



University of Asia Pacific

Department of Computer Science & Engineering

Computer Networks Lab

CSE 320

VLSM with RIP Report

Submitted to:

Md. Akhtaruzaman Adnan
Assistant Professor
CSE, University of Asia Pacific

VLSM:

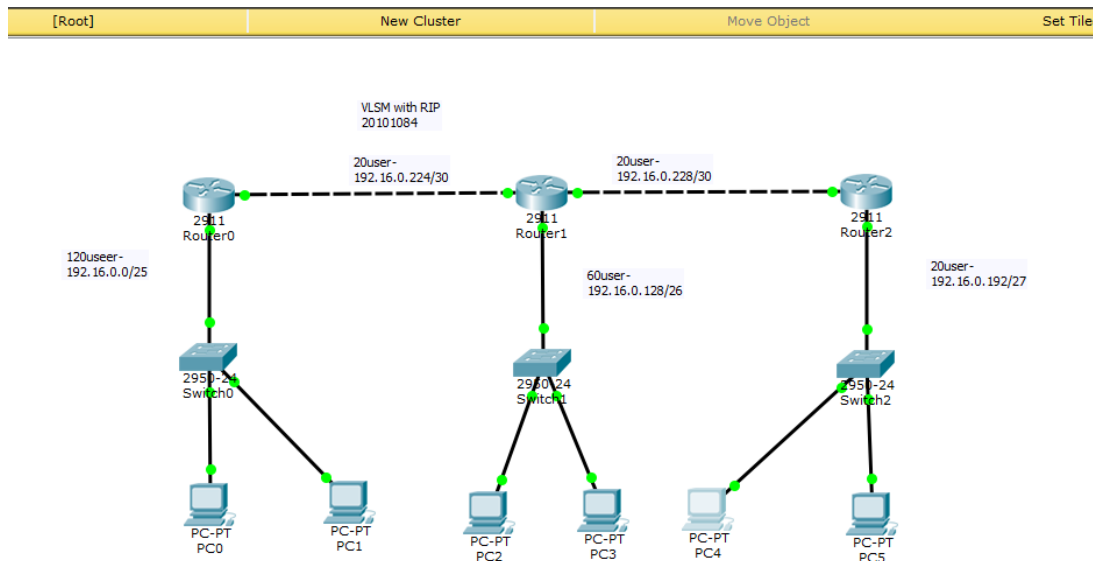
Variable Length Subnet Masking – VLSM – is a technique that allows network administrators to divide an IP address space into subnets of different sizes, unlike simple same-size Subnetting.

Variable Length Subnet Mask (VLSM) in a way, means subnetting a subnet. To simplify further, VLSM is the breaking down of IP addresses into subnets (multiple levels) and allocating them according to the individual need of a network. It can also be called a classless IP addressing. Classful addressing follows the general rule that has been proven to amount to IP address wastage.

VLSM fundamentals:

To fully understand VLSM, it's important to be familiar with several fundamental terms: subnet mask, subnetting and supernetting. In order to fully grasp the concept of VLSM, we first need to understand the term subnet mask, subnetting and Supernetting.

Structure:



Equipments:

- 2921 router
- 2960-24 switch
- PC-PT end devices
- Wire

Step:

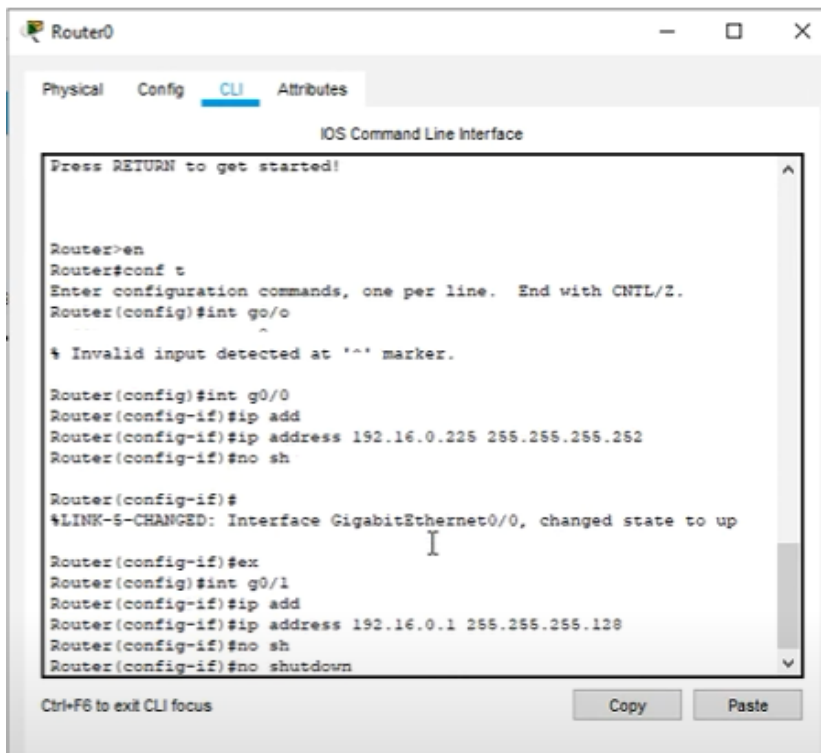
Step 1: Arrange the networks from the largest to the smallest.

