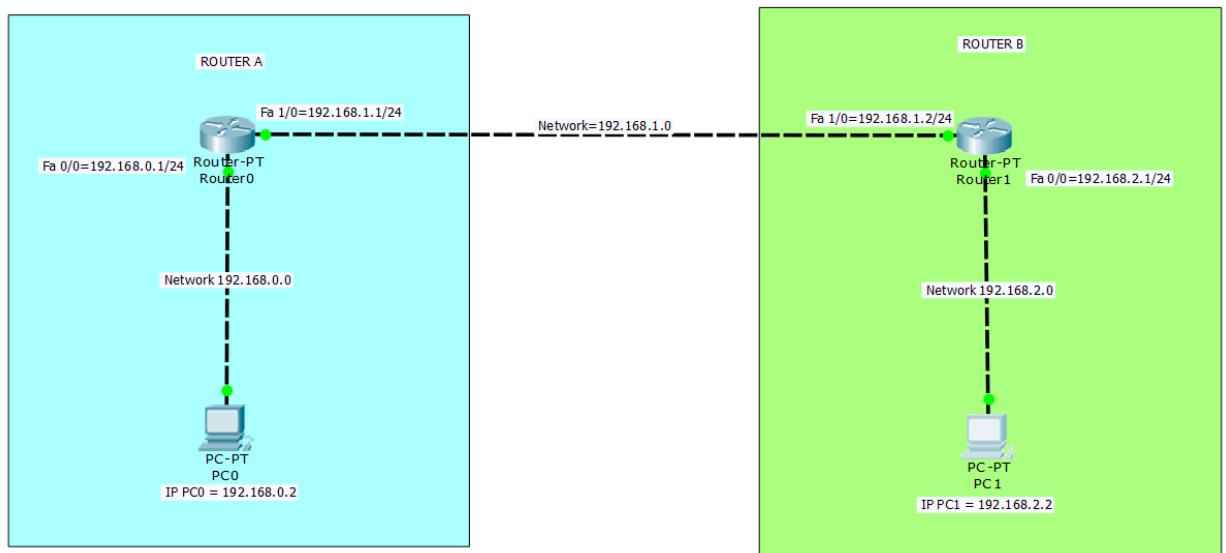


## PERTEMUAN KE -12

### ROUTING STATIK

- Buat seperti gambar 1.1, dengan menggunakan packet tracer dengan ketentuan sebagai berikut :

ROUTER A	Network		ROUTER B
Fa 0/0 = 192.168.0.1/24	192.168.0.0	192.168.2.0	Fa 0/0 = 192.168.2.1/24
Fa 1/0 = 192.168.1.1/24		192.168.1.0	Fa 1/0 = 192.168.1.2/24
IP PC0 = 192.168.0.2/24	192.168.0.0	192.168.2.0	IP PC1 = 192.168.2.2/24

