

NAMA : INTAN LARASATI

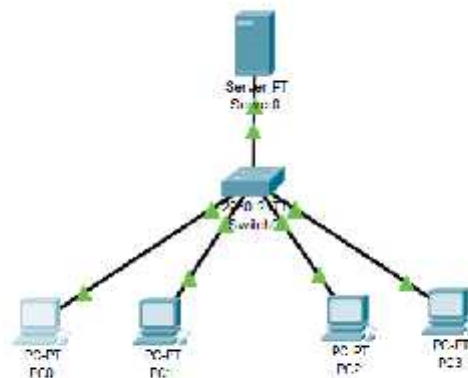
NIM : L200170091

KELAS : B

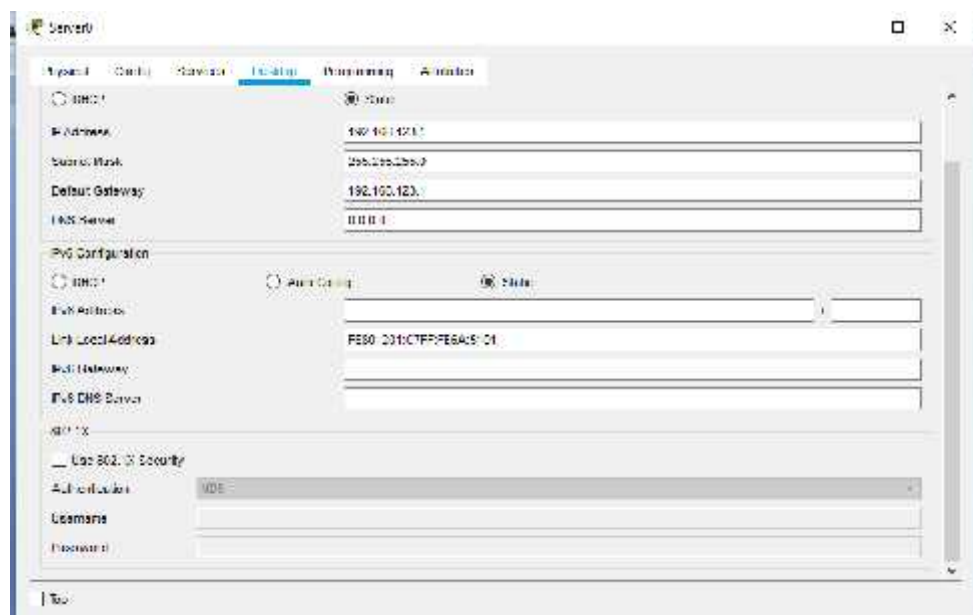
Kegiatan Praktikum

1. PRAKTIKUM 1 MEMBUAT DHCP SERVER

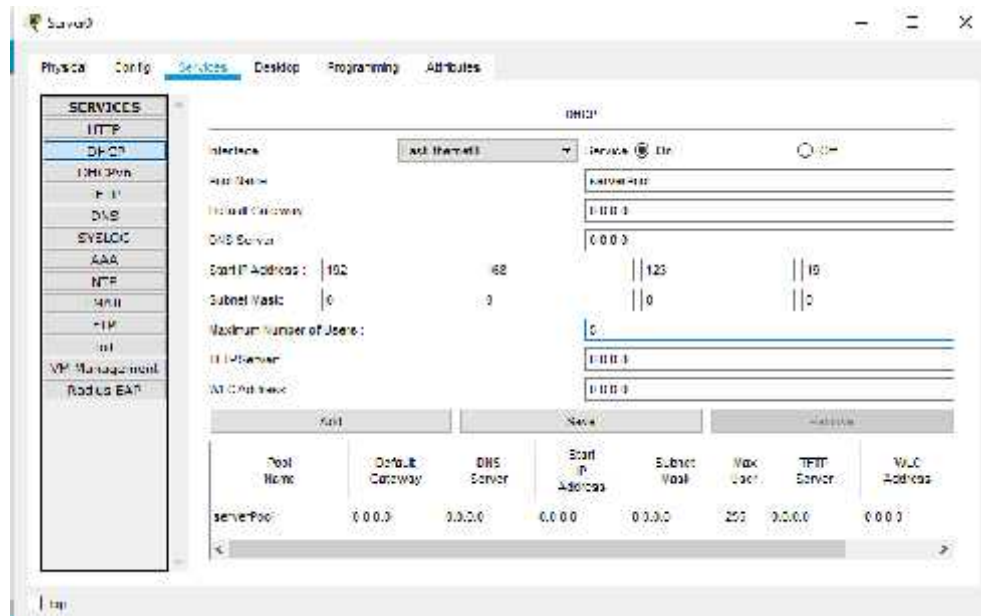
Persiapkan simulasi server DHCP dengan menggunakan 5 buah workstation, 1 switch, dan 1 server.



