ping statistics for 192.168.3.3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 2ms, Average = 0ms
```

```
C:\>ping 192.168.3.2

Pinging 192.168.3.2 with 32 bytes of data:

Request timed out.
Reply from 192.168.3.2: bytes=32 time<1ms TTL=127
Reply from 192.168.3.2: bytes=32 time<1ms TTL=127
Reply from 192.168.3.2: bytes=32 time<1ms TTL=127

Ping statistics for 192.168.3.2:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms
```

Response coming from one topologies PC to other topologies PC, so configuration is successful.