

Program 5

Aim: Configure DHCP within a LAN and outside LAN.

Topology , Procedure and Observation:

13.11.24

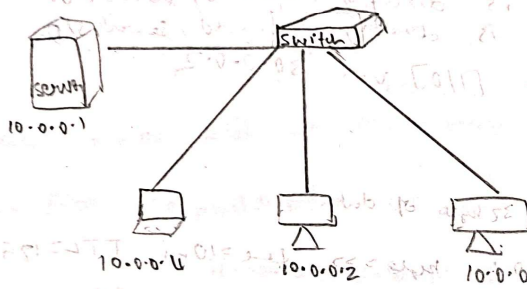
Lab 5

DHCP

Aim: Configure DHCP within a LAN & outside LAN.

⇒ within LAN

Topology:



Procedure:

1. Choose a ~~new~~ server, a switch, 2 PC and a laptop, connect them to switch using auto cable.
 2. Click on server → Desktop → IP config → static, Set IP address as 10.0.0.1 & def gateway as 10.0.0.0.
 3. Again configure the server PT by ~~copy~~ → services → DHCP, service → ON, poolname: switchnet, def gateway 10.0.0.0, max no. of user = 100.
Start IP → 10.0.0.3
Click Add.
- 6- For each PC → go to config → ip config → ~~static~~, change static to DHCP.

Observation:

1. IP address was allocated dynamically.
2. Data was sent successfully among PC's when pinged.

Output

10.0.0.2
PC > ping 10.0.0.4.

Pinging 10.0.0.4 with 32 bytes of data:

Reply from 10.0.0.4: bytes = 32 time = 0ms TTL = 128

" "

" "

" "

Ping statistics for 10.0.0.4:

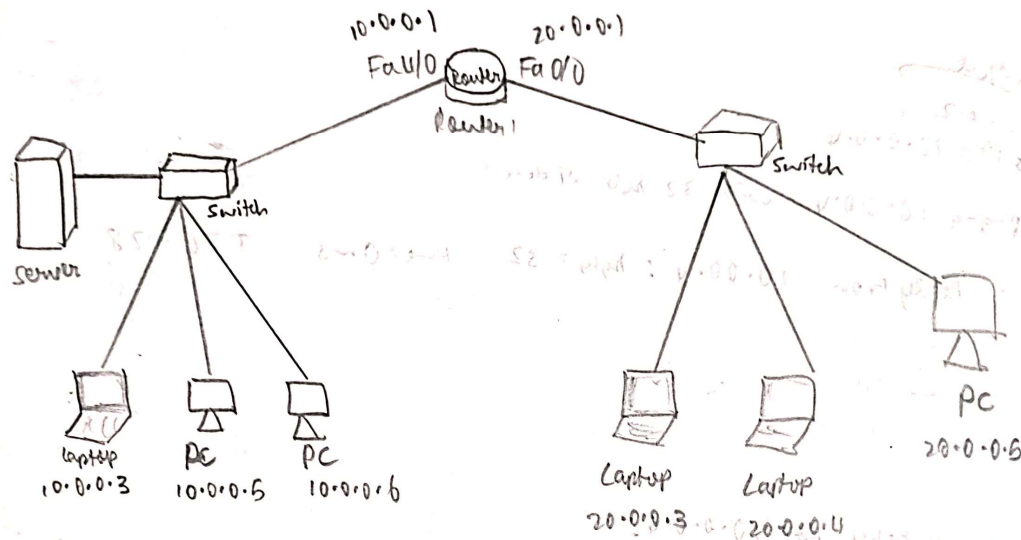
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss)

Approximate round trip times in milliseconds:

Minimum = 0ms, Maximum = 0ms, Avg = 0ms

II) Outside LAN

Topology



Procedure

- 1) for the existing system with switch, server, a laptop & 2 PC, add a server & add second network switch. & connect 2 laptops & PC to 2nd switch, system.
- 2) In server, IP confg → static → ip address → 10.0.0.2
def gw → 10.0.0.1
- 3) In server, confg → services → DHCP → modify the existing Switch one → def gw → 10.0.0.1
ip in same 10.0.0.3
- 4) In server → DHCP → for Switch 2,
hostname: Switch two
def gw → 20.0.0.1
start ip → 20.0.0.3
add.

5) DO the router configuration:

```
enable
confy terminal
interface Fastethernet 4/0
ip address 10.0.0.1 255.0.0.0
ip helper-address 10.0.0.2
no shut
exit
```

6) Now same for 2nd network as,

```
interface Fastethernet 0/0
ip address 20.0.0.1 255.0.0.0
ip helper-address 10.0.0.2
no shut
exit
```

Observation:

1. IP addresses are allocated dynamically.
2. Data was sent successfully among PC'S when pinged

OK
13/11

Screen Shots:

