

★ Lecture 12 – Passive Interface, Default Routing, Wildcard Mask, EIGRP+Lab

◆ 1. Passive Interface (VERY IMPORTANT)

✓ What is a Passive Interface?

A passive interface is a router interface that:

- ✗ Does NOT send routing updates
- ✓ Can still receive routing updates
- ✓ Keeps the network advertised through other active interfaces

💡 Why use it?

- 🔒 **Security** – Prevent routing updates on untrusted networks
- 🚫 **Reduce unnecessary routing traffic**
- 🚫 **Prevent unwanted neighbor relationships**

🔧 Cisco Command

Example with RIP:

```
Router(config)# router rip
```

```
Router(config-router)# passive-interface FastEthernet0/0
```

👉 RIP/OSPF/EIGRP **stop sending updates out of that interface.**

🏠 Real Life Example

Imagine your router connected to a LAN with 50 PCs.

You **don't want routing updates going to all PCs**, right?

→ So you use **passive-interface LAN-port.**

◆ 2. Default Routing (0.0.0.0/0)

✓ What is Default Routing?

A routing method in which **all unknown destination traffic** goes to a **default gateway**.

📌 When is it used?

- Small networks
- Home networks
- Branch office routers
- When Internet is the only exit path

🔧 Command:

```
ip route 0.0.0.0 0.0.0.0 <next-hop IP>
```

🔥 Example

Your router → ISP router (192.168.1.1)

```
ip route 0.0.0.0 0.0.0.0 192.168.1.1
```

🏠 Real-Life Example

Your home WiFi router:

Anything outside your network → **Your ISP default route.**

◆ 3. Wildcard Mask

✓ What is a Wildcard Mask?

Used in Cisco for:

- EIGRP
- OSPF
- ACLs

🎯 **Wildcard mask = opposite of subnet mask**

Subnet Mask: 255.255.255.0

Wildcard Mask: 0.0.0.255

✓ Meaning:

- 0 → MUST match
 - 1/255 → CAN vary
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◆ 4. EIGRP (Enhanced Interior Gateway Routing Protocol)

★ What is EIGRP?

A Cisco proprietary advanced distance-vector routing protocol.

♥ Why is it powerful?

- Fast convergence
 - Supports unequal cost load balancing
 - Reliable updates
 - Uses DUAL algorithm
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⚙ How EIGRP Works (Step-by-Step)

1 Neighbor Discovery (Hello Packets)

Routers send **Hello packets** to 224.0.0.10

→ If they match parameters → they become neighbors.

2 Exchange Topology Table

Routers share **Update packets** with full routing info.

3 Calculate Best Path (DUAL Algorithm)

DUAL checks:

- **Successor** = Best path
- **Feasible Successor** = Backup path

Convergence

If a route fails:

- Router checks for feasible successor
 - If available → fast switch
 - If not → send queries
-

EIGRP Multicast IP: 224.0.0.10


Used for **Hello, Update, Query, Reply**.

Why multicast?

- One packet → all neighbors
 - Efficient
 - Saves bandwidth
-

Bandwidth-Based Path Selection

EIGRP uses **minimum bandwidth** along the path to calculate metrics.

 *“Jaha bandwidth jyada hota hai(matlab speed jyada hoti hai), waha EIGRP best path consider karta hai.”*

ECMP (Equal Cost Multi Path)

If two paths have **same metric**, EIGRP will load-balance.

UNEQUAL Cost Multi Path (Variance)

EIGRP can load-balance across **different metrics** using:

variance <value>

◆ EIGRP Packet Types

Packet	Purpose
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👋 Hello	Discover + maintain neighbors
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↻ Update	Advertise routing changes
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✓ ACK	Acknowledge reliable updates
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? Query	Ask neighbors for alternative routes
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💬 Reply	Response to Query
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🧠 DUAL Key Terms (Most Important)

1 Successor

Best path → Goes to routing table.

2 Feasible Successor

Backup path fulfilling Feasibility Condition ($RD < FD$)

3 Reported Distance (RD)

Distance advertised BY the neighbor.

4 Feasible Distance (FD)

Lowest calculated distance to reach a network.

📖 Now FULL EIGRP LAB (4 Routers + 4 PCs)

(As per your configs)

LAB TOPOLOGY

R1 ---- R2

| |

R3 ---- R4

Router 1 – Configuration

Interfaces

```
R1(config)#int g0/0
```

```
R1(config-if)#ip add 192.168.10.1 255.255.255.0
```

```
R1(config-if)#no shut
```

```
R1(config)#int g0/1
```

```
R1(config-if)#ip add 192.168.40.1 255.255.255.0
```

```
R1(config-if)#no shut
```

```
R1(config)#int g0/2
```

```
R1(config-if)#ip add 192.168.1.1 255.255.255.0
```

```
R1(config-if)#no shut
```

Enable EIGRP

```
R1(config)#router eigrp 100
```

```
R1(config-router)#network 192.168.10.0 0.0.0.255
```

```
R1(config-router)#network 192.168.40.0 0.0.0.255
```

```
R1(config-router)#network 192.168.1.0 0.0.0.255
```

```
R1(config-router)#passive-interface g0/2
```

Router 2 – Configuration

Interfaces

```
R2(config)#int g0/0
```

```
R2(config-if)#ip add 192.168.10.2 255.255.255.0
```

```
no shut
```

```
R2(config)#int g0/1
```

```
R2(config-if)#ip add 192.168.20.1 255.255.255.0
```

```
no shut
```

```
R2(config)#int g0/2
```

```
R2(config-if)#ip add 192.168.2.1 255.255.255.0
```

```
no shut
```

EIGRP

```
R2(config)#router eigrp 100
```

```
R2(config-router)#network 192.168.10.0 0.0.0.255
```

```
R2(config-router)#network 192.168.20.0 0.0.0.255
```

```
R2(config-router)#network 192.168.2.0 0.0.0.255
```

```
R2(config-router)#passive-interface g0/2
```

Router 3 – Configuration

```
R3(config)#int g0/0
```

```
R3(config-if)#ip add 192.168.40.2 255.255.255.0
```

```
no shut
```

```
R3(config)#int g0/1
```

```
R3(config-if)#ip add 192.168.30.2 255.255.255.0
```

```
no shut
```

```
R3(config)#int g0/2
```

```
R3(config-if)#ip add 192.168.4.1 255.255.255.0
```

```
no shut
```

EIGRP

```
R3(config)#router eigrp 100
```

```
R3(config-router)#network 192.168.40.0 0.0.0.255
```

```
R3(config-router)#network 192.168.30.0 0.0.0.255
```

```
R3(config-router)#network 192.168.4.0 0.0.0.255
```

```
R3(config-router)#passive-interface g0/2
```

Router 4 – Configuration

```
R4(config)#int g0/0
```

```
R4(config-if)#ip add 192.168.20.2 255.255.255.0
```

```
no shut
```

```
R4(config)#int g0/1
```

```
R4(config-if)#ip add 192.168.30.1 255.255.255.0
```

```
no shut
```



```
R4(config)#int g0/2
```

```
R4(config-if)#ip add 192.168.3.1 255.255.255.0
```

```
no shut
```

EIGRP

```
R4(config)#router eigrp 100
```

```
R4(config-router)#network 192.168.20.0 0.0.0.255
```

```
R4(config-router)#network 192.168.30.0 0.0.0.255
```

```
R4(config-router)#network 192.168.3.0 0.0.0.255
```

```
R4(config-router)#passive-interface g0/2
```

Show Commands – Explanation

show ip route

- **C** → Directly Connected
- **L** → Local interface
- **D** → EIGRP learned route
- **FD Metric** shown in brackets

show ip eigrp neighbors

Shows:

- Neighbor IP
- Interface
- Hold-time
- SRTT (smooth round trip time)
- RTO (retransmission timeout)

show ip eigrp topology

Shows:

- Successors
 - Feasible successors
 - FD & RD
 - All network entries
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EIGRP Real-Life Example

Suppose:

- Your office has **4 routers**.
- Each router connects to different departments.
- EIGRP exchanges routing information so all departments can access each other efficiently.

EIGRP ensures:

- Fast failover
- Less bandwidth use
- Load balancing