

**WORKSHEET 2.3**

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**Subject Name: Computer Networks**

**Subject Code: 21CSH-256**

1. **Aim**: Configure a network using Distance Vector routing Protocol using Packet Tracer or NS2.

2. **Objective**: To Understand Routing Mechanism.

3. **S/W Requirement**:- Packet Tracer or NS2.

4. **H/W Requirement**:-

- **Processor**– Any suitable Processor e.g. Celeron
- **Main Memory** – 128 MB RAM
- **Hard Disk**– minimum 20 GB IDE Hard Disk
- **Removable Drives** – 1.44 MB Floppy Disk Drive  
– 52X IDE CD-ROM Drive
- **PS/2 HCL** - Keyboard and Mouse.

5. **Method**:-

**Step-1**: Create simulator objects such as end devices, Routers and Switches.

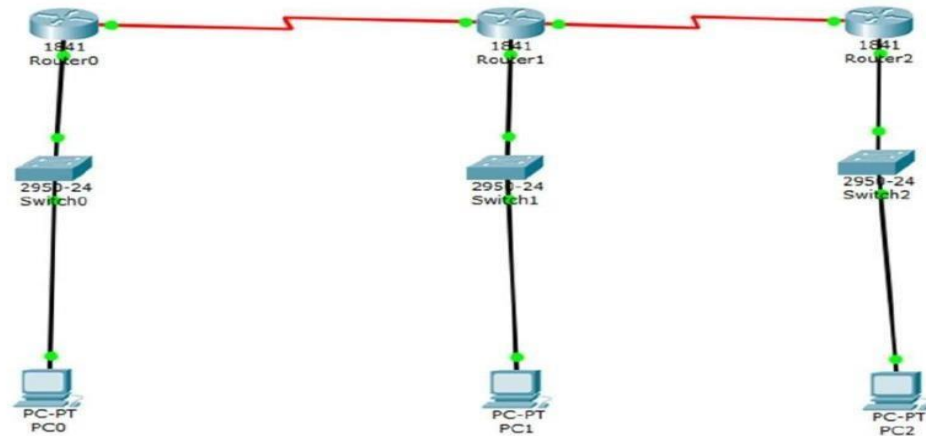
**Step-2**: Using switch connect all nodes to the router

**Step-3**: For every node assign unique IP address

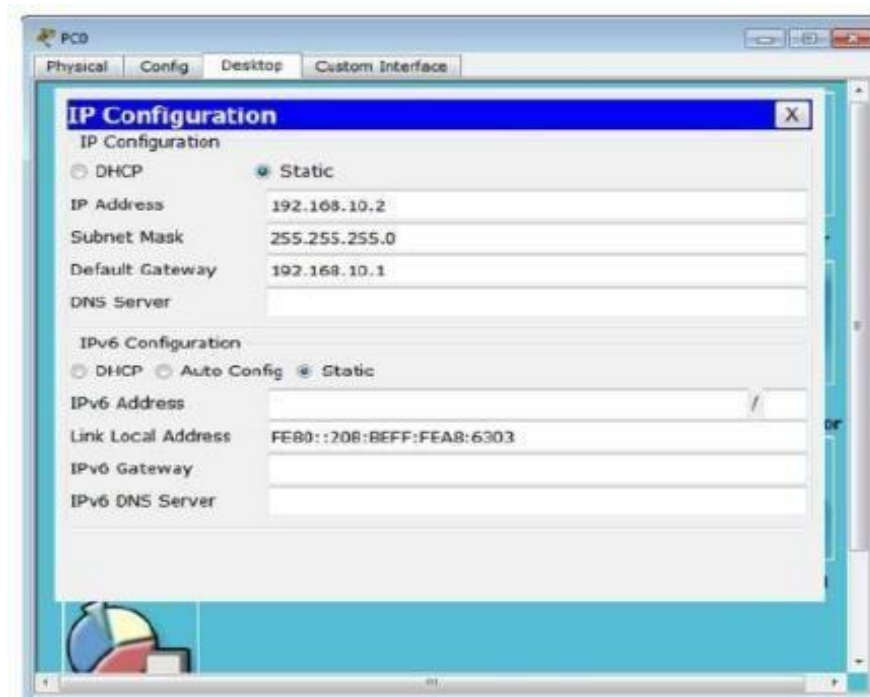
**Step-4**: Provide same Gateway IP.

