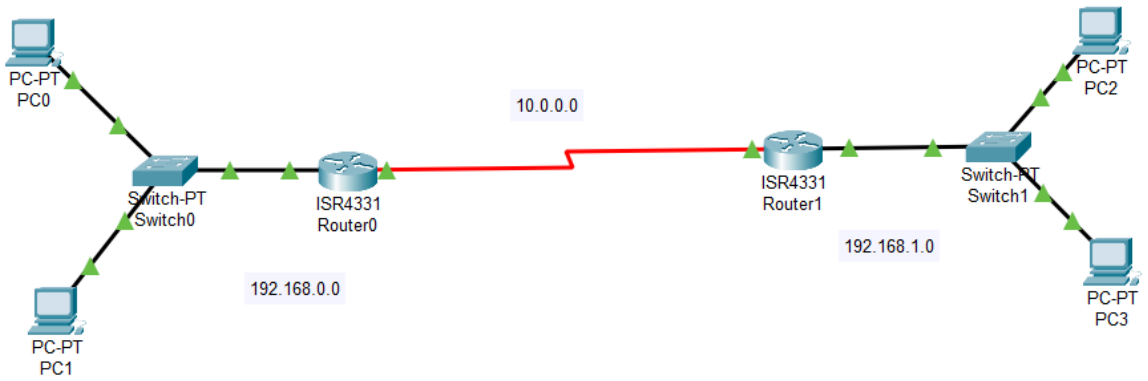
Network Architecture



RIP routing at Router0

RIP Routing

Network

Add

Network Address
10.0.0.0
192.168.0.0

RIP routing at Router1

RIP Routing

Network

Add

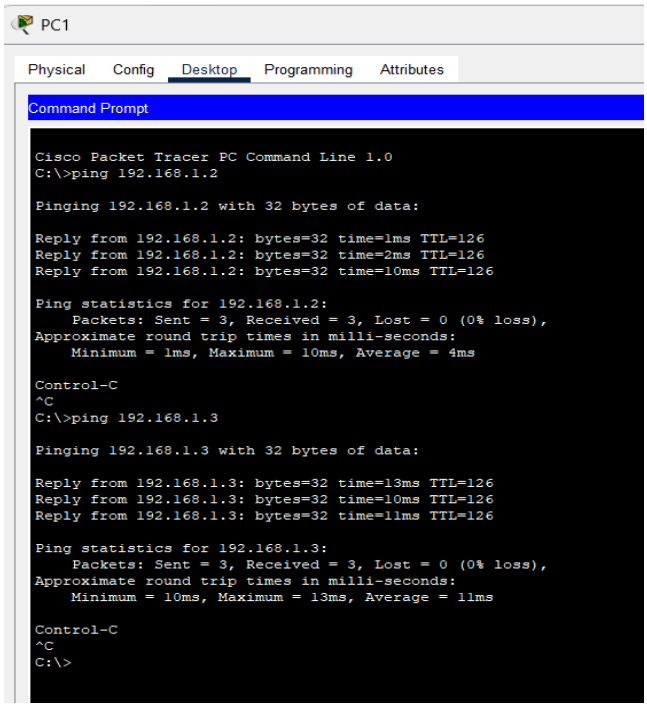
Network Address
10.0.0.0
192.168.1.0

Output

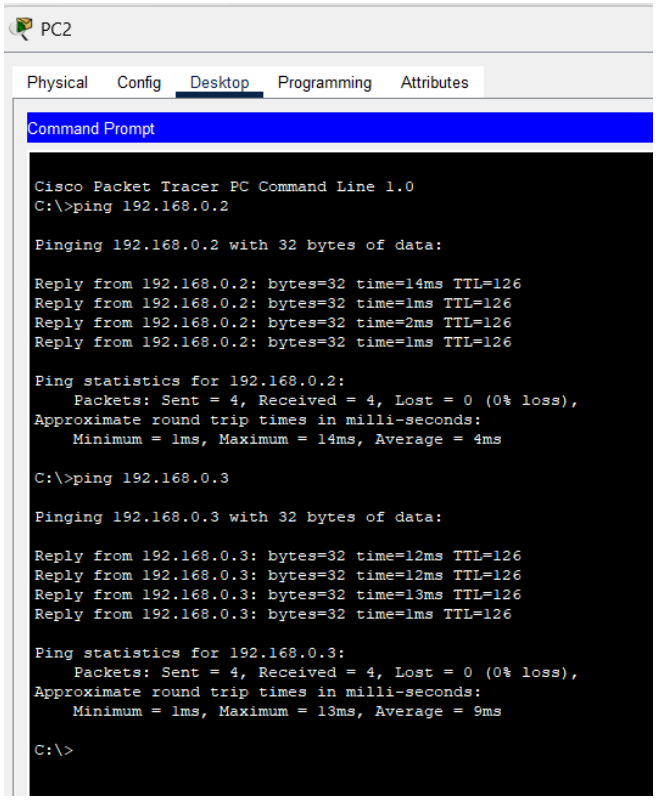
1) Ping PC2 and PC3 from PC0

```
C:\>ping 192.168.1.2

Pinging 192.168.1.2 with 32 bytes of data:

Reply from 192.168.1.2: bytes=32 time=10ms TTL=126
Reply from 192.168.1.2: bytes=32 time=11ms TTL=126
Reply from 192.168.1.2: bytes=32 time=10ms TTL=126
Reply from 192.168.1.2: bytes=32 time=13ms TTL=126

Ping statistics for 192.168.1.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 10ms, Maximum = 13ms, Average = 11ms

C:\>ping 192.168.1.3

Pinging 192.168.1.3 with 32 bytes of data:

Reply from 192.168.1.3: bytes=32 time=15ms TTL=126
Reply from 192.168.1.3: bytes=32 time=10ms TTL=126
Reply from 192.168.1.3: bytes=32 time=10ms TTL=126
Reply from 192.168.1.3: bytes=32 time=10ms TTL=126

Ping statistics for 192.168.1.3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 10ms, Maximum = 15ms, Average = 11ms

C:\>
```

2) Ping PC2 and PC3 from PC1



3) Ping PC0 and PC1 from PC2



4) Ping PC0 and PC1 from PC3