- Double-klik **Server0**. Pilih tab **Config**. Pada menu **Interface**, pilih **Fast-Ethernet**. Pada bagian IP address server 192.168.123.1 subnet mask 255.255.255.0

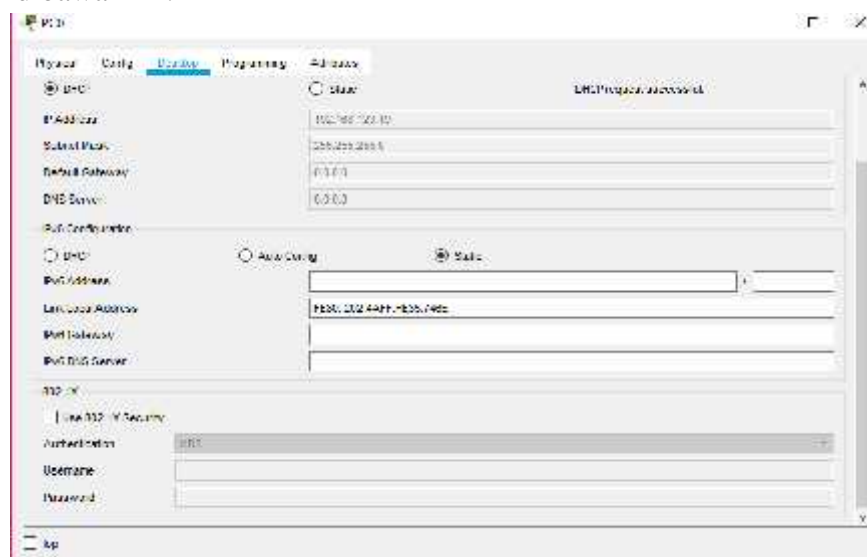


- b. Untuk konfigurasi DHCP server pada jendela properties server 0 pada services, pilih DHCP. Pastikan service DHCP On. Isikan blok IP address yang akan diberikan ke PC client.

