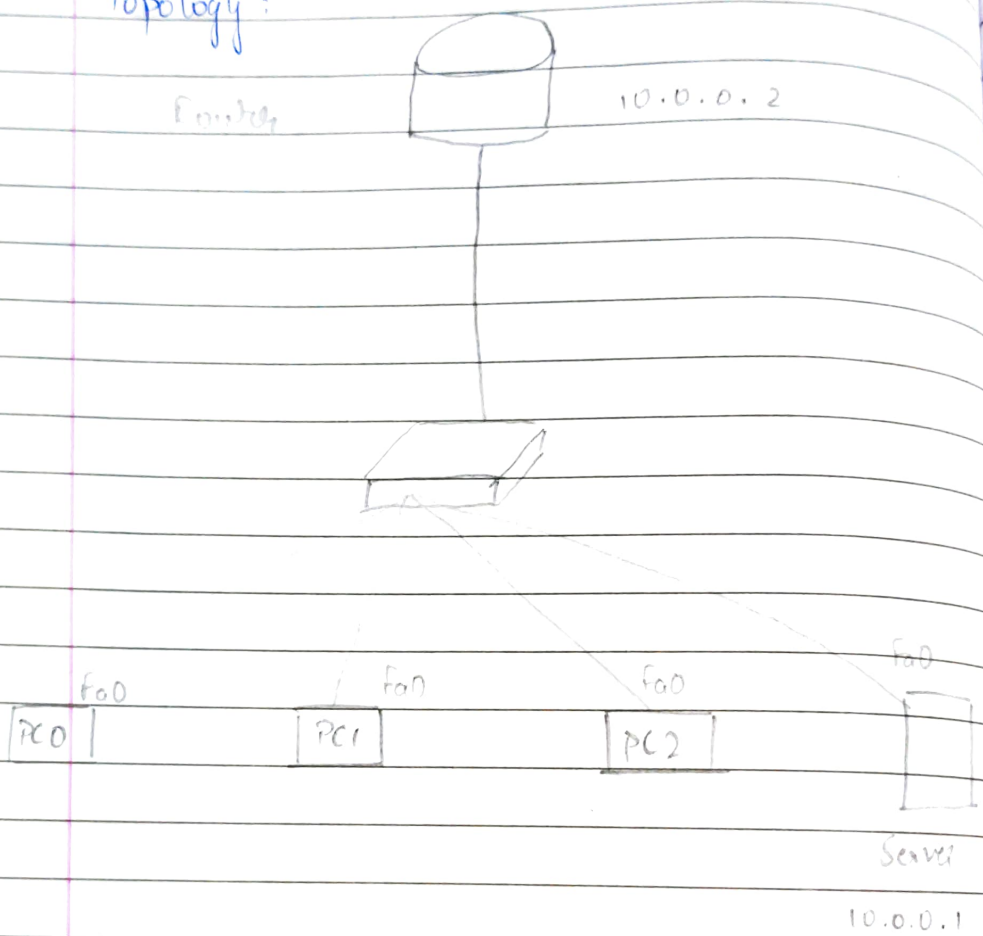
Experiment - 4

Aim : Configuring DHCP within a LAN in a packet tracer

Topology :



Procedure

-> Place 3 pcs, 1 switch, 1 server and 1 router in the workspace
-> Connect 3 pcs, 1 server to switch using copper straight cable
-> Connect the ~~server~~ switch to router using fibre cable.

-> Config the server by setting gateway as 10.0.0.2 and IP address as 10.0.0.1 and subnet mask as 255.0.0.0.

-> Config the router using CLI and set the IP address as 10.0.0.2 and subnet mask as 255.0.0.0

-> After configuring all devices go to services tab and turn on the DHCP service and set default gateway as 10.0.0.1, DNS server 10.0.0.2, start IP address as 10.0.0.3 and save the free pool.

-> Click on PC0 and select desktop tab and click IP configuration and select DHCP after selecting DHCP the request is sent for the IP address and IP address is obtained and do the same to other PCs

-> Ping other PCs and see the statistics

Observation:

Procedure

-> A pool of IP address exists from which IP addresses can be dynamically This is called Dynamic Host configuration protocol.

Result :

ping 10.0.0.5

pinging 10.0.0.5 with 32 bytes of data

Replying from 10.0.0.5 byte = 32 time = 2ms TTL

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