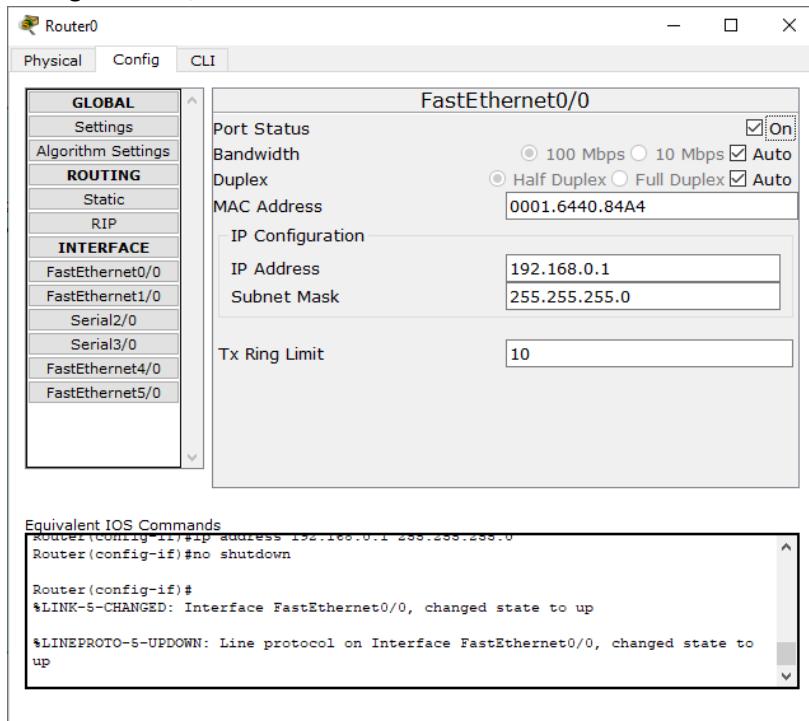


gambar 1.1

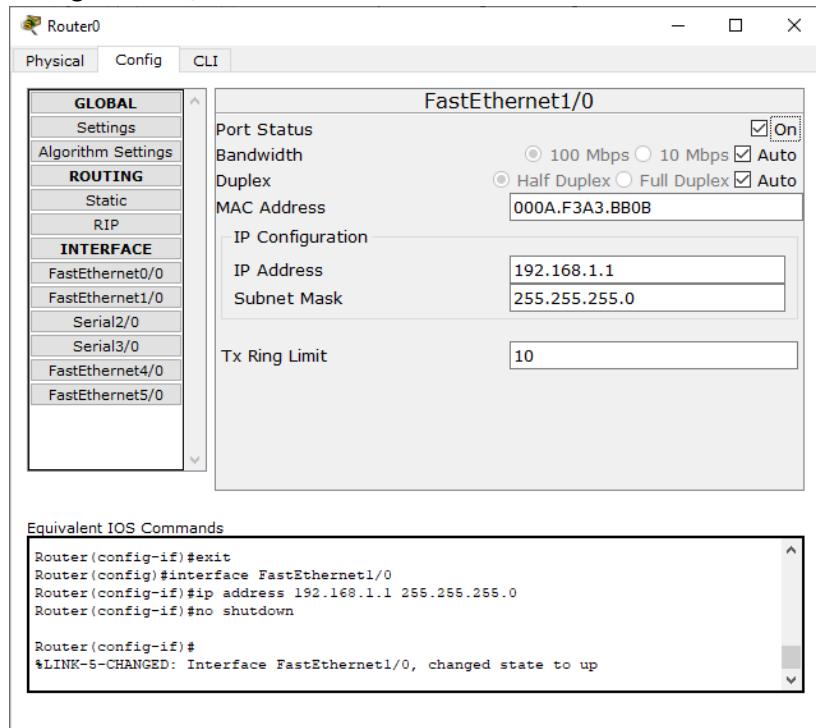
- ROUTER A

Hasilnya sebagai berikut :