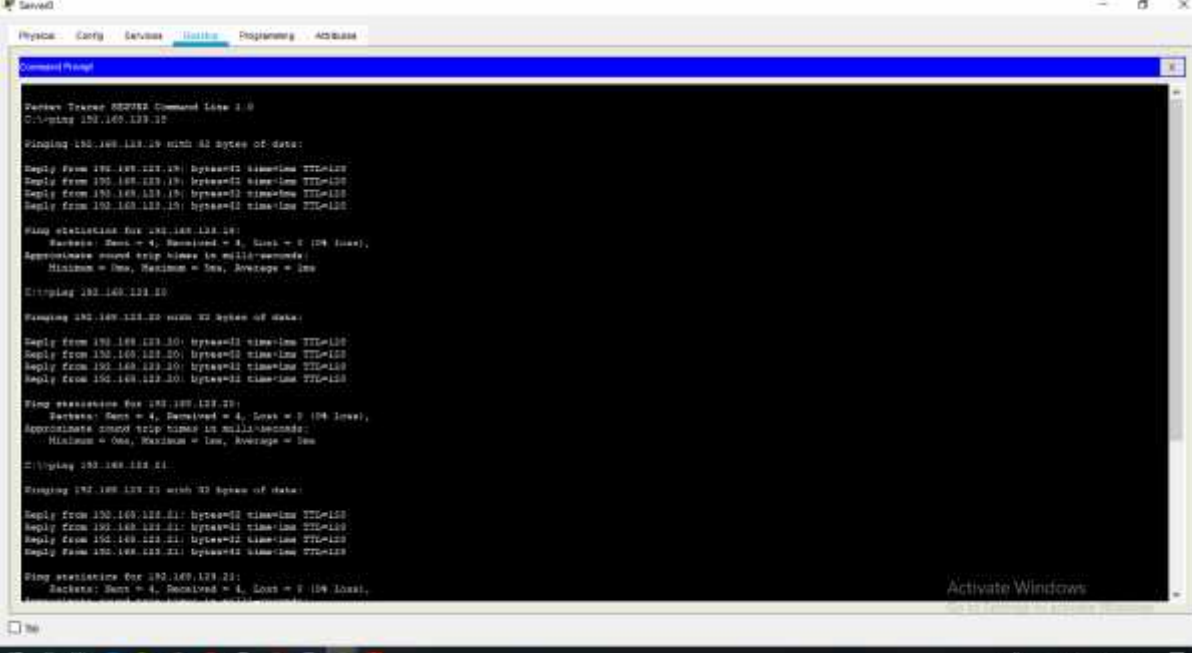


Pada start ip address isikan dengan 192.168.123.19, dan pada maximum number of =5. Hal ini berarti setiap host yang request IP dan DHCP server akan mendapatkan IP address mulai dari range 192.168.123.19-192.168.123.23. untuk filed default gateway dan dns server biarkan kosong.

- c. Pada sisi client konfigurasi dilakukan dengan cara sebagai berikut. Double klik pada PC. Pilih tab Desktop, pada menu yang ada, pilih menu IP Configuration.
- d. Pastikan pilih radio button pada pilihan DHCP.
- e. Setelah konfigurasi selesai, cek IP pada pc tersebut. Hasil akhir bisa dilihat pada gambar dibawah ini.



