COMPUTER NETWORK PRACTICUM PRACTICUM 5



Writed by:

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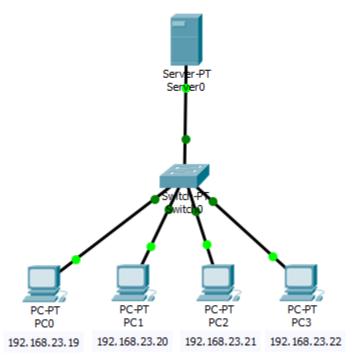
Class : X

INFORMATION TECHNOLOGY FACULTY OF COMMUNICATION AND INFORMATICS MUHAMMADIYAH UNIVERSITY OF SURAKARTA 2020

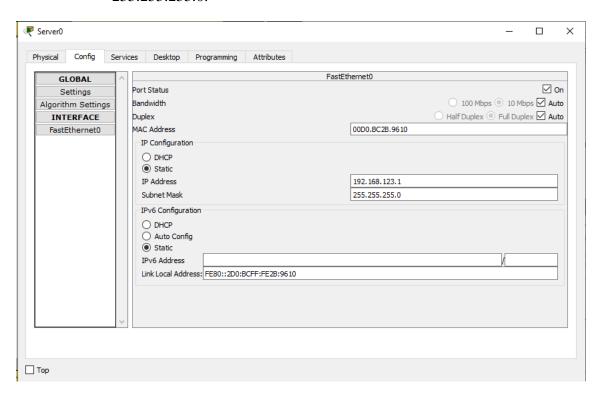
PRACTICUM ACTIVITIES

1. PRACTICUM 1. MAKE DHCP SERVER

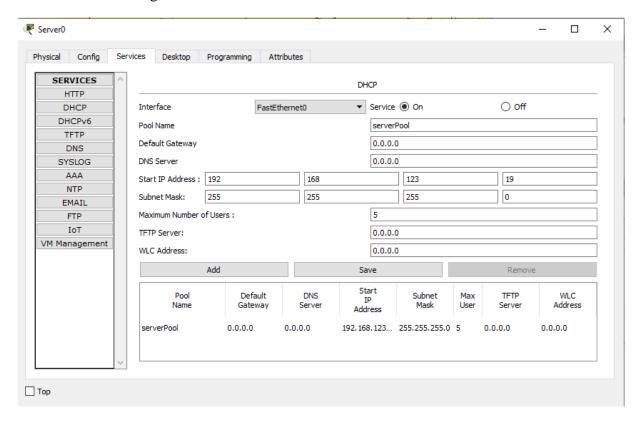
a. Designing 5 workstations, 1 switch, and 1 server on Packet Tracer



b. Configure the server's IP address to 192.168.123.1 with the subnet mask 255.255.255.0.



