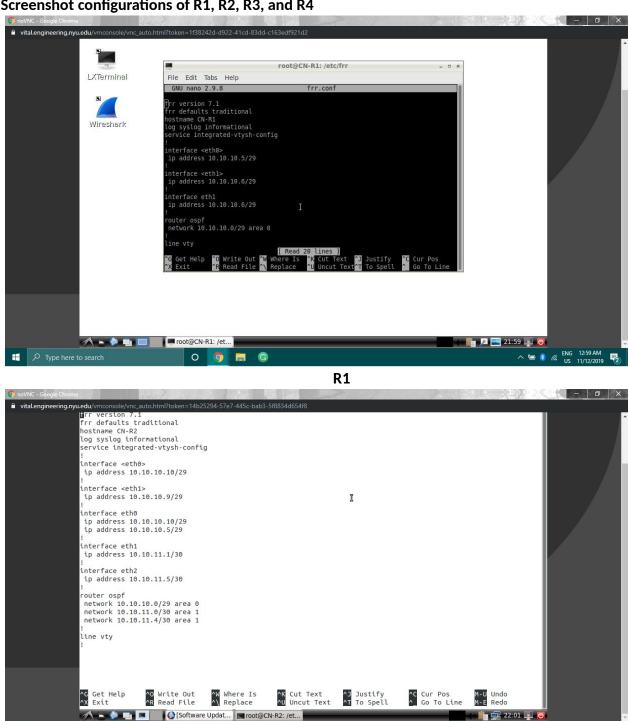
OSPF ASSIGNMENT

1. Screenshot configurations of R1, R2, R3, and R4

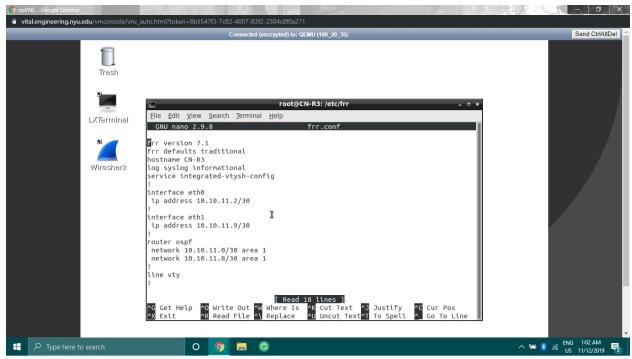


R2

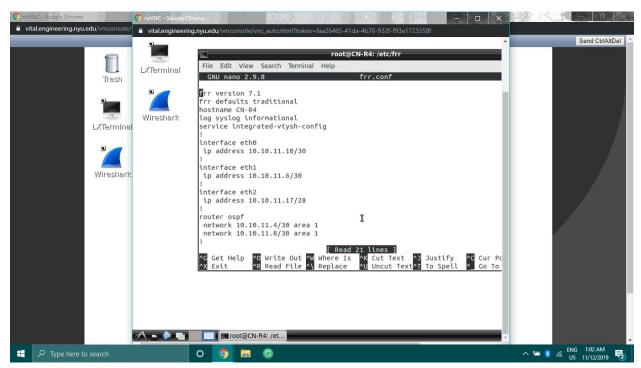
^ 1:01 AM US 11/12/2019 ₹

0

₩ P Type here to search

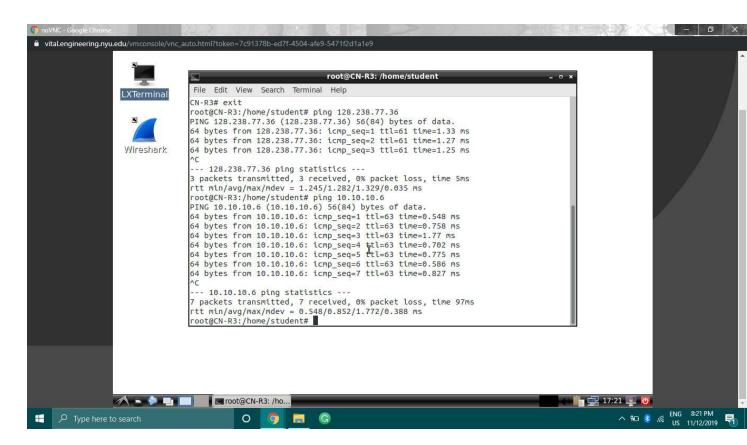


R3

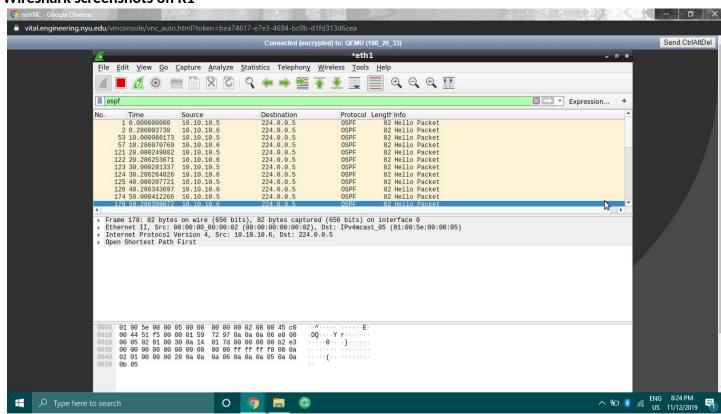


R4

2. ICMP results from R3 to R1

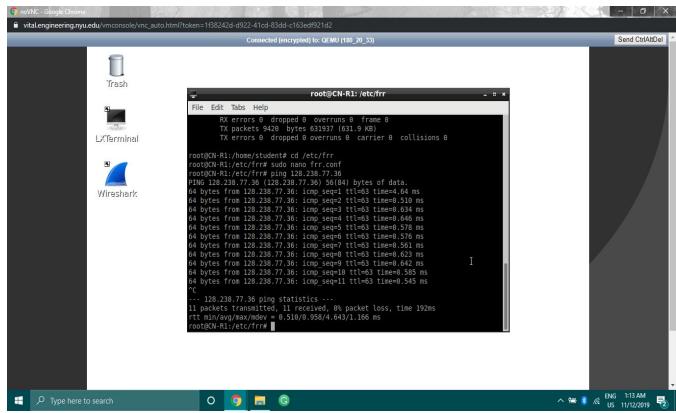


3. Wireshark screenshots on R1

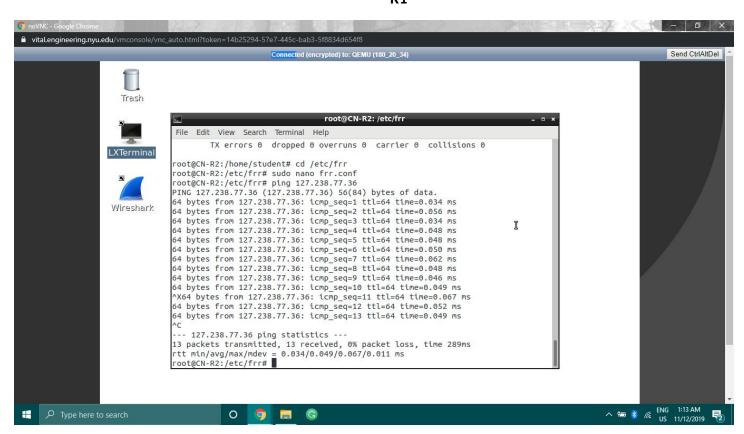


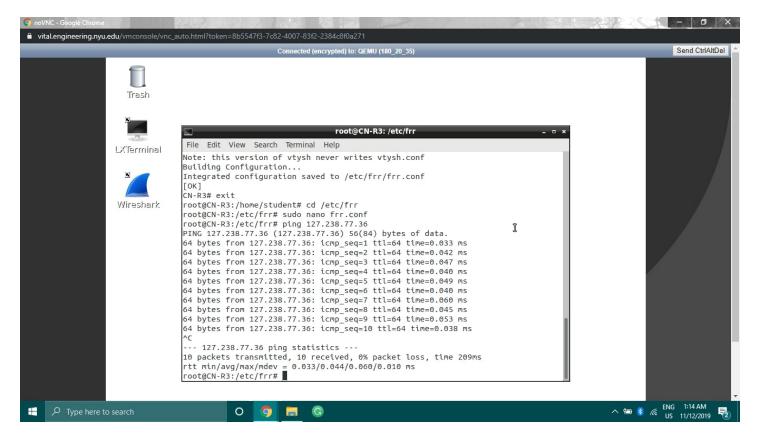
This study source was downloaded by 100000756796733 from CourseHero.com on 02-27-2022 12:20:57 GMT -06:00

4. Screenshots depicting successful ping requests to the SFTP server (128.238.77.36) from R1, R2, R3, and R4

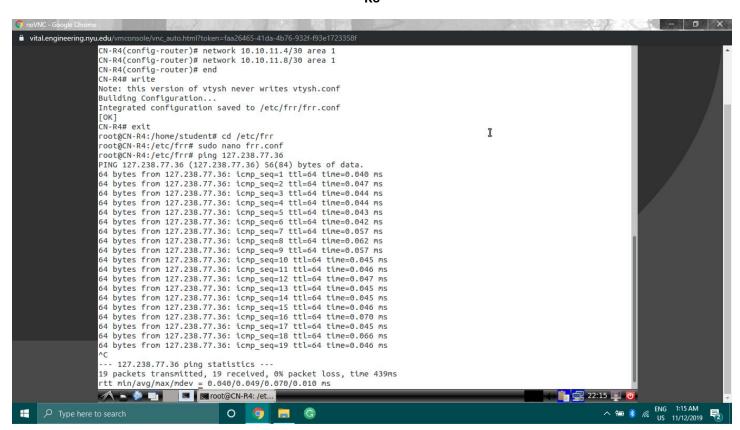


R1





R3



Part5: Questions

- a)The OSPF hello packets have two timers to check if a neighbor is alive or not. The packets are sent periodically by the routers on all interfaces to form neighbor relationship with routers in the same area and maintain that relationship. These hello packets are multicast on address 224.0.0.5. the two timers are hello interval and router dead interval which are 10 seconds and 40 seconds respectively. Hello interval defines how we send hello packet and router dead interval tells us how long we should wait before declaring a neighbor dead.
- b) Link State Update and Link state acknowledgement are messages that communicate to other routers through the multicast in OSPF domain. They are sent from internal routers to announce changes. They communicate with DB/BDR routers on multicast address 224.0.0.6. DR uses 224.0.0.5 multicast address to announce changes.
- c) We don't see DB Descriptors and LS requests on R1 because of the fact that these packets are required when a router detects that portions of it's topological database are out of date or at the time of initializing an adjacency. That did not happen during the process of lab.

So when there is a new router added to the connection or the neighbor's topological database are out of date we get all the OSPF packet types on R1