- f. Setelah konfigurasi semua, ping ke semua pc yang terhubung dengan server DHCP.



```
SaveAll
Physics Config Services Utilities Programming Database

Command Prompt

Server Tracker SED782 Command Line 2.0
C:\>ping 192.168.129.19

Pinging 192.168.129.19 with 32 bytes of data:

Reply from 192.168.129.19: bytes=32 time=1ms TTL=128
Reply from 192.168.129.19: bytes=32 time=1ms TTL=128
Reply from 192.168.129.19: bytes=32 time=1ms TTL=128
Reply from 192.168.129.19: bytes=32 time=1ms TTL=128

Ping statistics for 192.168.129.19:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 1ms, Average = 1ms

C:\>ping 192.168.129.20

Pinging 192.168.129.20 with 32 bytes of data:

Reply from 192.168.129.20: bytes=32 time=1ms TTL=128
Reply from 192.168.129.20: bytes=32 time=1ms TTL=128
Reply from 192.168.129.20: bytes=32 time=1ms TTL=128
Reply from 192.168.129.20: bytes=32 time=1ms TTL=128

Ping statistics for 192.168.129.20:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 1ms, Average = 1ms

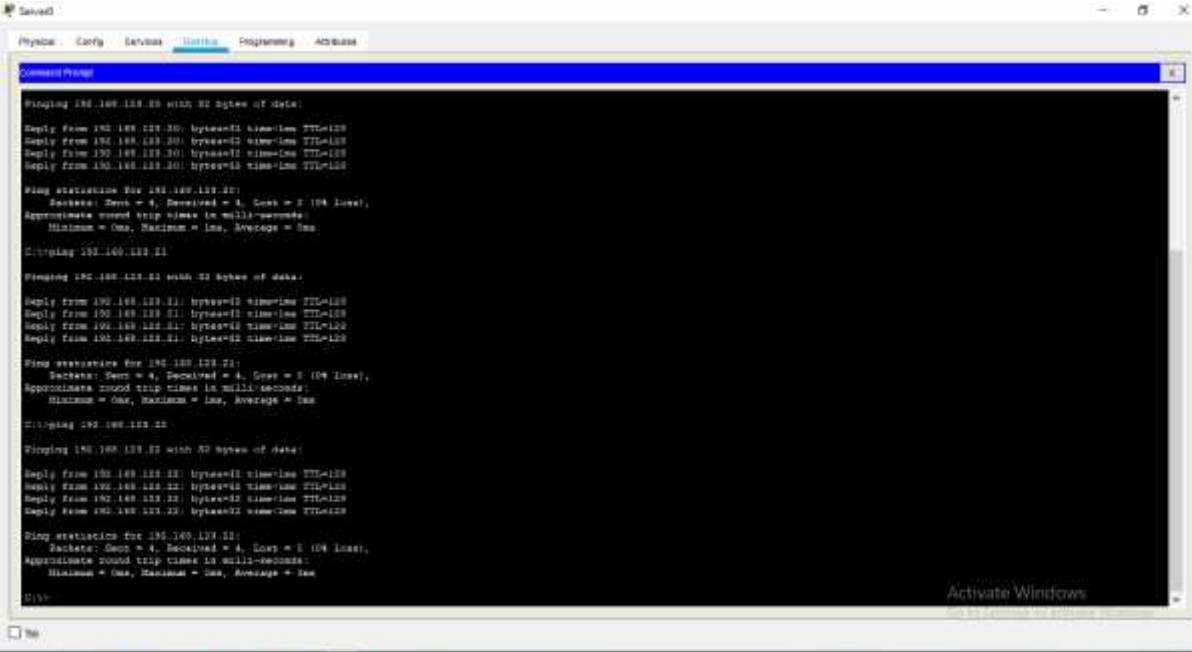
C:\>ping 192.168.129.21

Pinging 192.168.129.21 with 32 bytes of data:

Reply from 192.168.129.21: bytes=32 time=1ms TTL=128
Reply from 192.168.129.21: bytes=32 time=1ms TTL=128
Reply from 192.168.129.21: bytes=32 time=1ms TTL=128
Reply from 192.168.129.21: bytes=32 time=1ms TTL=128

Ping statistics for 192.168.129.21:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 1ms, Average = 1ms