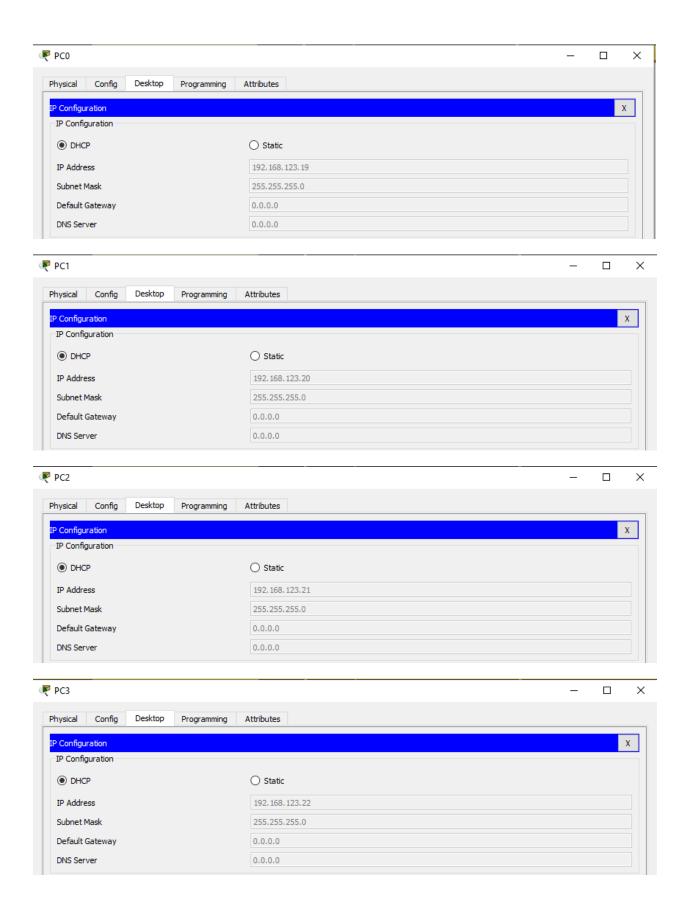
c. Configure DHCP on the server



d. Configure IP on PC

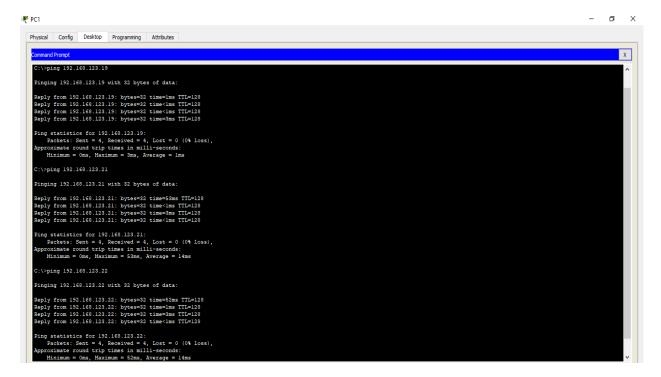
IP address on a PC is a dynamic IP obtained from the server, the list of IPs can be seen through the table below.

PC	IP			
PC1	192.168.123.19			
PC2	192.168.123.20			
PC3	192.168.123.21			
PC4	192.168.123.22			



e. Test the connection of the PC connected to the DHCP server.

Picture 1.1. Pinging from PC0 to another PC



Picture 1.2. Pinging from PC1 to another PC

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₽C2
                                                                                                                                                                                                                                                                                                                                                                       - П X
     Physical Config Desktop Programming Attributes
                                                                                                                                                                                                                                                                                                                                                                                          χ
              >ping 192.168.123.19
       Pinging 192.168.123.19 with 32 bytes of data:
      Reply from 192.168.123.19: bytes=32 time<1ms TTL=128
       Ping statistics for 192.168.123.19:
         Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 0ms, Average = 0ms
          :\>ping 192.168.123.20
       Pinging 192.168.123.20 with 32 bytes of data:
       Reply from 192.168.123.20: bytes=32 time=3ms TTL=128
Reply from 192.168.123.20: bytes=32 time<1ms TTL=128
Reply from 192.168.123.20: bytes=32 time<1ms TTL=128
      Ping statistics for 192.168.123.20:
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 3ms, Average = 0ms
       Pinging 192.168.123.22 with 32 bytes of data:
       Reply from 192.168.123.22: bytes=32 time=1ms TTL=128
       Reply from 192.168.123.22: bytes=32 time<lms TTL=128
Reply from 192.168.123.22: bytes=32 time<lms TTL=128
Reply from 192.168.123.22: bytes=32 time<lms TTL=128
       Ping statistics for 192.168.123.22:

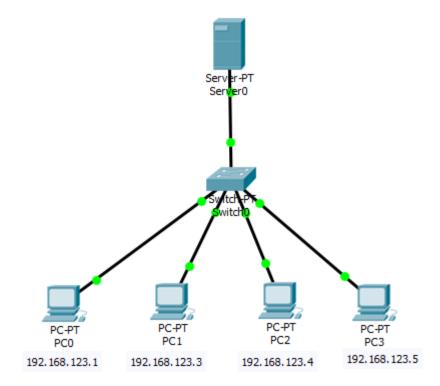
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 1ms, Average = 0ms
```

Picture 1.3. Pinging from PC2 to another PC

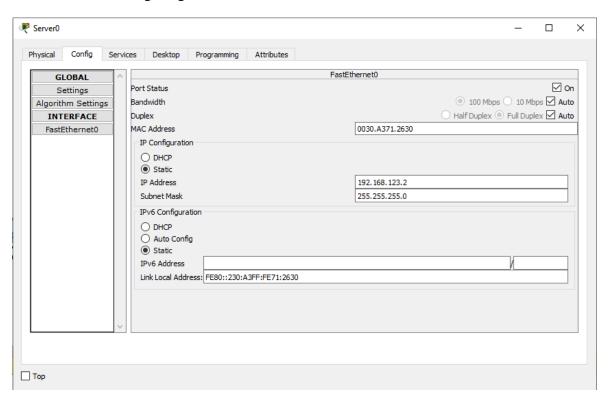
Picture 1.4. Pinging from PC3 to another PC.

2. PRACTICUM 2. MAKE A WEB SERVER

a. Topology design



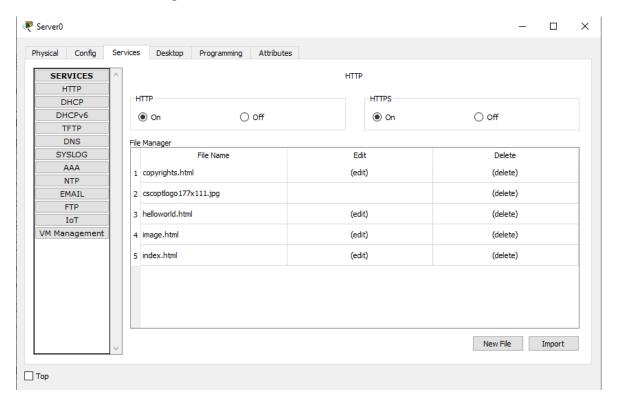
b. Configuring Fast-Ethernet on server0.



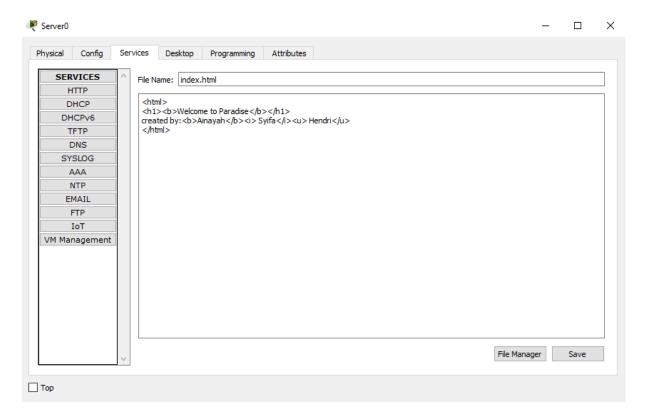
c. Configure the IP address of each PC in DHCP mode



d. Activating HTTP service.



e. Edit the contents of the index.html tag.

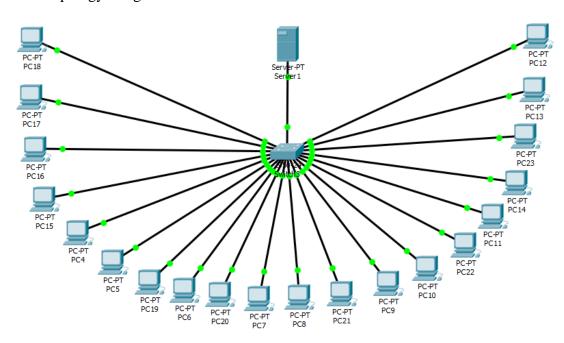


f. Browsing HTTP

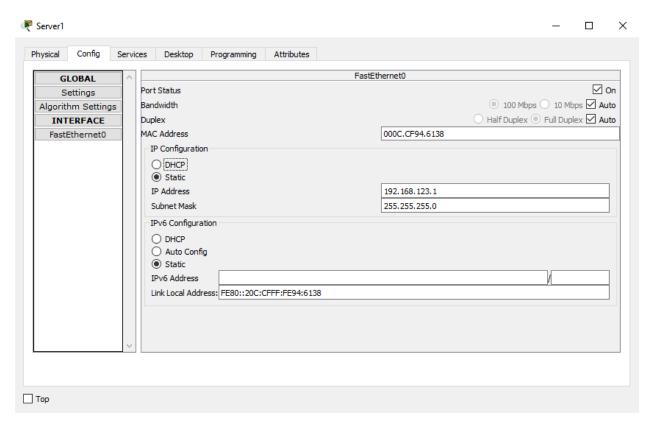


TASK

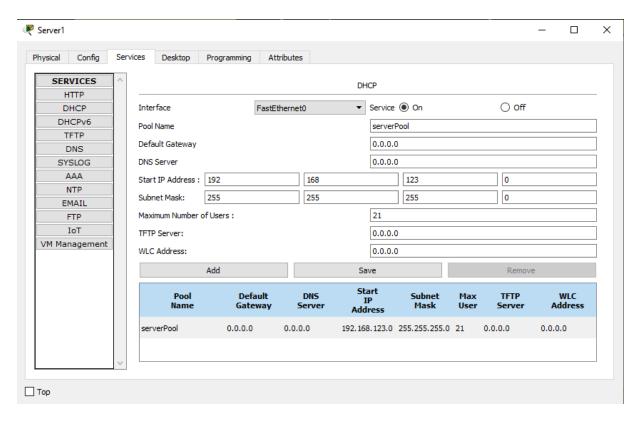
a. Topology design



