

CS361

LABORATORY

10

**NAME:**

ARCHIT AGRAWAL

**ROLL NO. :**

202051213

**SECTION:**

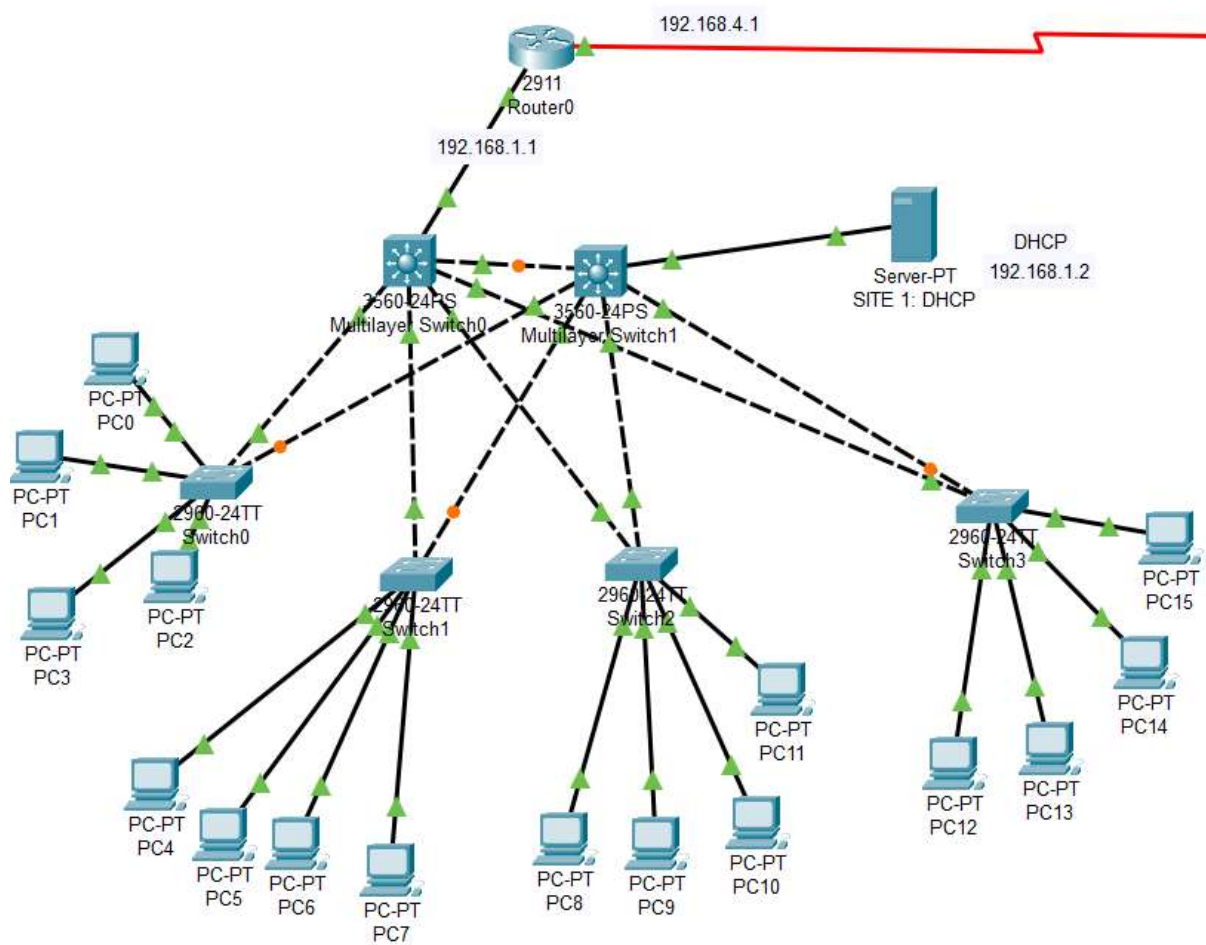
2B

## 1. Create 3 different networks/site:

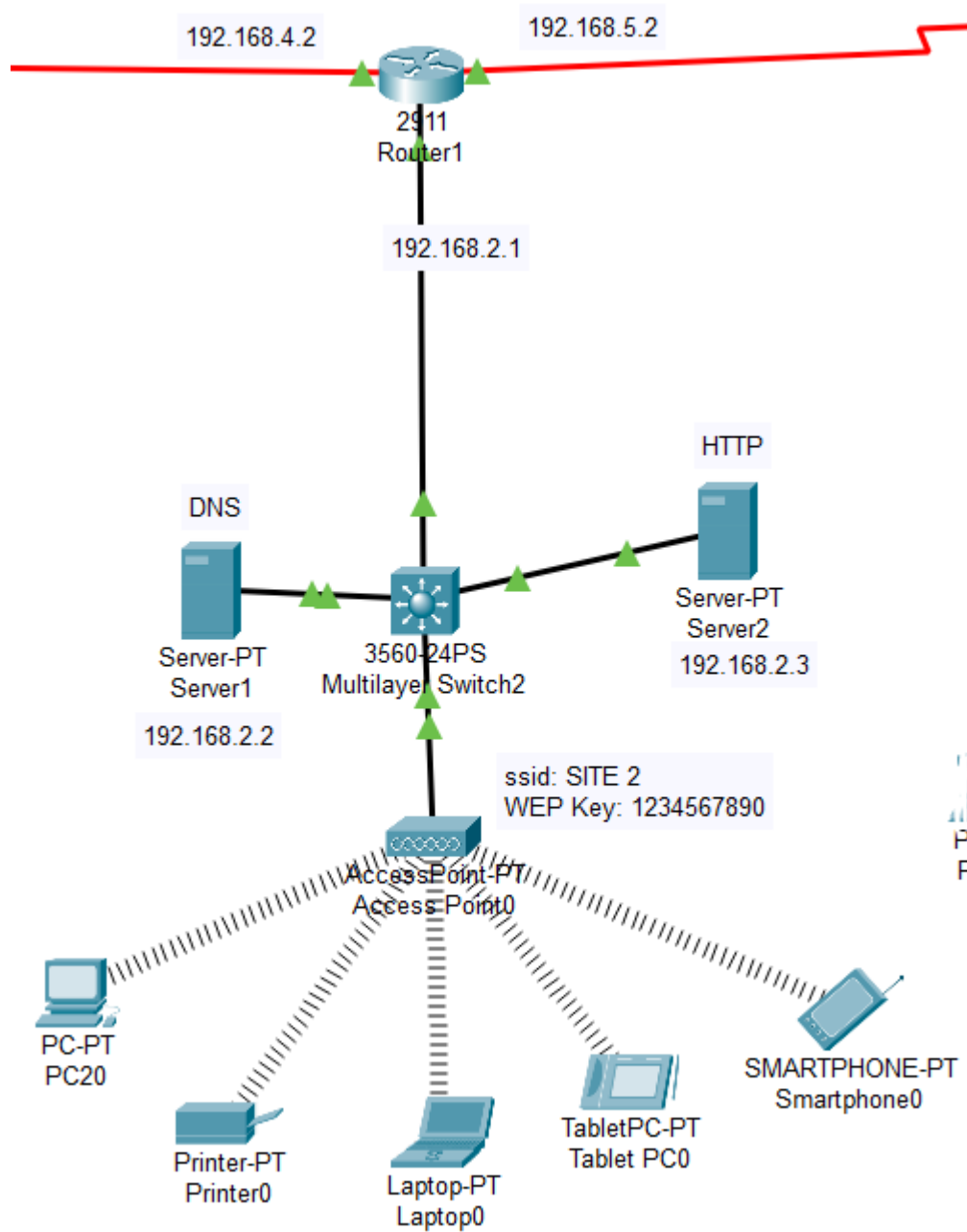
- ⇒ Site 1 contain router, multiplayer switch & 4 switches. Each switch connects to minimum 4 PCs and One DNS server.
- ⇒ Site 2 contains router, multilayer switch and connect 2 servers DNS and HTTP server.
- ⇒ Site 3 contains router and a multilayer switch, two switches and each switch contain two PCs and one DNS servers.
- ⇒ Finally connect 3 network sites each other.

The network sites are shown below:

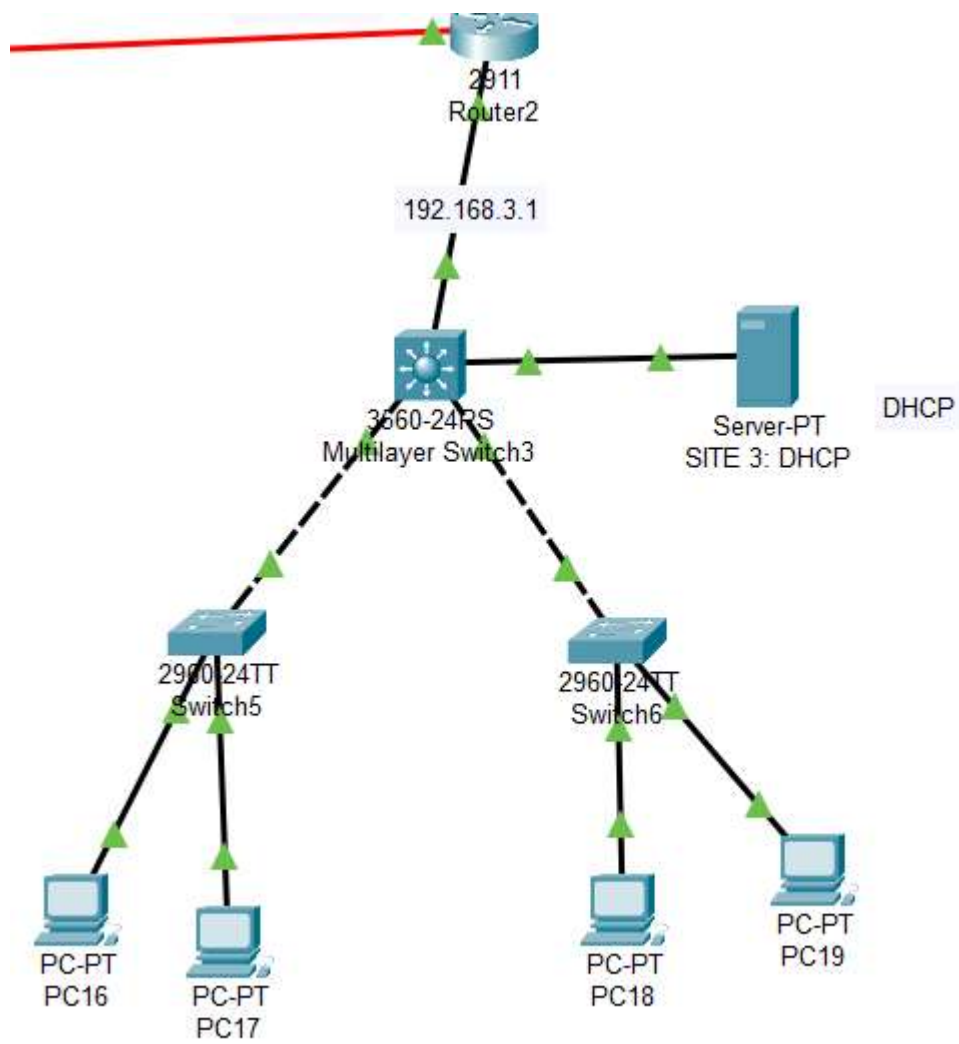
- Site 1



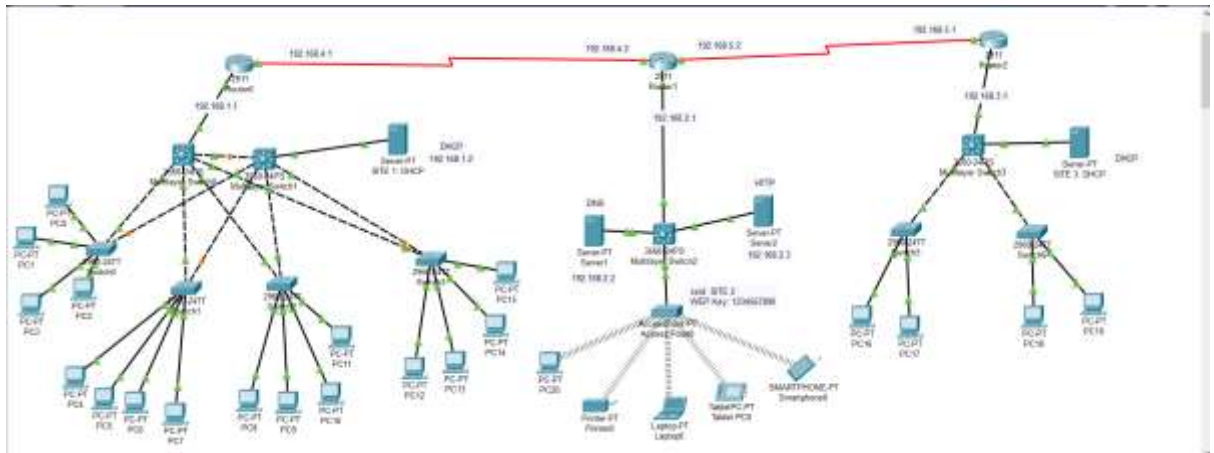
- Site 2



- Site 3



- The connection of the three sites.



