

⭐ 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
-

◆ 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
-

⌚ 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
👉 Hello	Discover + maintain neighbors
🔄 Update	Advertise routing changes
✓ ACK	Acknowledge reliable updates
❓ Query	Ask neighbors for alternative routes
🗣 Reply	Response to Query

🧠 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

1 show ip route

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

2 show ip eigrp neighbors

Shows:

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

3 show ip eigrp topology

Shows:

- Successors
 - Feasible successors
 - FD & RD
 - All network entries
-

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