Step 2: Implement VLSM subnetting for the largest network (LAN A).

Step 3: Implement VLSM subnetting for the second-largest network (LAN B).

Step 4: Implement VLSM subnetting for LAN C.

For R1,R2 & R3:



```
Router0
Physical Config CLI Attributes
IOS Command Line Interface
Press RETURN to get started!

Router>en
Router#conf t
Enter configuration commands, one per line. End with CNTL/Z.
Router(config)#int g0/0
^
% Invalid input detected at '^' marker.

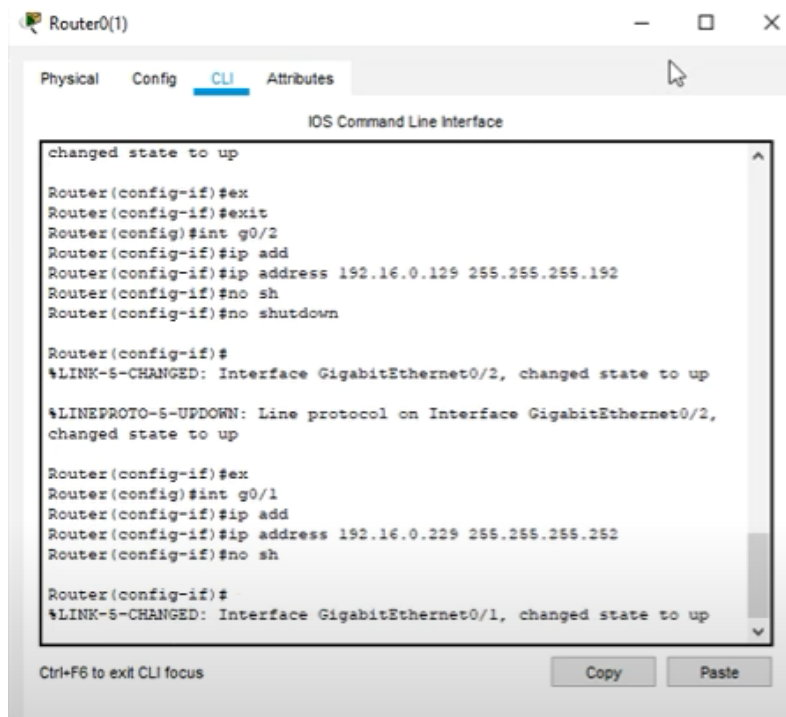
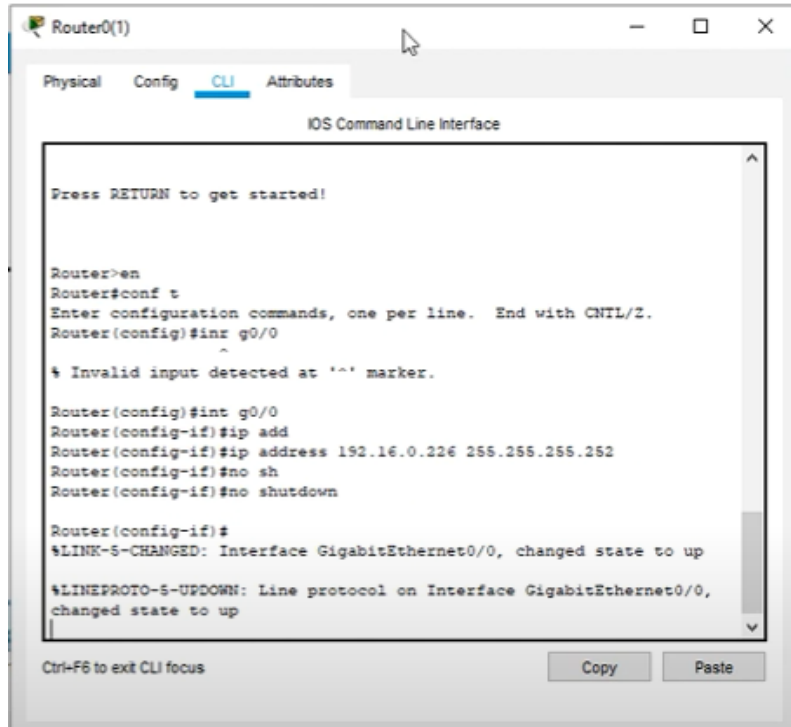
Router(config)#int g0/0
Router(config-if)#ip add
Router(config-if)#ip address 192.16.0.225 255.255.255.252
Router(config-if)#no sh

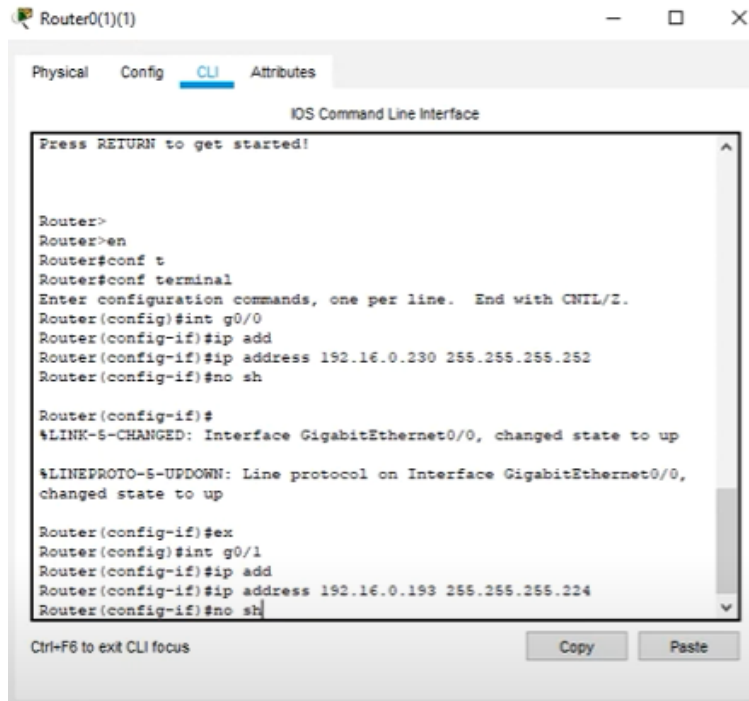
Router(config-if)#
%LINK-5-CHANGED: Interface GigabitEthernet0/0, changed state to up

Router(config-if)#ex
Router(config)#int g0/1
Router(config-if)#ip add
Router(config-if)#ip address 192.16.0.1 255.255.255.128
Router(config-if)#no sh
Router(config-if)#no shutdown
```