Activate Windows
```



```
SaveAll
Physics Config Services Utilities Programming Database

Command Prompt

Pinging 192.168.129.20 with 32 bytes of data:

Reply from 192.168.129.20: bytes=32 time=1ms TTL=128
Reply from 192.168.129.20: bytes=32 time=1ms TTL=128
Reply from 192.168.129.20: bytes=32 time=1ms TTL=128
Reply from 192.168.129.20: bytes=32 time=1ms TTL=128

Ping statistics for 192.168.129.20:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 1ms, Average = 1ms

C:\>ping 192.168.129.21

Pinging 192.168.129.21 with 32 bytes of data:

Reply from 192.168.129.21: bytes=32 time=1ms TTL=128
Reply from 192.168.129.21: bytes=32 time=1ms TTL=128
Reply from 192.168.129.21: bytes=32 time=1ms TTL=128
Reply from 192.168.129.21: bytes=32 time=1ms TTL=128

Ping statistics for 192.168.129.21:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 1ms, Average = 1ms

C:\>ping 192.168.129.22

Pinging 192.168.129.22 with 32 bytes of data:

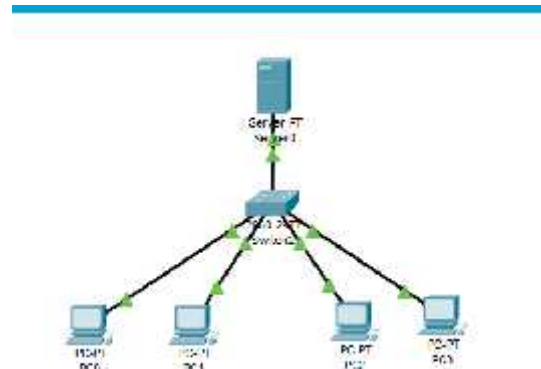
Reply from 192.168.129.22: bytes=32 time=1ms TTL=128
Reply from 192.168.129.22: bytes=32 time=1ms TTL=128
Reply from 192.168.129.22: bytes=32 time=1ms TTL=128
Reply from 192.168.129.22: bytes=32 time=1ms TTL=128

Ping statistics for 192.168.129.22:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 1ms, Average = 1ms

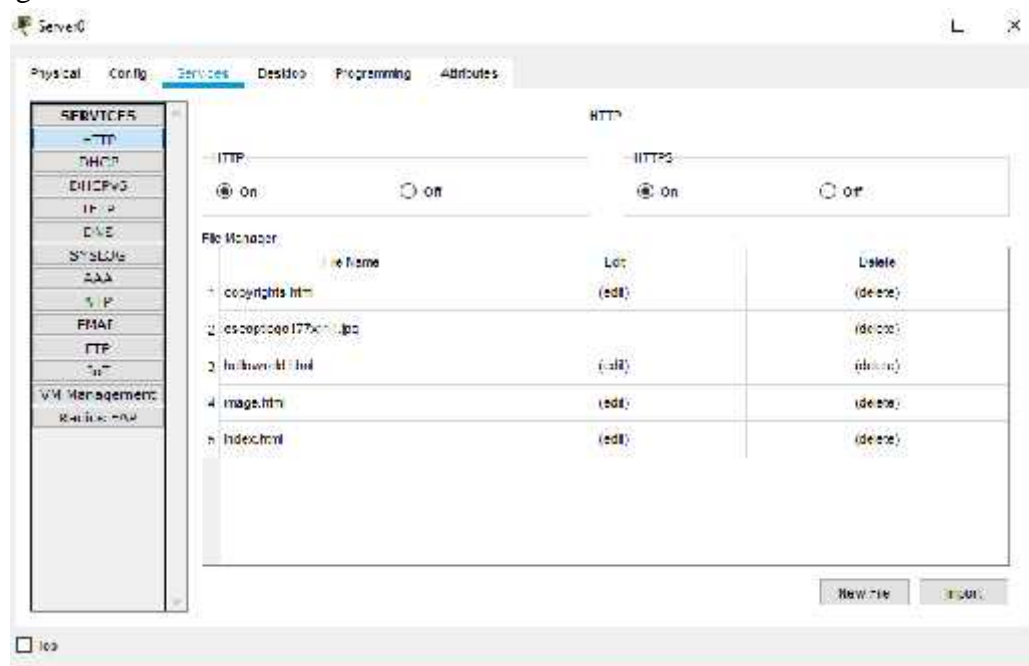
C:\>
```

