COMPUTER NETWORKS

EXPERIMENT – 11

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AIM: To implement RIP in the packet tracer.

Theory:

Routing Information Protocol (RIP) is a distance-vector routing protocol. Routers running the distance-vector protocol send all or a portion of their routing tables in routing-update messages to their neighbours. You can use RIP to configure the hosts as part of a RIP network. This type of routing requires little maintenance and also automatically reconfigures routing tables when your network changes or network communication stops. RIPv2 was added to the System i® product so you can send and receive RIP packets to update routes throughout your network.

Output:

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Packet Tracer PC Command Line 1.0
C:\>ping 128.168.0.2

Pinging 128.168.0.2 with 32 bytes of data:
Request timed out.
Reply from 128.168.0.2: bytes=32 time<1ms TTL=127
Reply from 128.168.0.2: bytes=32 time=16ms TTL=127
Reply from 128.168.0.2: bytes=32 time=1ms TTL=127
Ping statistics for 128.168.0.2:
Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 16ms, Average = 5ms

C:\>ping 128.168.0.3
Pinging 128.168.0.3 with 32 bytes of data:
```

Request timed out.
Reply from 128.168.0.3: bytes=32 time=11ms TTL=127
Reply from 128.168.0.3: bytes=32 time<1ms TTL=127
Reply from 128.168.0.3: bytes=32 time<1ms TTL=127
Ping statistics for 128.168.0.3:
Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 11ms, Average = 3ms

C:\>ping 192.168.0.2
Pinging 192.168.0.2 with 32 bytes of data:
Request timed out.
Reply from 192.168.0.2: bytes=32 time=1ms TTL=126
Reply from 192.168.0.2: bytes=32 time=1ms TTL=126
Reply from 192.168.0.2: bytes=32 time=2ms TTL=126
Ping statistics for 192.168.0.2:
Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
Approximate round trip times in milli-seconds:
Minimum = 1ms, Maximum = 2ms, Average = 1ms

C:\>ping 192.168.0.3
Pinging 192.168.0.3 with 32 bytes of data:
Request timed out.
Reply from 192.168.0.3: bytes=32 time=1ms TTL=126
Reply from 192.168.0.3: bytes=32 time=15ms TTL=126
Reply from 192.168.0.3: bytes=32 time=1ms TTL=126
Ping statistics for 192.168.0.3:
Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
Approximate round trip times in milli-seconds:
Minimum = 1ms, Maximum = 15ms, Average = 5ms

C:\>ping 126.168.1.2
Pinging 126.168.1.2 with 32 bytes of data:
Request timed out.
Reply from 126.168.1.2: bytes=32 time=1ms TTL=126
Reply from 126.168.1.2: bytes=32 time=14ms TTL=126
Reply from 126.168.1.2: bytes=32 time=2ms TTL=126
Ping statistics for 126.168.1.2:
Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
Approximate round trip times in milli-seconds:
Minimum = 1ms, Maximum = 14ms, Average = 5ms

C:\>ping 126.168.1.3
Pinging 126.168.1.3 with 32 bytes of data:
Request timed out.
Reply from 126.168.1.3: bytes=32 time=1ms TTL=126
Reply from 126.168.1.3: bytes=32 time=24ms TTL=126
Reply from 126.168.1.3: bytes=32 time=15ms TTL=126
Ping statistics for 126.168.1.3:

Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
Approximate round trip times in milli-seconds:
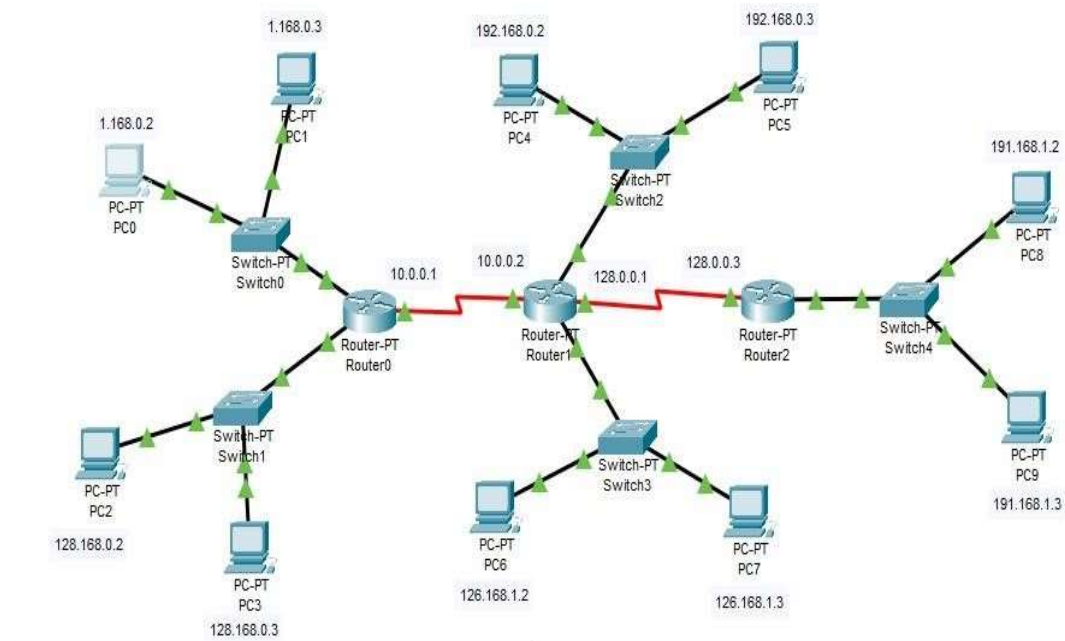Minimum = 1ms, Maximum = 24ms, Average = 13ms

C:\>ping 191.168.1.2
Pinging 191.168.1.2 with 32 bytes of data:
Request timed out.
Reply from 191.168.1.2: bytes=32 time=2ms TTL=125
Reply from 191.168.1.2: bytes=32 time=13ms TTL=125

Conclusion: Thus, RIP is implemented using the packet tracer.