

**Configuring IPv4  
Static Routes**

*CIT 167*

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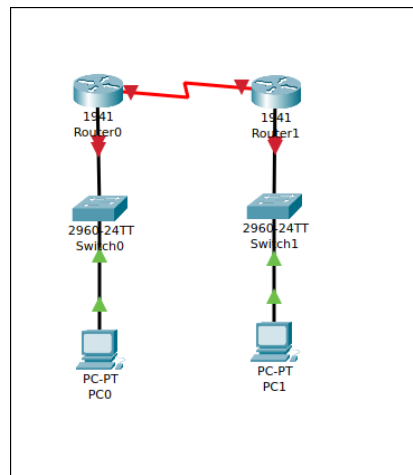
BCTC  
Spring 2020

February 9, 2020

## Part 1: Setting up the topology

### i) Cabling the Network

I've configured the network with two routers, 2 switches, and 2 pcs as seen in Fig. 1a.



(a) Cabling the topology

### ii) Initialization

I flipped the switches and restarted the routers and switches.

## Part 2: Configuring Basic Device Settings

### i) Configuring the PC Interfaces

I configured the PCs according to the table. As you can see in Fig. 2a and Fig. 2b on Pg. 2.

### ii) Verify the LANs

Next, I ran commands on the routers to configure the device names, setup DNS lookup, added passwords, and then ran the configuration and startup styles.

### iii) Configuring IP settings on the routers

Finally i configured the ip addresses on the routers and set up the static routing tables fir the addresses. See Fig. 2d and Fig. 2e on Pg. 2.

☒ Static

192.168.0.10

255.255.255.0

192.168.0.1

0.0.0.0

(a) PC-A IP config

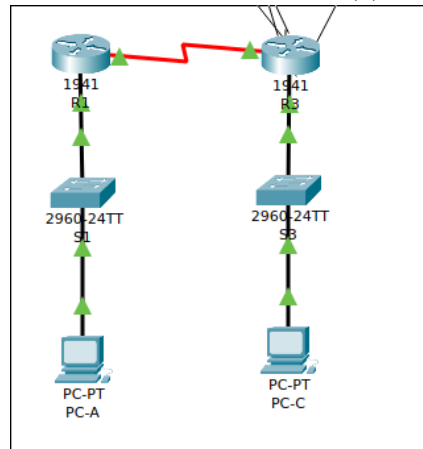
192.168.1.10

255.255.255.0

192.168.1.1

0.0.0.0

(b) PC-B IPConfig



(c) The network now

```

Router>ena
Router>conf t
Enter configuration commands, one per line. End with CNTL/Z.
Router(config)#interface serial 0/0/0
Router(config-if)#ip address 10.1.1.2 255.255.255.252
Router(config-if)#
Router(config-if)#clock rate 128000
Router(config-if)#no shut

%LINK-5-CHANGED: Interface Serial0/0/0, changed state to down
Router(config-if)#exit
Router(config)#interface
% Incomplete command.
Router(config)#interface loopback 0

Router(config-if)#
%LINK-5-CHANGED: Interface Loopback0, changed state to up

%LINEPROTO-5-UPDOWN: Line protocol on Interface Loopback0, changed state to up

Router(config-if)#ip address 200.105.200.225 255.255.255.224
Router(config-if)#no shut
Router(config-if)#exit
Router(config-if)#interface loopback 1
% Incomplete command.
% Invalid input detected at '^' marker.

Router(config-if)#exit
Router(config)#interface loopback 1

Router(config-if)#
%LINK-5-CHANGED: Interface Loopback1, changed state to up

%LINEPROTO-5-UPDOWN: Line protocol on Interface Loopback1, changed state to up

Router(config-if)#ip address 190.133.219.1 255.255.255.0
% Incomplete command.
% Invalid input detected at '^' marker.

Router(config-if)#ip address 190.133.219.1 255.255.255.0
Router(config-if)#no shut
Router(config-if)#interface gigabitEthernet 0/1
Router(config-if)#ip address 192.168.1.1 255.255.255.0
Router(config-if)#no shut

Router(config-if)#
%LINK-5-CHANGED: Interface GigabitEthernet0/1, changed state to up

%LINEPROTO-5-UPDOWN: Line protocol on Interface GigabitEthernet0/1, changed state to up

```

(d) Router 3 config

```

Router>ena
Router>conf t
Enter configuration commands, one per line. End with CNTL/Z.
Router(config)#interface serial 0/0/1
Router(config-if)#ip address 10.1.1.1 255.255.255.252
Router(config-if)#no shut

% Invalid input detected at '^' marker.

Router(config-if)#ip address 10.1.1.1 255.255.255.252
Router(config-if)#no shut

Router(config-if)#
%LINK-5-CHANGED: Interface Serial0/0/1, changed state to up

Router(config-if)#exit
Router(config)#interface gig
Router(config)#interface gigabitEthernet 0/
% Incomplete command.
% Invalid input detected at '^' marker.

Router(config-if)#interface gigabitEthernet 0/1
Router(config-if)#ip address 192.168.0.1 255.255.255.0
Router(config-if)#no shut

Router(config-if)#no shut

Router(config-if)#no shut

Router(config-if)#
%LINK-5-CHANGED: Interface GigabitEthernet0/1, changed state to up

%LINEPROTO-5-UPDOWN: Line protocol on Interface GigabitEthernet0/1, changed state to up