2. PRAKTIKUM 2 MEMBUAT WEB SERVER

Persiapan simulasi server HTTP dalam contoh ini adalah dengan menggunakan 1 buah workstation dan server yang terhubung langsung dengan kabel –tipe cross— sehingga terlihat seperti gambar dibawah ini

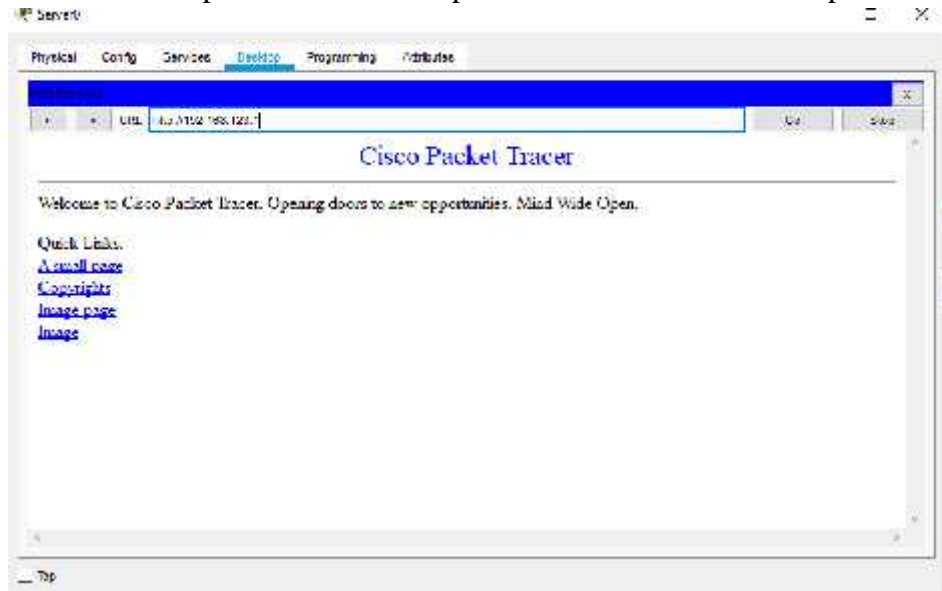


- Lakukan konfigurasi IP address pada PC0 seperti yang telah dijelaskan dibagian sebelumnya.
- Lakukan konfigurasi IP address pada server0. Langkah-langkah mengkonfigurasi IP address untuk tipe server-PT pada cisco packet tracer sama dengan workstationya.
- Double-klik server 0 sehingga jendela properti Server0 muncul. Pindahkan ke tab Config. Pada menu kiri bagian Services, pilih HTTP. Pastikan radio button service HTTP pada pilihan On. Anda juga bisa mengubah halaman homepage Server0, dengan cara mengubah script HTML yang ada sesuka anda. Ilustrasi bisa dilihat digambar dibawah ini.



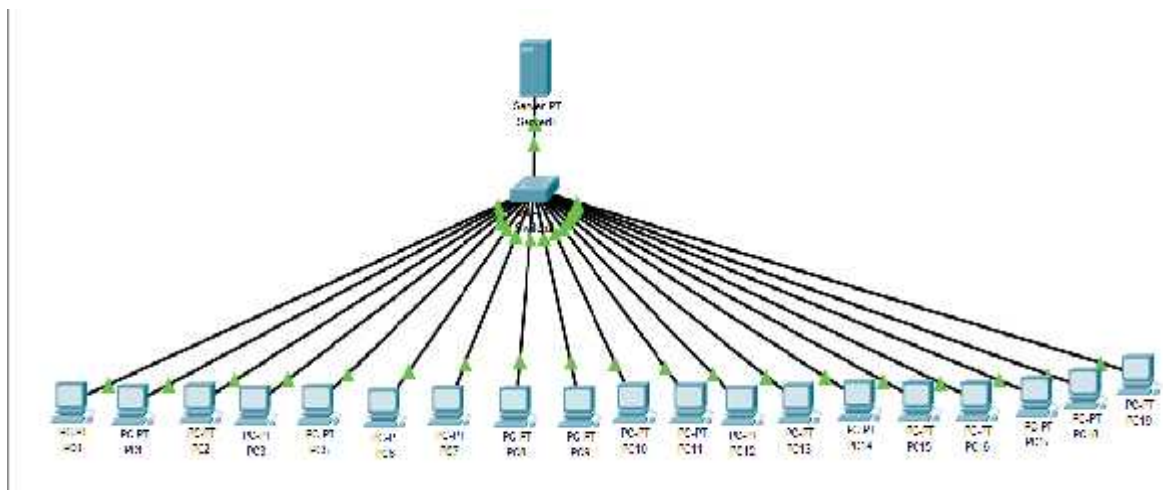
d. Melakukan browsing HTTP

Double-klik pc0 sehingga muncul jendela properties PC0. Pilih tab desktop. Pada daftar menu, pilih web browser. Ketika jendela web browser muncul, ketikkan ip address server0/ server HTTP(192.168.123.1) pada field URL. Sesaat setelah itu akan dihasilkan tampilan halaman web pada server0 di web browser pc0.



