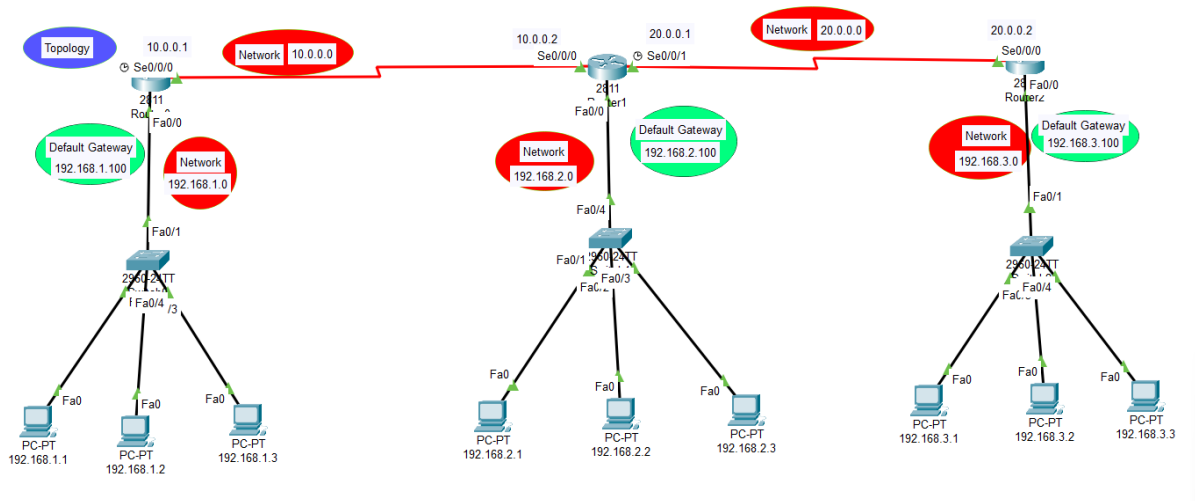


What is Routing?



Routing is the process of forwarding data packets between different networks based on their destination IP addresses. Devices that perform routing are called **routers**.

Routers maintain a **routing table**, which contains information about different networks and how to reach them. They use this table to make forwarding decisions for incoming packets.

Types of Routing

Routing can be classified into **three main types**:

1. Static Routing

Definition:

Static routing is when the network administrator manually configures routes in the routing table. These routes don't change unless manually modified.

Best Used For:

- Small, simple networks
- Networks with stable topology
- Lab/testing environments

Advantages:

- Simple to configure
- No routing protocol overhead

- More secure (no advertisement of routes)

Disadvantages:

- Not scalable
- Doesn't adapt to network changes automatically

Example

Scenario:

You have two routers (R1 and R2) directly connected:

R1 — R2

R1

IP:

192.168.1.1/24

R2 IP: 192.168.2.1/24

Command on R1 to reach R2's network:

R1(config)# ip route 192.168.2.0 255.255.255.0 192.168.1.2

```
Router>en
Router#
Router#config ter
Enter configuration commands, one per line. End with CNTL/Z.
Router(config)#
Router(config)#int s0/0/0
Router(config-if)#ip address 10.0.0.2 255.0.0.0
Router(config-if)#no shutdown

Router(config-if)#
%LINK-5-CHANGED: Interface Serial0/0/0, changed state to up

Router(config-if)#ex
Router(config)#int f0/0
%LINEPROTO-5-UPDOWN: Line protocol on Interface Serial0/0/0, changed state to up

Router(config-if)#ip address 192.168.2.100 255.255.255.0
Router(config-if)#no shutdown

Router(config-if)#
%LINK-5-CHANGED: Interface FastEthernet0/0, changed state to up

%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/0, changed state to up

Router(config-if)#ex
Router(config)#int s0/0/1
Router(config-if)#ip address 20.0.0.1 255.0.0.0
Router(config-if)#no shutdown

%LINK-5-CHANGED: Interface Serial0/0/1, changed state to down
Router(config-if)#
Router(config-if)#ex
Router(config)#
%LINK-5-CHANGED: Interface Serial0/0/1, changed state to up

%LINEPROTO-5-UPDOWN: Line protocol on Interface Serial0/0/1, changed state to up

Router(config)#
Router(config)#
Router(config)#ip route 192.168.1.0 255.255.255.0 10.0.0.1
Router(config)#ip route 192.168.3.0 255.255.255.0 20.0.0.2
Router(config)#
```

```
Cisco Packet Tracer PC Command Line 1.0
C:\>ping 192.168.1.1

Pinging 192.168.1.1 with 32 bytes of data:

Reply from 192.168.1.1: bytes=32 time=29ms TTL=125
Reply from 192.168.1.1: bytes=32 time=32ms TTL=125
Reply from 192.168.1.1: bytes=32 time=25ms TTL=125
Reply from 192.168.1.1: bytes=32 time=2ms TTL=125

Ping statistics for 192.168.1.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 2ms, Maximum = 32ms, Average = 22ms

C:\>ping 192.168.2.1

Pinging 192.168.2.1 with 32 bytes of data:

Reply from 192.168.2.1: bytes=32 time=15ms TTL=126
Reply from 192.168.2.1: bytes=32 time=1ms TTL=126
Reply from 192.168.2.1: bytes=32 time=17ms TTL=126
Reply from 192.168.2.1: bytes=32 time=1ms TTL=126

Ping statistics for 192.168.2.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 1ms, Maximum = 17ms, Average = 8ms

C:\>ping 10.0.0.1

Pinging 10.0.0.1 with 32 bytes of data:

Reply from 10.0.0.1: bytes=32 time=25ms TTL=253
Reply from 10.0.0.1: bytes=32 time=2ms TTL=253
Reply from 10.0.0.1: bytes=32 time=2ms TTL=253
Reply from 10.0.0.1: bytes=32 time=2ms TTL=253

Ping statistics for 10.0.0.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 2ms, Maximum = 25ms, Average = 7ms

C:\>|
```

2. Dynamic Routing

Definition:

Dynamic routing uses **routing protocols** that allow routers to communicate with each other and automatically update routing tables based on network changes.

Best Used For:

- Large, scalable networks
- Networks where topology can change frequently

Advantages:

- Automatically updates routes
- Scalable and efficient
- Adjusts to link failures

Disadvantages:

- More CPU/RAM usage
- More complex to configure
- Can be less secure if not managed properly

Common Dynamic Routing Protocols:

- **RIP** (Routing Information Protocol) – Uses hop count
- **EIGRP** (Cisco proprietary, fast and efficient)
- **OSPF** (Open standard, uses cost as metric)
- **BGP** (Used for internet routing between ISPs)

Example using RIP:

Routers R1 and R2 are connected.

On both routers:

```
Router(config)# router rip
Router(config-router)# version 2
Router(config-router)# network 192.168.1.0
Router(config-router)# network 192.168.2.0
```

This allows both routers to share routes dynamically.

3. Default Routing

Definition:

A default route is a “catch-all” path used when the router doesn’t have a specific route in its table for the destination IP.

Best Used For:

- Edge routers connecting to the internet
- Small networks with one path to the outside world

Advantages:

- Saves routing table space
- Easy to configure

Disadvantages:

- All unknown traffic is sent to one place
- Not suitable for complex environments

Example

Scenario:

Router connects internal network to the Internet.

```
Router(config)# ip route 0.0.0.0 0.0.0.0 192.168.1.1
```

This sends all unknown traffic to the next-hop router (192.168.1.1), usually your ISP.

Summary Table

Routing Type	Manual/Auto	Best For	Example Protocols	Scalability	Self-Healing
Static Routing	Manual	Small networks	N/A	✗	✗
Dynamic Routing	Automatic	Large networks	RIP, EIGRP, OSPF	✓	✓
Default Routing	Manual	Gateway to Internet	N/A	✓ (simple)	✗