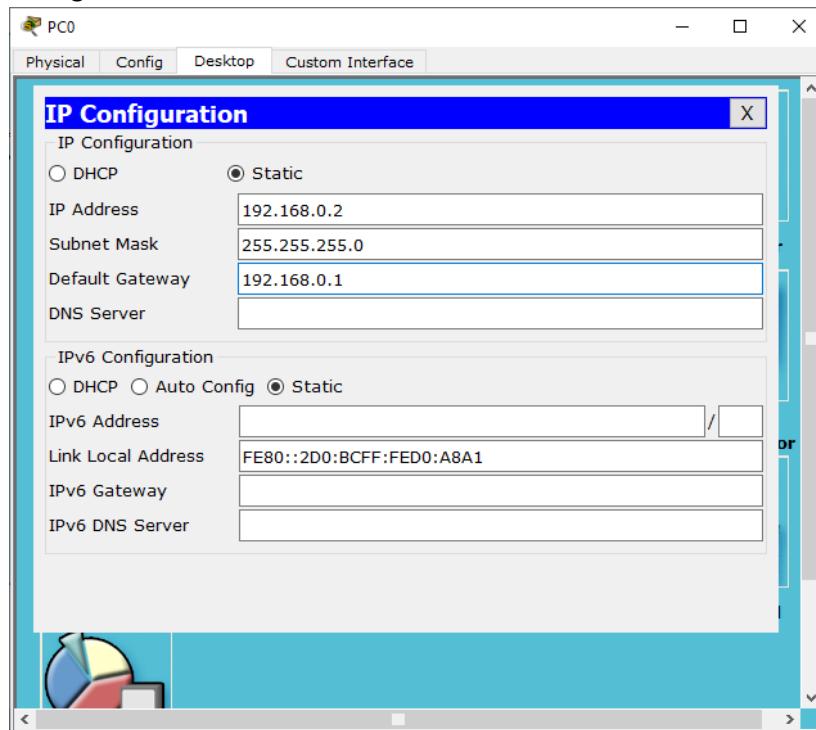
Konfigurasi Fa0/0 Router A



### Konfigurasi Fa1/0 Router A

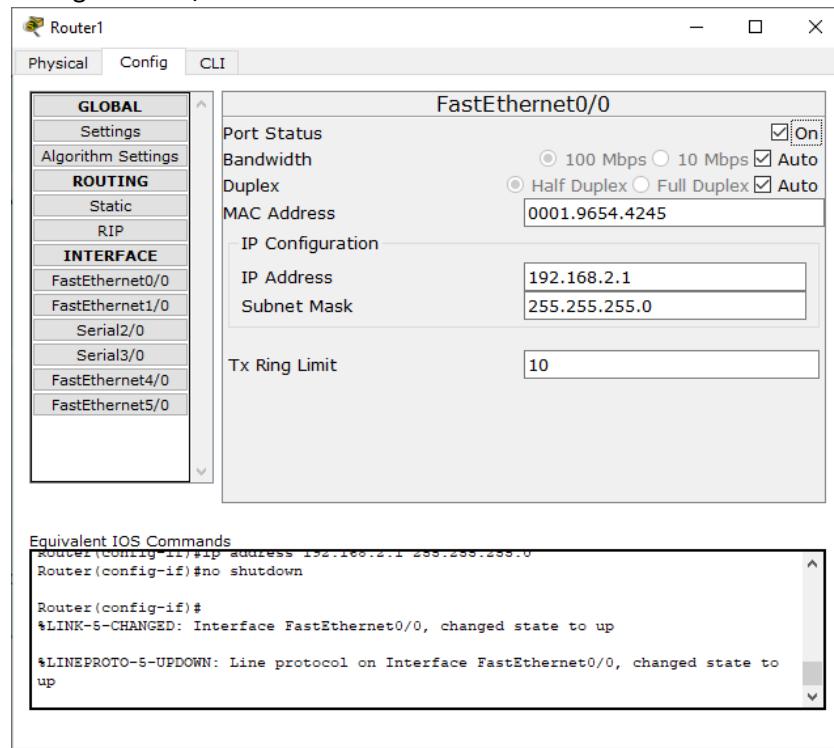


### Konfigurasi PC0 Router A

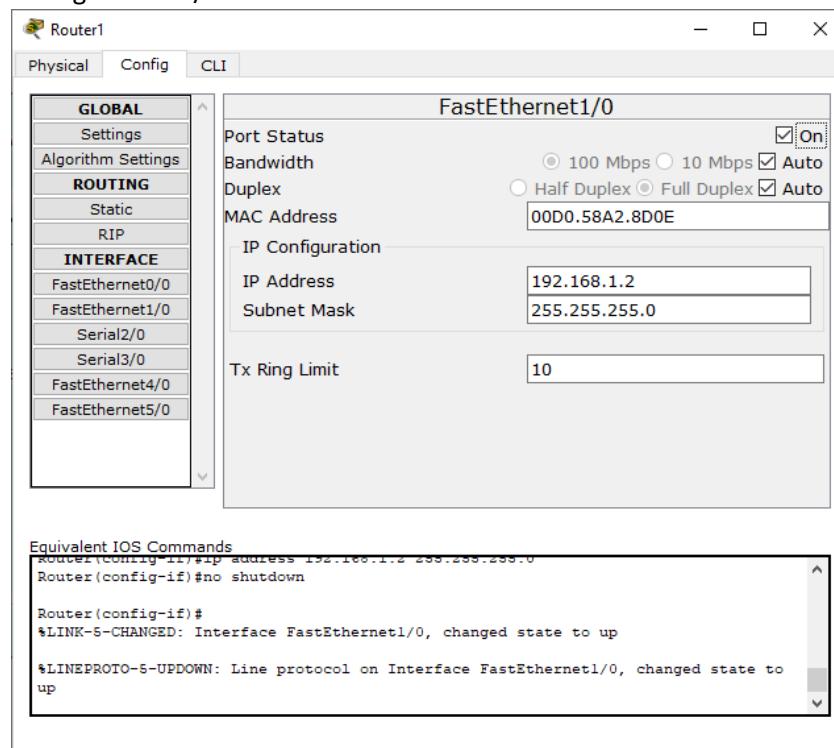


### 3. ROUTER B

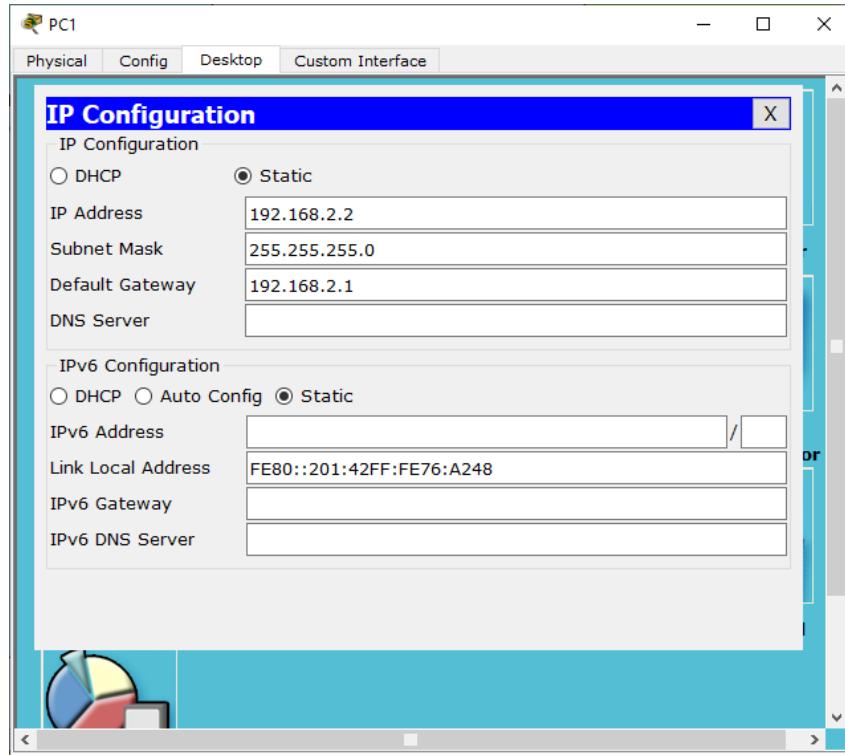
#### Konfigurasi Fa0/0 Router B



#### Konfigurasi Fa1/0 Router B



## Konfigurasi PC1 Router B



4. Setelah semuanya terkonfigurasi dengan benar, pastikan tidak ada titik yang berwarna merah, pastikan semua titik berwarna hijau.