```

(e) router 1 config

Figure 2: Configuring the network interfaces

**iv) Verify Connectivity of LANs**

I tested connectivity by pinging from each PC. I was able to ping from PC to router but from PC-A I was unable to reach PC-C or either loopback. See Fig. 3a. and Fig. 3b on Pg. 3.

```
Packet Tracer PC Command Line 1.0
C:\>ping 192.168.0.1

Pinging 192.168.0.1 with 32 bytes of data:

Reply from 192.168.0.1: bytes=32 time=78ms TTL=255
Reply from 192.168.0.1: bytes=32 time<1ms TTL=255
Reply from 192.168.0.1: bytes=32 time=12ms TTL=255
Reply from 192.168.0.1: bytes=32 time<1ms TTL=255

Ping statistics for 192.168.0.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 78ms, Average = 22ms

C:\>
```

(a) Pinging the default gateway  
from PC-A

Pinging PC-C, Lo0, and Lo1 from  
PC-A

```
Packet Tracer PC Command Line 1.0
C:\>ping 192.168.1.1

Pinging 192.168.1.1 with 32 bytes of data:

Reply from 192.168.1.1: bytes=32 time<1ms TTL=255
Reply from 192.168.1.1: bytes=32 time<1ms TTL=255
Reply from 192.168.1.1: bytes=32 time<1ms TTL=255
Reply from 192.168.1.1: bytes=32 time<1ms TTL=255

Ping statistics for 192.168.1.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 1ms, Average = 0ms

C:\>
```

(b) Pinging the default gateway  
from PC-C

```
Router#ping 10.1.1.2
Type escape sequence to abort.
Sending 5, 100-byte ICMP Echos to 10.1.1.2, timeout is 2 seconds:
!!!!
Success rate is 100 percent (5/5), round-trip min/avg/max = 1/4/15 ms
Router#
```

(c) Pinging S0/0/0 and R3 from R1

Figure 3: Verifying Connections between devices on the network

## Part 3: Configure Static Routes

### i) Configure recursive static route

I went to R1 and entered the command `ip route 192.168.1.0 255.255.255.0 10.1.1.2` in to the command line.

The new `show ip route` shows us the static routing configuration.

In the last line we see `s 192.168.1.0/24 [1/0] via 10.1.1.2`.

### ii) Configure directly connected static route

I went to R3 and entered `ip route 192.168.0.0 255.255.255.0 serial 0/0/0`.

When I run the `show ip route` command from R3 we can now see the static exit interface in the line `s 192.168.0.0/24 is directly connected, Serial0/0/0`.

### iii) Configure Static Route

I went to R1 and ran `ip route 198.133.219.0 255.255.255.0 serial 0/0/1`.

### iv) Remove static Routes for Loopback

I went to R1 and

ran `ip route 209.165.200.224 255.255.255.224 10.1.1.2`

and now we can see with the lines:

```
S 198.133.219.0/24 is directly connected, Serial0/0/1
  209.165.200.0/27 is subnetted, 1 subnets
S    209.165.200.224/27 [1/0] via 10.1.1.2
```

That we are correctly configured.

## Part 4: Configure and verify the default route

I went to R1 and entered `ip route 0.0.0.0 0.0.0.0`.

I then went to PC-A and Pinged 209.165.200.225 see Fig. 4a

Lastly, I pinged 198.133.219.1 from PC-A. See Fig. 4b

```
C:\>ping 209.165.200.225

Pinging 209.165.200.225 with 32 bytes of data:

Reply from 209.165.200.225: bytes=32 time=1ms TTL=254
Reply from 209.165.200.225: bytes=32 time=1ms TTL=254
Reply from 209.165.200.225: bytes=32 time=1ms TTL=254
Reply from 209.165.200.225: bytes=32 time=1ms TTL=254

Ping statistics for 209.165.200.225:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 1ms, Maximum = 1ms, Average = 1ms
```

(a) Pinging PC-C from PC-A

```
Pinging 198.133.219.1 with 32 bytes of data:

Reply from 198.133.219.1: bytes=32 time=2ms TTL=254
Reply from 198.133.219.1: bytes=32 time=1ms TTL=254
Reply from 198.133.219.1: bytes=32 time=2ms TTL=254
Reply from 198.133.219.1: bytes=32 time=1ms TTL=254

Ping statistics for 198.133.219.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 1ms, Maximum = 2ms, Average = 1ms
```

(b) Pinging R1 from PC-A

Figure 4: Verifying the default routes

## Reflection

If we added a new network we could run `ip route 192.168.3.0 255.255.255.0 s0/0/0`  
`ip route 192.168.3.0 255.255.255.0 10.1.1.1` from R3

With a recursive static route perform lookups in the routing table before forwarding the packets. With a directly connected static route, the exit-interface parameter is specified, which allows the route to resolve a forwarding decision in one lookup.

A default gateway tells the device to contact the next hop of the default route if they don't have a more specific route. Without a default route, a router will drop a request for a network that is not in its routing table and send ICMP Destination unreachable.