

## LABORATORY PROGRAM – 9

To construct simple LAN and understand the concept and operation of Address Resolution Protocol (ARP)

18/12/24

LAB No 10

ARP

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Aim: To Construct simple LAN and understand the Concept and operation of Address Resolution Protocol (ARP)

Topology:

```
graph TD; Switch --- Server[Server 10.0.0.4]; Switch --- PC1[PC 10.0.0.1]; Switch --- PC2[PC 10.0.0.2]; Switch --- PC3[PC 10.0.0.3];
```

Procedure:

1. Create the topology as shown above
2. Configure the PC's and the Server
3. Click on Inspect mode (Q), then click on the end devices and open ARP tables
4. Send a data packet from any end device say Server to other end devices say 10.0.0.3 PC
5. Open Simulation mode to capture each step of data transfer

Observations

1. The ARP tables of the all end devices are initially empty.
2. When the data packet from device arrives at the switch, since the source MAC address is unknown, it sends a broadcast message to all devices.
3. The device with the IP address present in the destination address of the data packet responds to the message.

4. The Server and the PC update their ARP tables matching IP addresses to MAC address.
5. Over Time, the ARP tables grows as data packets are sent.
6. The MAC table of the switch which was initially empty updates its MAC table gradually too.

ARP table for 10.0.0.1:

IP Address	Hardware Address	Interface
100.0.3	0001.C726.47E5	Ethernet0

7. Similarly other ARP tables are updated.