**Step-5**: Configure router as Network address

**Step-6**: Configure RIP Protocol.



**Figure 1: Creation of simulator objects such as end devices, Routers and Switches and using switch connected all nodes to the router.**



**Figure2: IP address and Gateway assignment.**

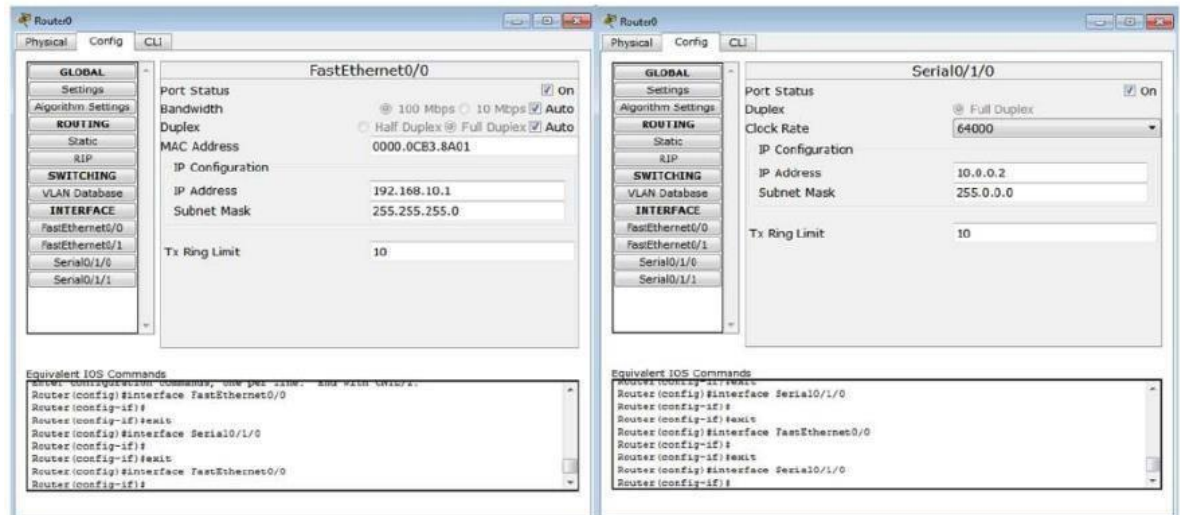


Figure3: Router as Network Address

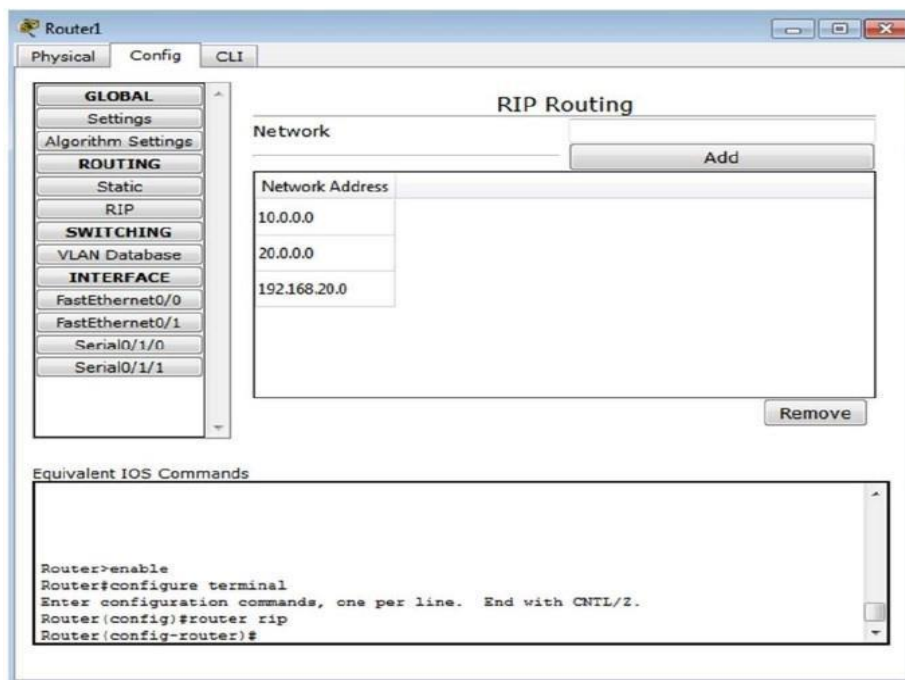


Figure 4: RIP protocol configuration



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**RESULT:** Simulated Distance Vector Routing Protocol.