

Praktikum Internet dan Aplikasinya

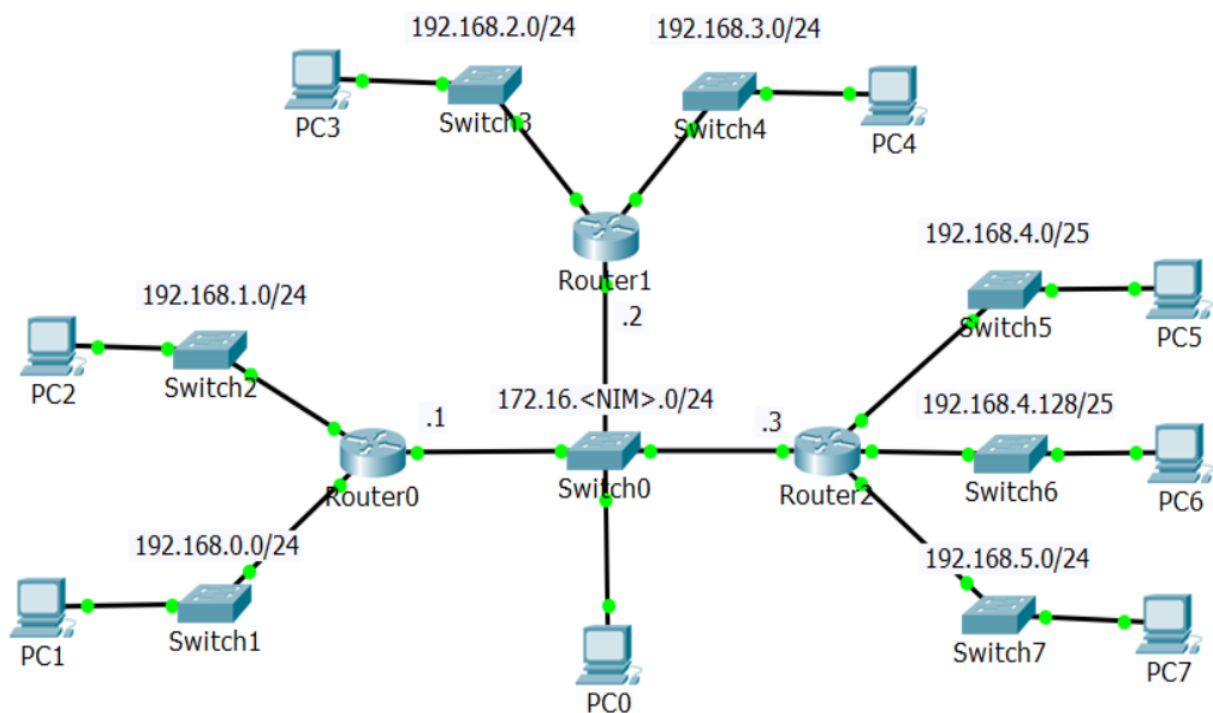
Routing Statik

Tujuan

Mahasiswa dapat mengetahui cara kerja packet forwarding dan tabel routing serta men-setup statik routing untuk topologi sederhana

TUGAS

1. Buat topologi seperti dibawah ini
2. Pilih Router Tipe Generik ROUTER-PT-EMPTY (yang paling kanan). Matikan dulu Router, tambahkan 5 modul Ethernet PT-ROUTER-NM-1CFE (No. 3 dari atas).
3. Buat / lengkapi rancangan IP (tuliskan label pada topologi), kemudian implementasikan. Jangan lupa memasang default gateway pada masing-masing PC.
4. Pastikan dari tiap-tiap PC bisa terkoneksi dengan Router (ping dari PC ke Router)
5. Rancangan Tabel routing dan tuangkan dalam bentuk tabel seperti dibawah, kemudian implementasikan di masing-masing router
6. Pastikan antar PC di seluruh topologi terkoneksi