Ctrl+F6 to exit CLI focus

Copy Paste





```
Router0(1)(1)
Physical Config CLI Attributes
IOS Command Line Interface
Press RETURN to get started!

Router>
Router>en
Router>conf t
Router#conf terminal
Enter configuration commands, one per line. End with CNTL/Z.
Router(config)#int g0/0
Router(config-if)#ip add
Router(config-if)#ip address 192.16.0.230 255.255.255.252
Router(config-if)#no sh

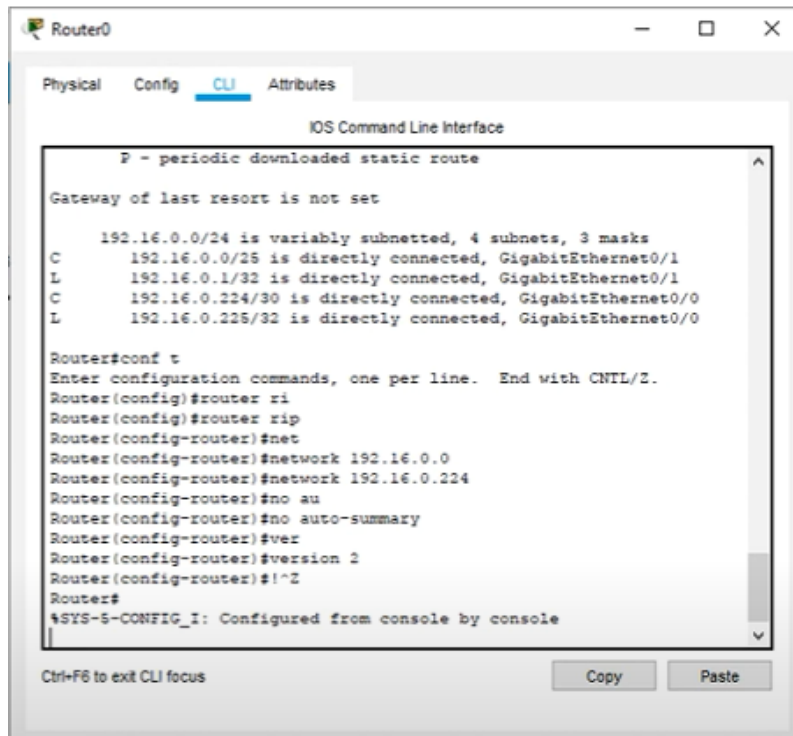
Router(config-if)#
%LINK-5-CHANGED: Interface GigabitEthernet0/0, changed state to up

%LINEPROTO-5-UPDOWN: Line protocol on Interface GigabitEthernet0/0,
changed state to up

Router(config-if)#ex
Router(config)#int g0/1
Router(config-if)#ip add
Router(config-if)#ip address 192.16.0.193 255.255.255.224
Router(config-if)#no sh

Ctrl+F6 to exit CLI focus
```

