

WORKSHEET – 2.4

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Section/Group: 716 B

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Subject: Computer Networks Lab

Branch: BE CSE (4th Semester)

Aim:

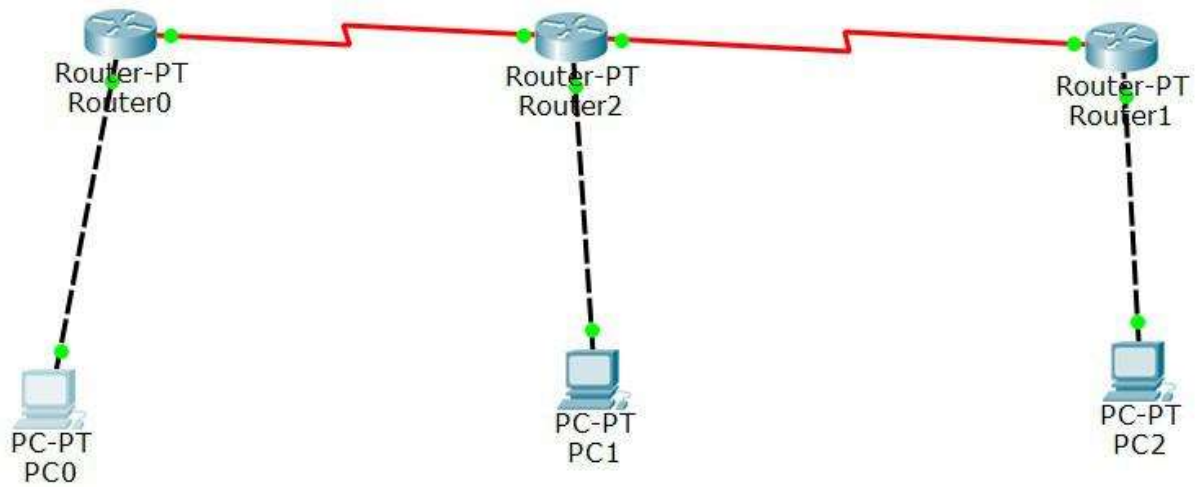
Create a network using Distance Vector routing Protocol using Packet Tracer

Requirements:

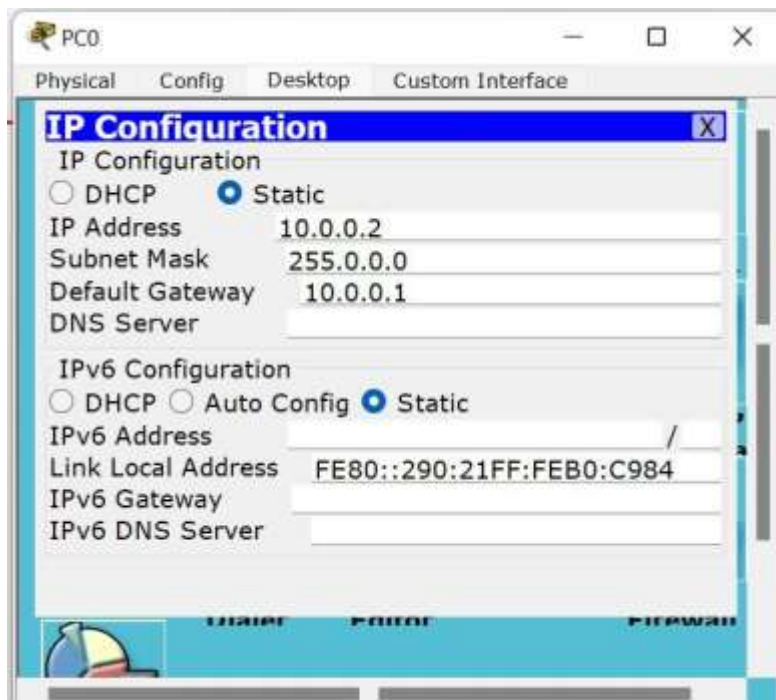
- Cisco Student Packet Tracer

Algorithm/Flowchart (For programming-based labs):