5. Buka Router A, masuk ke config, pilih routing, pilih RIP,

**RIP Routing**

Network	Action
192.168.0.0	Add

**Equivalent IOS Commands**

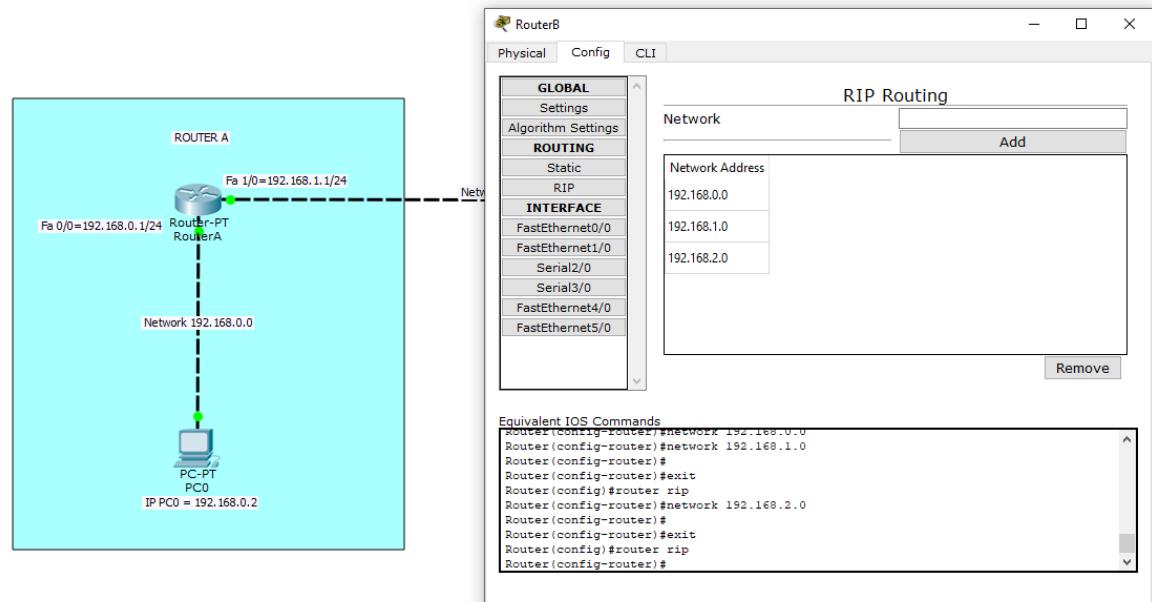
```

Router#config-router
Router(config-router)#network 192.168.2.0
Router(config-router)#network 192.168.1.0
Router(config-router)#
Router(config-router)#exit
Router(config)#
Router#router rip
Router(config-router)#network 192.168.0.0
Router(config-router)#
Router(config-router)#exit
Router(config)#router rip
Router(config-router)#