Device	Network	Via
Router 0	192.168.2.0/24	172.16.172.2
	192.168.3.0/24	172.16.172.2
	192.168.4.0/25	172.16.172.3
	192.168.4.128/25	172.16.172.3
	192.168.5.0/24	172.16.172.3
Router 1	192.168.0.0/24	172.16.172.1
	192.168.1.0/24	172.16.172.1
	192.168.4.0/25	172.16.172.3
	192.168.4.128/25	172.16.172.3
	192.168.5.0/24	172.16.172.3
Router 2	192.168.0.0/24	172.16.172.1
	192.168.1.0/24	172.16.172.1
	192.168.2.0/24	172.16.172.2
	192.168.3.0/24	172.16.172.2

Buat Laporan dengan cara mengirimkan screen-shot langkah-langkah yang Anda jalankan

- Screenshoot Ping pc 1 ke pc lainnya menggunakan realtime

Fire	Last Status	Source	Destination	Type	Color	Time(se)	Periodic	Num	Edit	Delete
	Successful	PC1	PC2	ICMP		0.000	N	0	(edit)	(delete)
	Successful	PC2	PC1	ICMP		0.000	N	1	(edit)	(delete)
	Successful	PC1	PC3	ICMP		0.000	N	2	(edit)	(delete)
Fire	Last Status	Source	Destination	Type	Color	Time(se)	Periodic	Num	Edit	Delete
	Successful	PC1	PC3	ICMP		0.000	N	2	(edit)	(delete)
	Successful	PC1	PC4	ICMP		0.000	N	3	(edit)	(delete)
	Successful	PC1	PC5	ICMP		0.000	N	4	(edit)	(delete)
Fire	Last Status	Source	Destination	Type	Color	Time(se)	Periodic	Num	Edit	Delete
	Successful	PC1	PC7	ICMP		0.000	N	6	(edit)	(delete)
	Successful	PC1	PC0	ICMP		0.000	N	7	(edit)	(delete)
	Successful	PC1	PC6	ICMP		0.000	N	8	(edit)	(delete)

- Screenshoot Ping pc 2 ke pc lainnya menggunakan realtime

Fire	Last Status	Source	Destination	Type	Color	Time(se)	Periodic	Num	Edit	Delete
	Successful	PC2	PC1	ICMP		0.000	N	0	(edit)	(delete)
	Successful	PC2	PC3	ICMP		0.000	N	1	(edit)	(delete)
	Successful	PC2	PC4	ICMP		0.000	N	2	(edit)	(delete)

Fire	Last Status	Source	Destination	Type	Color	Time(se)	Periodic	Num	Edit	Delete
	Successful	PC2	PC5	ICMP		0.000	N	3	(edit)	(delete)
	Successful	PC2	PC6	ICMP		0.000	N	4	(edit)	(delete)
	Successful	PC2	PC7	ICMP		0.000	N	5	(edit)	(delete)
	Successful	PC2	PC0	ICMP		0.000	N	6	(edit)	(delete)

- Screenshoot Ping pc 3 ke pc lainnya menggunakan realtime

Fire	Last Status	Source	Destination	Type	Color	Time(se)	Periodic	Num	Edit	Delete
	Successful	PC3	PC1	ICMP		0.000	N	0	(edit)	(delete)
	Successful	PC3	PC2	ICMP		0.000	N	1	(edit)	(delete)
	Successful	PC3	PC4	ICMP		0.000	N	2	(edit)	(delete)
	Successful	PC3	PC5	ICMP		0.000	N	3	(edit)	(delete)
	Successful	PC3	PC6	ICMP		0.000	N	4	(edit)	(delete)
	Successful	PC3	PC7	ICMP		0.000	N	5	(edit)	(delete)
	Successful	PC3	PC0	ICMP		0.000	N	6	(edit)	(delete)