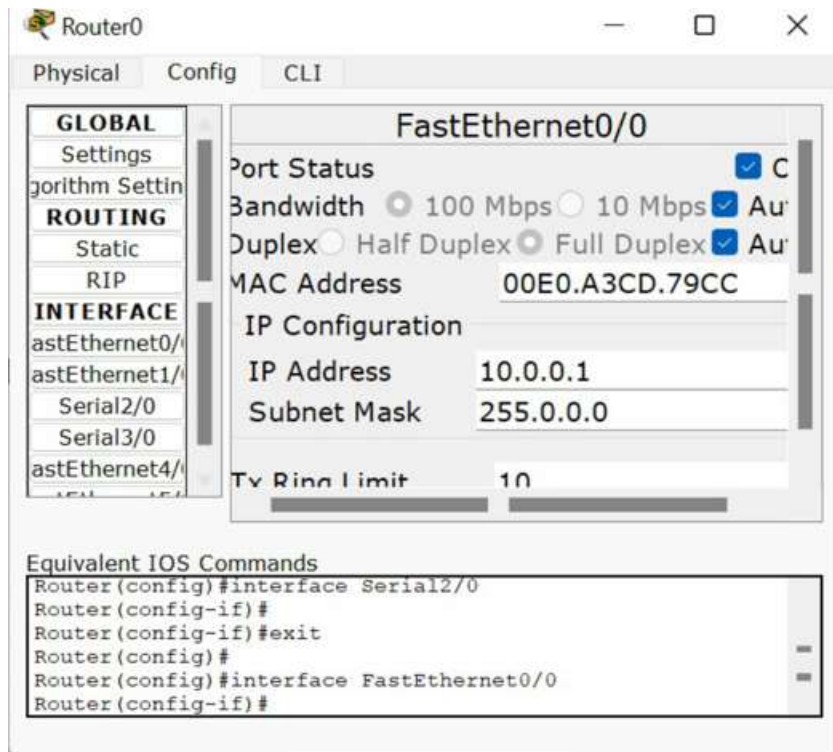
1. Open the simulator.
2. Plot some generic routers and some end devices(PC's) where end devices to router is connected by Automatically Chosen wire and routers are connected each other by Serial DCE wire type.



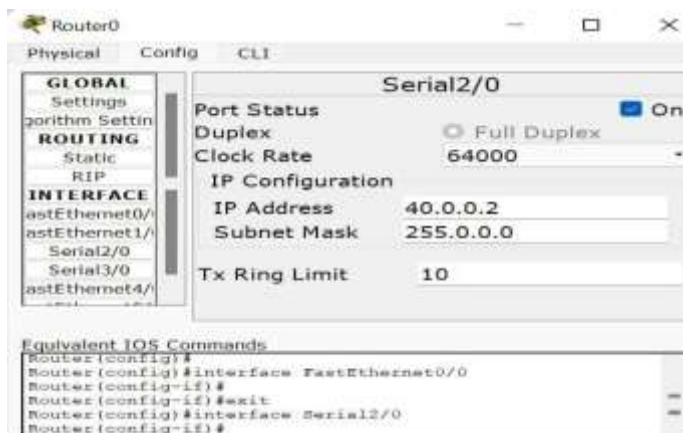
3. Give Ip addresses to all the end devices and give default Ip address to router with default gateway.



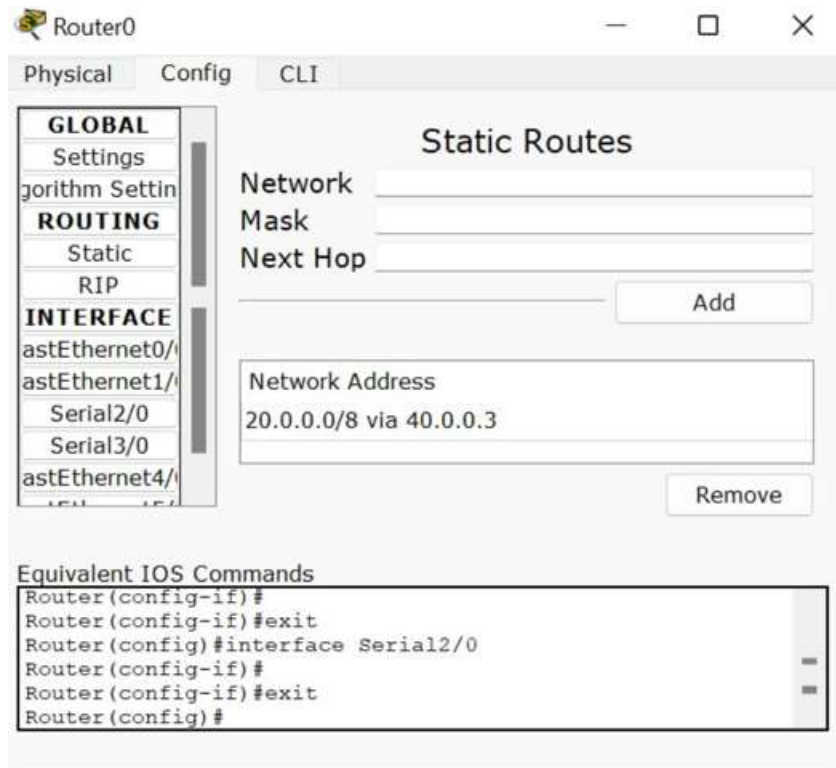
4. Now, Configure router's fast ethernet with port status ON.