The configuration of the network is not shown as it was done in all previous labs and this lab is just a compilation of all the previous labs.

## **RESULTS**

- Sending messages from SITE 1 to SITE 2.

Successful	PC0	Laptop0	ICMP		0.000	N	0	(edit)	(delete)
Successful	PC8	Smartpho...	ICMP		0.000	N	1	(edit)	(delete)
Successful	PC15	Printer0	ICMP		0.000	N	2	(edit)	(delete)

Check device labels to ensure the devices are in different sites.

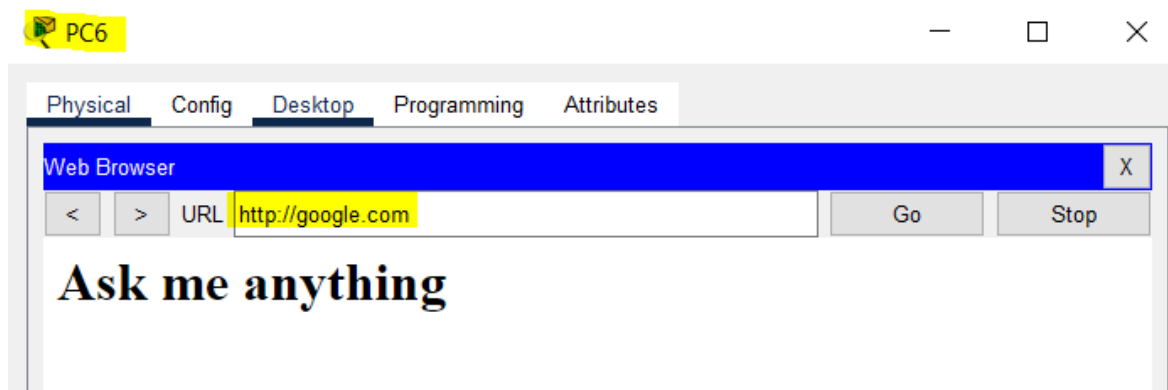
- Sending messages from SITE 1 to SITE 3.

Successful	PC1	PC17	ICMP		0.000	N	0	(edit)	(delete)
Successful	PC12	PC17	ICMP		0.000	N	1	(edit)	(delete)
Successful	PC6	PC19	ICMP		0.000	N	2	(edit)	(delete)

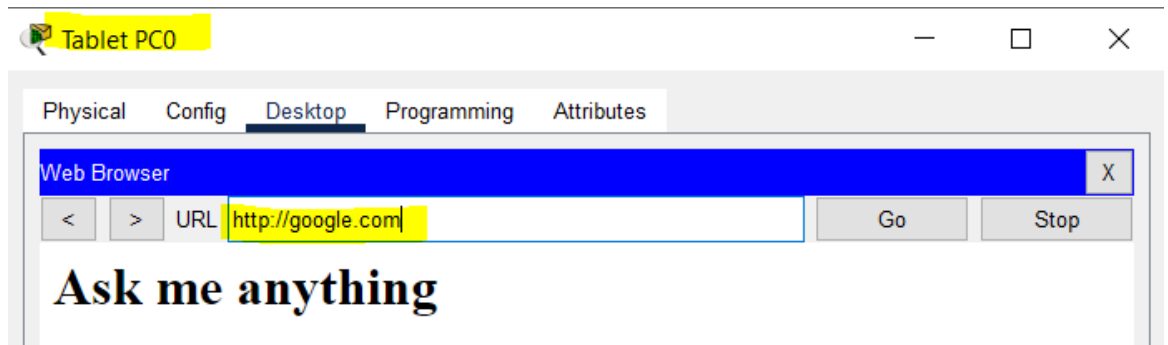
- Sending messages from SITE 2 to SITE 3.

Successful	PC20	PC19	ICMP	0.000	N	0	(edit)	(delete)
Successful	Laptop0	PC17	ICMP	0.000	N	1	(edit)	(delete)
Successful	Smart...	PC17	ICMP	0.000	N	2	(edit)	(delete)

- Opening website in SITE 1 to ensure HTTP and DNS Servers are working.



- Opening website in SITE 2 to ensure HTTP and DNS Servers are working.



- Opening website in SITE 3 to ensure HTTP and DNS Servers are working.