```

Isikan semua network yang ada

6. Buka Router B, masuk ke config, pilih routing, pilih RIP



Isikan semua network yang ada

7. Setelah terisi semuanya coba cek dengan perintah ping, dari PC0 atau dari PC1
8. Ping ditiap titik,  
misalkan dari PC0  
PC0 PING ke Fa0/0 (Router A)

```

Packet Tracer PC Command Line 1.0
PC>ping 192.168.0.1

Pinging 192.168.0.1 with 32 bytes of data:
Reply from 192.168.0.1: bytes=32 time=1ms TTL=255
Reply from 192.168.0.1: bytes=32 time=0ms TTL=255
Reply from 192.168.0.1: bytes=32 time=0ms TTL=255
Reply from 192.168.0.1: bytes=32 time=0ms TTL=255

Ping statistics for 192.168.0.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 1ms, Average = 0ms

PC>

```

### PC0 PING ke Fa1/0 (Router A)

PC>ping 192.168.0.1  
Pinging 192.168.0.1 with 32 bytes of data:  
Reply from 192.168.0.1: bytes=32 time=1ms TTL=255  
Reply from 192.168.0.1: bytes=32 time=0ms TTL=255  
Reply from 192.168.0.1: bytes=32 time=0ms TTL=255  
Reply from 192.168.0.1: bytes=32 time=0ms TTL=255  
Ping statistics for 192.168.0.1:  
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),  
    Approximate round trip times in milli-seconds:  
        Minimum = 0ms, Maximum = 1ms, Average = 0ms  
PC>ping 192.168.1.1  
Pinging 192.168.1.1 with 32 bytes of data:  
Reply from 192.168.1.1: bytes=32 time=1ms TTL=255  
Reply from 192.168.1.1: bytes=32 time=0ms TTL=255  
Reply from 192.168.1.1: bytes=32 time=0ms TTL=255  
Reply from 192.168.1.1: bytes=32 time=0ms TTL=255  
Ping statistics for 192.168.1.1:  
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),  
    Approximate round trip times in milli-seconds:  
        Minimum = 0ms, Maximum = 1ms, Average = 0ms  
PC>

### PC0 PING ke Fa1/0 (Router B)

PC>ping 192.168.1.1  
Pinging 192.168.1.1 with 32 bytes of data:  
Reply from 192.168.1.1: bytes=32 time=1ms TTL=255  
Reply from 192.168.1.1: bytes=32 time=0ms TTL=255  
Reply from 192.168.1.1: bytes=32 time=0ms TTL=255  
Reply from 192.168.1.1: bytes=32 time=0ms TTL=255  
Ping statistics for 192.168.1.1:  
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),  
    Approximate round trip times in milli-seconds:  
        Minimum = 0ms, Maximum = 1ms, Average = 0ms  
PC>ping 192.168.1.2  
Pinging 192.168.1.2 with 32 bytes of data:  
Reply from 192.168.1.2: bytes=32 time=0ms TTL=254  
Ping statistics for 192.168.1.2:  
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),  
    Approximate round trip times in milli-seconds:  
        Minimum = 0ms, Maximum = 0ms, Average = 0ms  
PC>

### PC0 PING ke Fa0/0 (Router B)

The screenshot shows a network simulation interface with a window titled "Command Prompt". The command entered is "PC>ping 192.168.1.2". The output shows four successful ping responses from 192.168.1.2 to 192.168.1.0. Below this, another ping command is issued to 192.168.2.1, also receiving four successful responses.

```
PC>ping 192.168.1.2
Pinging 192.168.1.2 with 32 bytes of data:
Reply from 192.168.1.2: bytes=32 time=0ms TTL=254

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

PC>ping 192.168.2.1
Pinging 192.168.2.1 with 32 bytes of data:
Reply from 192.168.2.1: bytes=32 time=0ms TTL=254
Reply from 192.168.2.1: bytes=32 time=3ms TTL=254
Reply from 192.168.2.1: bytes=32 time=1ms TTL=254
Reply from 192.168.2.1: bytes=32 time=0ms TTL=254

Ping statistics for 192.168.2.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 3ms, Average = 1ms

PC>
```