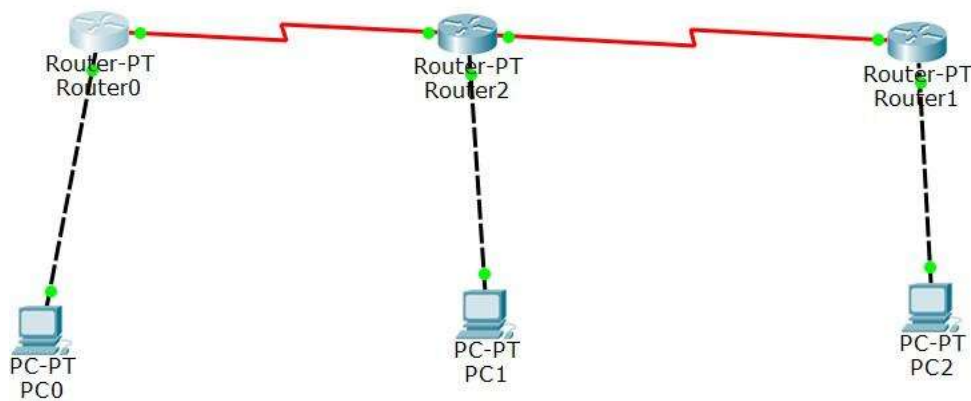
5. Now, configure router's serial port with clock rate 64000 and port status ON.



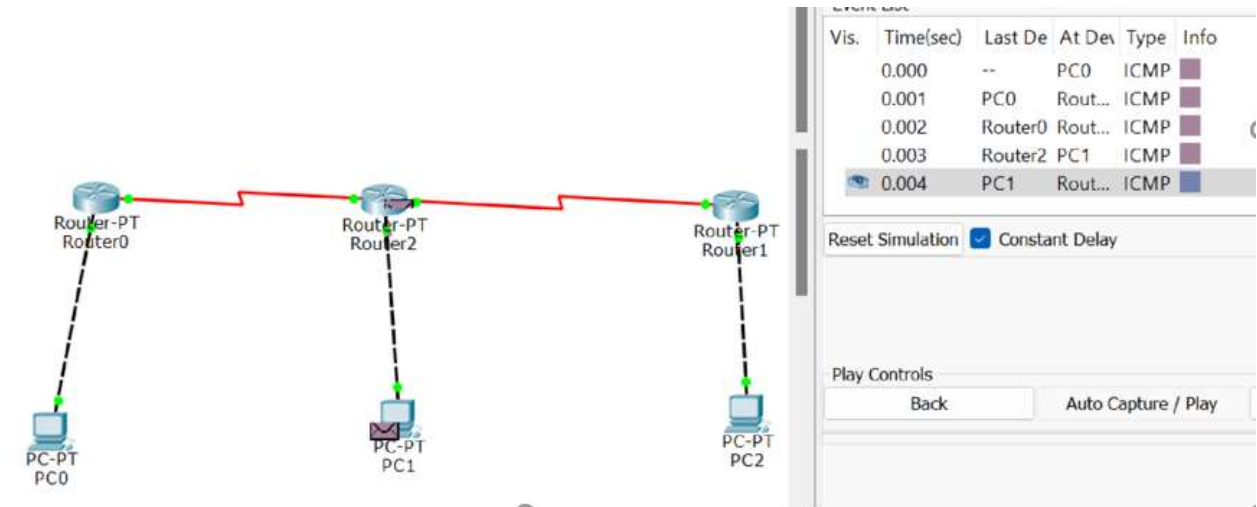
6. Now, configure static routing of router.



7. Also, now similarly setup other routers and end devices for perfect setup for experiment. And make sure all connections are green.