For Switch S1,S2 & S3:

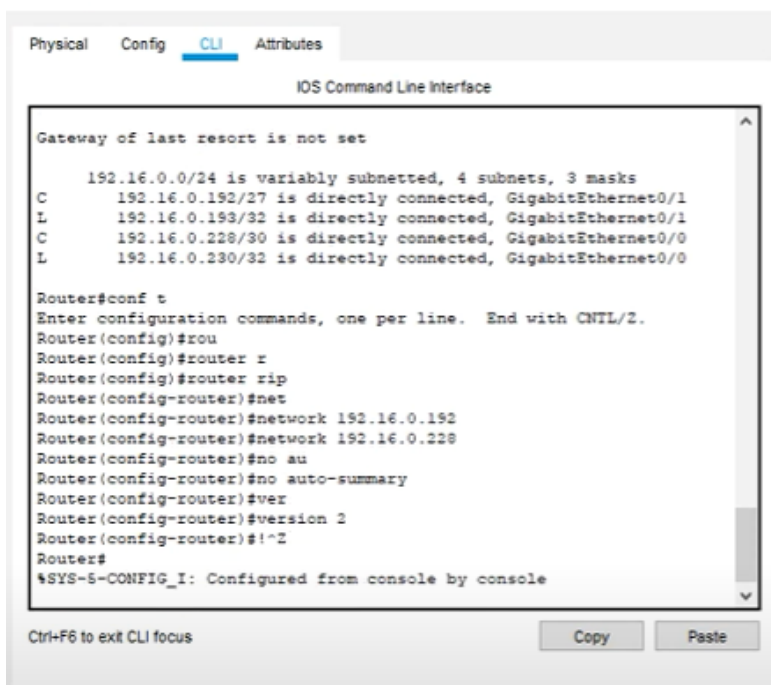
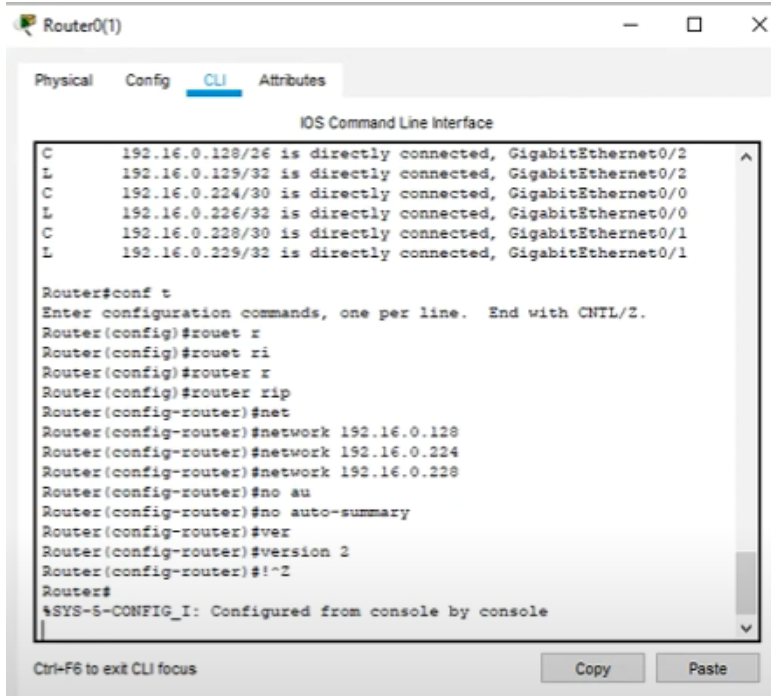


```
Router0
Physical Config CLI Attributes
IOS Command Line Interface
P - periodic downloaded static route

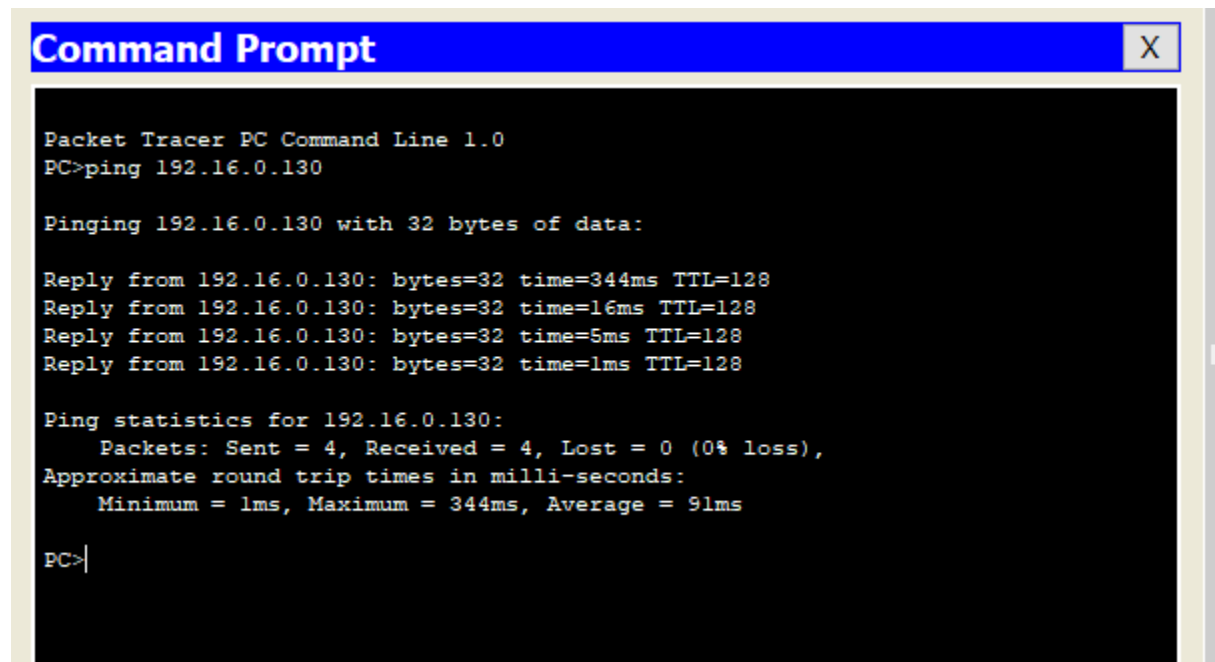
Gateway of last resort is not set

192.16.0.0/24 is variably subnetted, 4 subnets, 3 masks
C 192.16.0.0/25 is directly connected, GigabitEthernet0/1
L 192.16.0.1/32 is directly connected, GigabitEthernet0/1
C 192.16.0.224/30 is directly connected, GigabitEthernet0/0
L 192.16.0.225/32 is directly connected, GigabitEthernet0/0

Router#conf t
Enter configuration commands, one per line. End with CNTL/Z.
Router(config)#router ri
Router(config)#router rip
Router(config-router)#net
Router(config-router)#network 192.16.0.0
Router(config-router)#network 192.16.0.224
Router(config-router)#no au
Router(config-router)#no auto-summary
Router(config-router)#ver
Router(config-router)#version 2
Router(config-router)#!^Z
Router#
%SYS-5-CONFIG_I: Configured from console by console
```



Connection Between PCs:









```
Packet Tracer PC Command Line 1.0
PC>ping 192.16.0.130

Pinging 192.16.0.130 with 32 bytes of data:

Reply from 192.16.0.130: bytes=32 time=344ms TTL=128
Reply from 192.16.0.130: bytes=32 time=16ms TTL=128
Reply from 192.16.0.130: bytes=32 time=5ms TTL=128
Reply from 192.16.0.130: bytes=32 time=1ms TTL=128

Ping statistics for 192.16.0.130:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 1ms, Maximum = 344ms, Average = 91ms

PC>
```

Realtime											
	Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
		Successful	PC3	PC0	ICMP		0.000	N	11	(edit)	(delete)
delete		Successful	PC5	PC0	ICMP		0.000	N	12	(edit)	(delete)
/window		Successful	PC3	PC2	ICMP		0.000	N	13	(edit)	(delete)

Here, we see the message will be sent properly. We have successfully done VLSM with RIP.