TUGAS

1. Buatlah DHCP server dengan packet tracer dengan client terdiri dari 20 pc!
Persiapan simulasi server DHCP dengan menggunakan 20 buah workstation, 1 switch, dan 1 server.



- a. Melakukan konfigurasi IP address pada server0

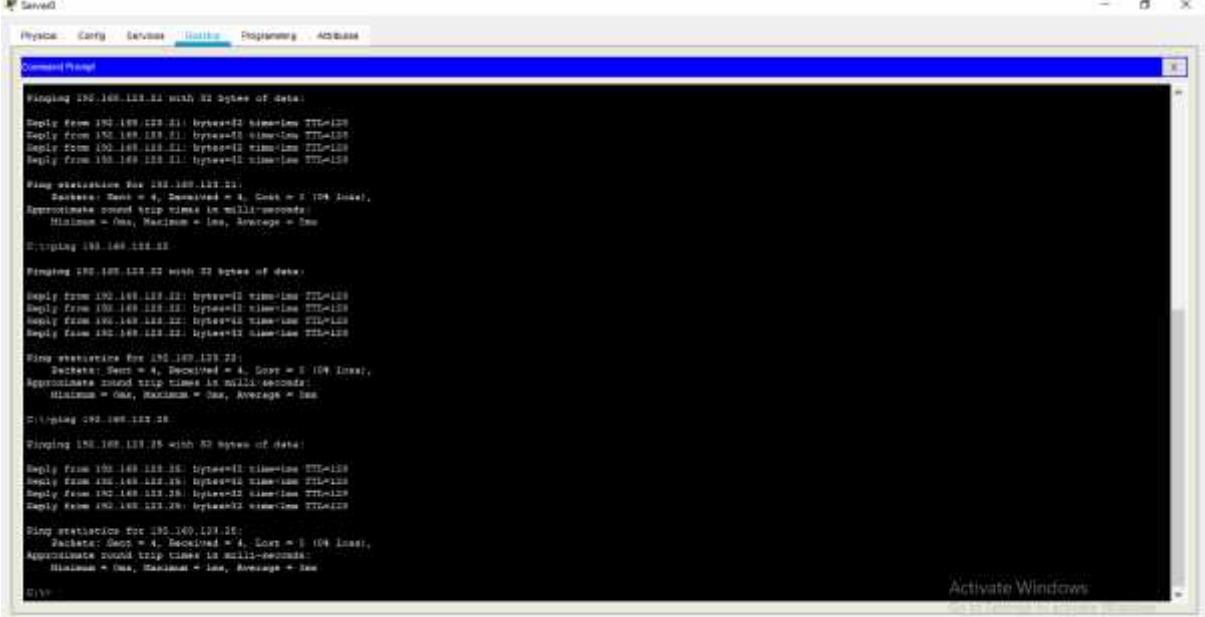
The screenshot shows the MikroTik WinBox interface for configuring the 'server0' interface. The 'IP Address' is set to 192.168.22.1, 'Subnet Mask' to 255.255.255.0, 'Default Gateway' to 0.0.0.0, and 'DNS Server' to 0.0.0.0. The 'DHCP' section is also visible with 'Auto Config' and 'Static' options.

- b. Konfigurasi DHCP

The screenshot shows the MikroTik WinBox interface for configuring the DHCP service. The 'Pool Name' is 'serverPool', 'Start IP Address' is 192.168.22.10, 'Subnet Mask' is 255.255.255.0, 'Max Lease' is 20, 'TFTP Server' is 0.0.0.0, and 'WLC Address' is 0.0.0.0. A table at the bottom lists the configured DHCP pool.