8. Now, run stimulation in real time by PDU.
9. Now, check successful status.

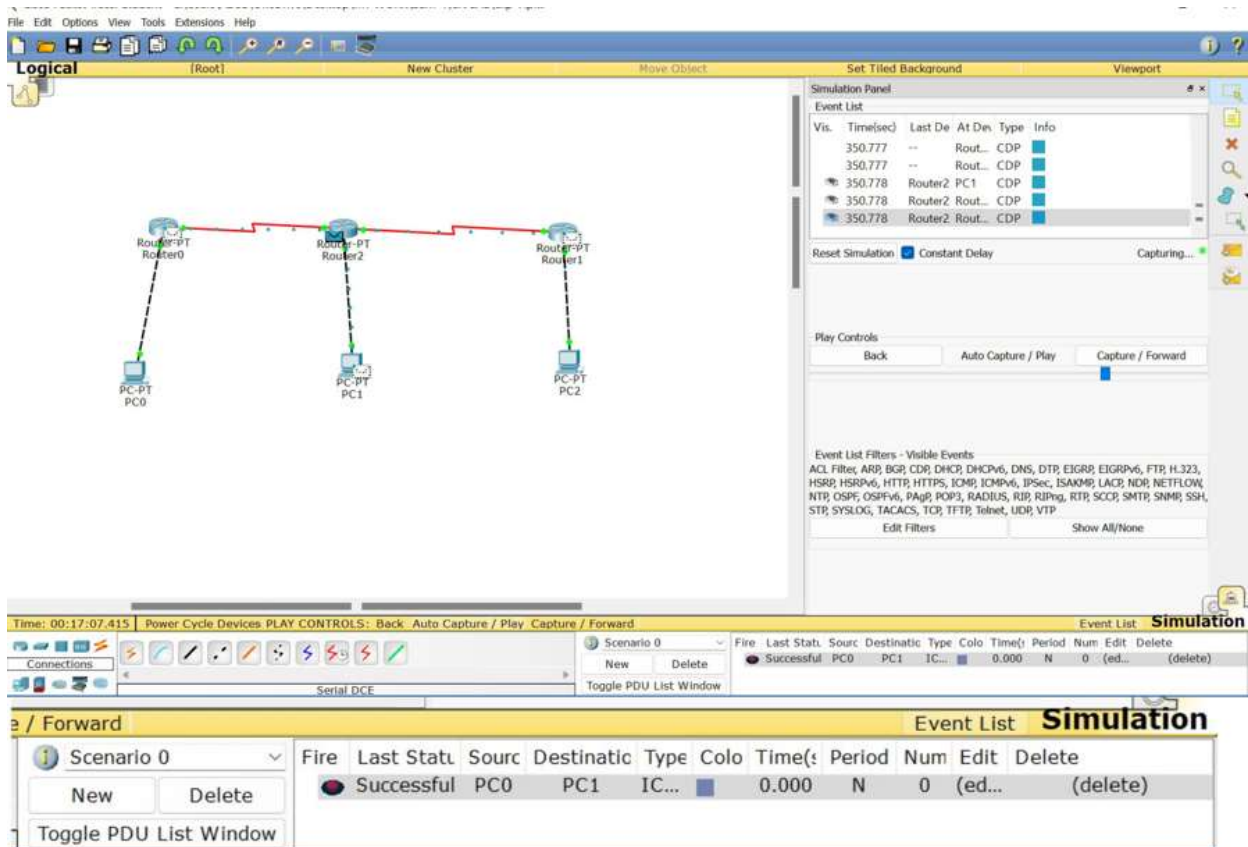


10. Now stop stimulation after successful output for experiment

a / Forward										Event List	Simulation
Scenario 0											
New Delete											
Toggle PDU List Window											
Fire	Last Statu	Sourc	Destinatio	Type	Colo	Time(Period	Num	Edit	Delete	
Successful		PC0	PC1	IC...		0.000	N	0	(ed...	(delete)	

Result/Output/Writing Summary:

Understand how packet travels in network if RIP is configured as routing protocol.



Learning outcomes (What I have learnt):

1. Know about how the data is transfer through computers.
2. Uses of switches(Can be used) and routers.
3. Knowledge abouts address like Ip, default, static routing, etc.
4. Some knowledge about port status, subnet mask.
5. We get to know about static and serial status.
6. We also know about clock frequency.