- Screenshoot Ping pc 4 ke pc lainnya menggunakan realtime

Fire	Last Status	Source	Destination	Type	Color	Time(se)	Periodic	Num	Edit	Delete
	Successful	PC4	PC1	ICMP		0.000	N	0	(edit)	(delete)
	Successful	PC4	PC2	ICMP		0.000	N	1	(edit)	(delete)
	Successful	PC4	PC3	ICMP		0.000	N	2	(edit)	(delete)
	Successful	PC4	PC5	ICMP		0.000	N	3	(edit)	(delete)
	Successful	PC4	PC6	ICMP		0.000	N	4	(edit)	(delete)
	Successful	PC4	PC7	ICMP		0.000	N	5	(edit)	(delete)
	Successful	PC4	PC0	ICMP		0.000	N	6	(edit)	(delete)

- Screenshoot Ping pc 5 ke pc lainnya menggunakan realtime

Fire	Last Status	Source	Destination	Type	Color	Time(se)	Periodic	Num	Edit	Delete
	Successful	PC5	PC1	ICMP		0.000	N	0	(edit)	(delete)
	Successful	PC5	PC2	ICMP		0.000	N	1	(edit)	(delete)
	Successful	PC5	PC3	ICMP		0.000	N	2	(edit)	(delete)
	Successful	PC5	PC4	ICMP		0.000	N	3	(edit)	(delete)
	Successful	PC5	PC6	ICMP		0.000	N	4	(edit)	(delete)
	Successful	PC5	PC7	ICMP		0.000	N	5	(edit)	(delete)
	Successful	PC5	PC0	ICMP		0.000	N	6	(edit)	(delete)

- Screenshoot Ping pc 6 ke pc lainnya menggunakan realtime

Fire	Last Status	Source	Destination	Type	Color	Time(se)	Periodic	Num	Edit	Delete
	Successful	PC6	PC1	ICMP		0.000	N	0	(edit)	(delete)
	Successful	PC6	PC2	ICMP		0.000	N	1	(edit)	(delete)
	Successful	PC6	PC3	ICMP		0.000	N	2	(edit)	(delete)
	Successful	PC6	PC4	ICMP		0.000	N	3	(edit)	(delete)
	Successful	PC6	PC5	ICMP		0.000	N	4	(edit)	(delete)
	Successful	PC6	PC7	ICMP		0.000	N	5	(edit)	(delete)
	Successful	PC6	PC0	ICMP		0.000	N	6	(edit)	(delete)

- Screenshoot Ping pc 7 ke pc lainnya menggunakan realtime

Fire	Last Status	Source	Destination	Type	Color	Time(se)	Periodic	Num	Edit	Delete
	Successful	PC7	PC1	ICMP		0.000	N	0	(edit)	(delete)
	Successful	PC7	PC2	ICMP		0.000	N	1	(edit)	(delete)
	Successful	PC7	PC3	ICMP		0.000	N	2	(edit)	(delete)
	Successful	PC7	PC4	ICMP		0.000	N	3	(edit)	(delete)
	Successful	PC7	PC5	ICMP		0.000	N	4	(edit)	(delete)
	Successful	PC7	PC6	ICMP		0.000	N	5	(edit)	(delete)
	Successful	PC7	PC0	ICMP		0.000	N	6	(edit)	(delete)

- Screenshoot Ping pc 0 ke pc lainnya menggunakan realtime

Fire	Last Status	Source	Destination	Type	Color	Time(se)	Periodic	Num	Edit	Delete
	Successful	PC0	PC1	ICMP		0.000	N	0	(edit)	(delete)
	Successful	PC0	PC2	ICMP		0.000	N	1	(edit)	(delete)
	Successful	PC0	PC3	ICMP		0.000	N	2	(edit)	(delete)
	Successful	PC0	PC4	ICMP		0.000	N	3	(edit)	(delete)
	Successful	PC0	PC5	ICMP		0.000	N	4	(edit)	(delete)
	Successful	PC0	PC6	ICMP		0.000	N	5	(edit)	(delete)
	Successful	PC0	PC7	ICMP		0.000	N	6	(edit)	(delete)

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