Pool Name	Default Gateway	DNS Server	Start IP Address	Subnet Mask	Max Lease	TFTP Server	WLC Address
serverPool	0.0.0.0	0.0.0.0	192.168.22.10	255.255.255.0	20	0.0.0.0	0.0.0.0

c. Melakukan ping



```

C:\Users\user>ping 192.168.123.21 with 32 bytes of data:

Reply from 192.168.123.21: bytes=32 time=1ms TTL=128
Reply from 192.168.123.21: bytes=32 time=1ms TTL=128
Reply from 192.168.123.21: bytes=32 time=1ms TTL=128
Reply from 192.168.123.21: bytes=32 time=1ms TTL=128

Ping statistics for 192.168.123.21:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 1ms, Average = 0ms

C:\Users\user>ping 192.168.123.22

Reply from 192.168.123.22: bytes=32 time=1ms TTL=128
Reply from 192.168.123.22: bytes=32 time=1ms TTL=128
Reply from 192.168.123.22: bytes=32 time=1ms TTL=128
Reply from 192.168.123.22: bytes=32 time=1ms TTL=128

Ping statistics for 192.168.123.22:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 1ms, Average = 0ms

C:\Users\user>ping 192.168.123.25

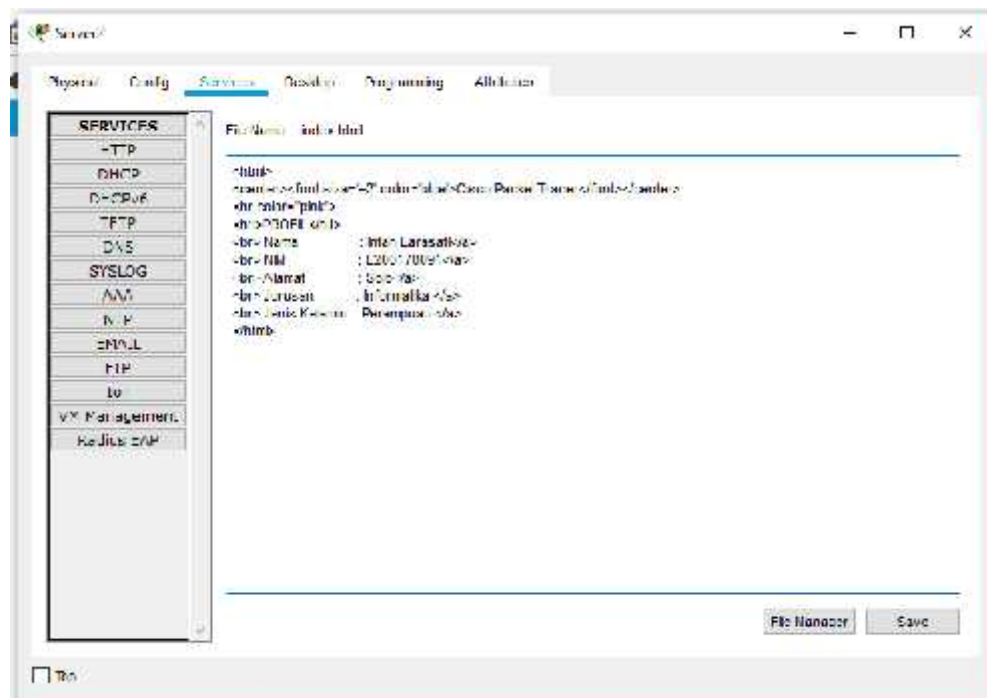
Reply from 192.168.123.25: bytes=32 time=1ms TTL=128
Reply from 192.168.123.25: bytes=32 time=1ms TTL=128
Reply from 192.168.123.25: bytes=32 time=1ms TTL=128
Reply from 192.168.123.25: bytes=32 time=1ms TTL=128

Ping statistics for 192.168.123.25:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 1ms, Average = 0ms

C:\Users\user>

```

2. a. Mengubah tampilan web sesuai dengan ketentuan



b. tampilan web setelah diubah