b. IP address configuration



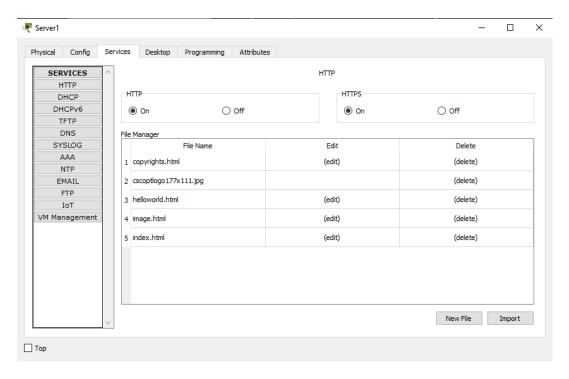
c. Set DHCP service in ON mode



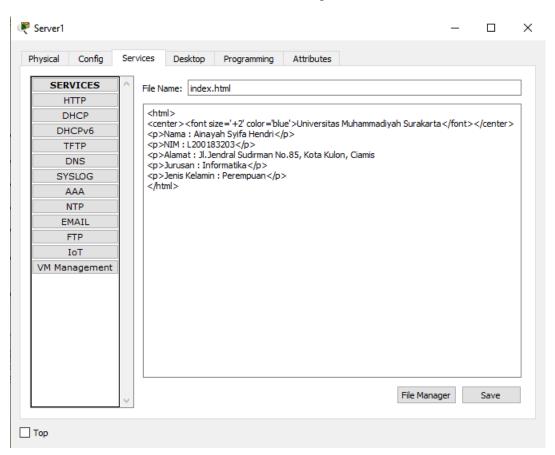
d. Configure the IP address on each PC in DHCP mode on all PCs.

₹ PC4					_	×
Physical Config Desktop	Programming /	Attributes				
IP Configuration						Х
IP Configuration						
O DHCP		O Static		DHCP request successful.		
IP Address		192.168.	123.2			
Subnet Mask		255.255.	255.0			
Default Gateway		0.0.0.0				
DNS Server		0.0.0.0				
IPv6 Configuration						
ODHCP	O Auto Con	fig	Static			_,
IPv6 Address					/	4
Link Local Address		FE80::20	2:4AFF:FE89:A582			
IPv6 Gateway						
IPv6 DNS Server						
Тор						

e. Set HTTP service in ON mode



f. Edit the contents of the index.html tag



g. Browsing http