### PC0 PING ke PC1 (Router B)

The screenshot shows a network simulation interface with a window titled "Command Prompt". The command entered is "PC>ping 192.168.2.1". The output shows four successful ping responses from 192.168.2.1 to 192.168.1.0. Below this, another ping command is issued to 192.168.2.2, also receiving four successful responses.

```
PC>ping 192.168.2.1
Pinging 192.168.2.1 with 32 bytes of data:
Reply from 192.168.2.1: bytes=32 time=0ms TTL=254
Reply from 192.168.2.1: bytes=32 time=3ms TTL=254
Reply from 192.168.2.1: bytes=32 time=1ms TTL=254
Reply from 192.168.2.1: bytes=32 time=0ms TTL=254

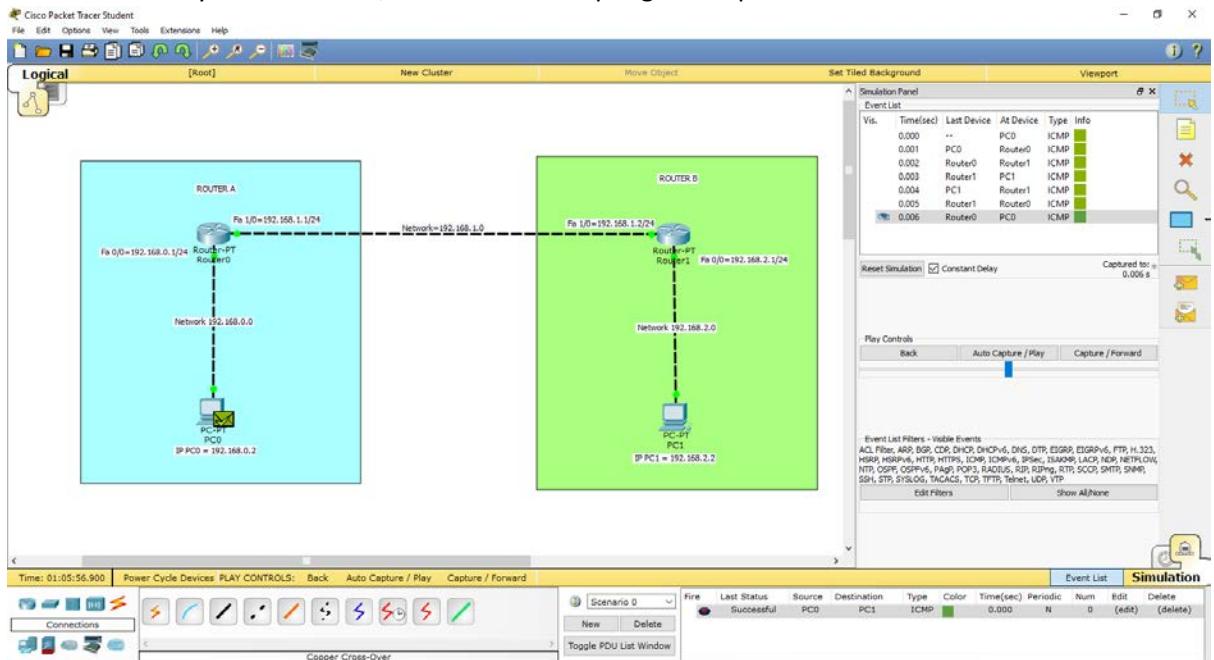
Ping statistics for 192.168.2.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 3ms, Average = 1ms

PC>ping 192.168.2.2
Pinging 192.168.2.2 with 32 bytes of data:
Reply from 192.168.2.2: bytes=32 time=0ms TTL=126

Ping statistics for 192.168.2.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

PC>
```

9. Setelah semuanya bias terPING, lakukan simulasi pengiriman packet



10. Kalau sudah melakukan PING sudah reply dan simulasi pengiriman paket hasilnya successful berarti ROUTING RIP sudah bekerja