管理 MAC 地址转发表

一、实验目的

- 1、了解交换机的作用
- 2、通过 MAC 地址转发表,理解交换机基于 MAC 地址转发表的工作过程
- 3、掌握添加静态 MAC 地址的方法

二、实验方案

在交换机中,MAC 地址转发表是一个映射 MAC 地址和交换机接口表。最初交换机中没有转发表,在第一次两设备 ping 通之后,交换机会记录下两者的 MAC 和端口信息,即自学习数据帧源地址。随后将 PC2 的信息设置为静态,修改 PC2 的接口,检测是否能连接。最后取消静态消息,重新测试能否连接。

三、实验步骤

1、网络拓扑结构如图所示,具体连接情况如下

名称	相连的接口	IP 地址
PC1	F0/1	192.168.1.1
PC2	F0/2	192.169.1.2



2、首先在交换机的命令行查看转发表,发现一开始并没有转发表,这是合理的。

Switch#

3、查看两台 PC 的 IP 配置,并且 PC1 ping PC2,成功。

```
Tracer PC Command Line 1.0
C:\>ipconfig /all
  Connection-specific DNS Suffix..:
  Physical Address.....: 0002.1660.1C39
Link-local IPv6 Address....: FE80::202:16FF:FE60:1C39
  IPv6 Address....: ::

      IPv4 Address
      192.168.1.1

      Subnet Mask
      255.255.255.0

  Default Gateway....:::
  DNS Servers....:::
                                0.0.0.0
  co Packet Tracer PC Command Line 1.0
C:\>ipconfig /all
FastEthernet0 Connection: (default port)
  Connection-specific DNS Suffix ..:
  Physical Address..... 0002.1660.1C39
  Link-local IPv6 Address.....: FE80::202:16FF:FE60:1C39
  IPv6 Address....::
IPv4 Address....: 192.168.1.1
  Default Gateway....::::
                               0.0.0.0
  DHCPv6 IAID......:
DHCPv6 Client DUID.......: 00-01-00-01-B8-79-0C-DD-00-02-16-60-1C-39
  DNS Servers....:::
                                0.0.0.0
C:\>ping 192.168.1.2
Pinging 192.168.1.2 with 32 bytes of data:
Reply from 192.168.1.2: bytes=32 time<1ms TTL=128
Reply from 192.168.1.2: bytes=32 time<1ms TTL=128
Reply from 192.168.1.2: bytes=32 time<1ms TTL=128
Reply from 192.168.1.2: bytes=32 time=1ms TTL=128
Ping statistics for 192.168.1.2:
     Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
     Minimum = 0ms, Maximum = 1ms, Average = 0ms
    4、再次查看 MAC 转发表,发现已经自动学习到了。
     Switch>en
     Switch#show mac-address-table
            Mac Address Table
     Vlan Mac Address
                                  Ports
                       Type
     %LINK-5-CHANGED: Interface FastEthernet0/1, changed state to up
     %LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/1, changed state to up
     %LINK-5-CHANGED: Interface FastEthernet0/2, changed state to up
     %LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/2, changed state to up
     Switch#show mac-address-table
          Mac Address Table
     Vlan Mac Address
                        Type
                                  Ports
```

0002.1660.1c39 DYNAMIC Fa0/1 000c.cf72.b90c DYNAMIC Fa0/2

1 0002.1660.1c39

Switch#

5、修改 PC2 对应的类型为 static, 即静态, 随后将 PC2 从 F0/1 修改到 F0/4, PC1 将无法连接到 PC2。

```
Switch#config t
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config) #mac address-table static 000c.cf72.b90c vlan 1 interface f0/2
Switch (config) #exit
Switch#
%SYS-5-CONFIG I: Configured from console by console
Switch#show mac-address-table
        Mac Address Table
                         Ports
     Mac Address Type
Vlan
       _____
     0002.1660.1c39 DYNAMIC Fa0/1 000c.cf72.b90c STATIC Fa0/2
  1
  1
Switch#
```

```
C:\>ping 192.168.1.2

Pinging 192.168.1.2 with 32 bytes of data:

Request timed out.
Request timed out.
Request timed out.
Request timed out.
Ping statistics for 192.168.1.2:
    Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),
```

6、将之前 static 的指令删除,会发现转发表又变成空了,此时 PC1 ping PC2 后,转发表将会更新, PC2 的接口已经变成 F0/4 了。

```
C:\>ping 192.168.1.2
Pinging 192.168.1.2 with 32 bytes of data:
Reply from 192.168.1.2: bytes=32 time<1ms TTL=128
Ping statistics for 192.168.1.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms
C:\>
```


	Type 	Ports
1 0002.1660.1c39 1 000c.cf72.b90c Switch#	DYNAMIC DYNAMIC	Fa0/1 Fa0/4

四、实验结果及分析

MAC 转发表是一个映射 MAC 地址和交换机接口的表。最初交换机中没有转发表,在第一次两设备 ping 通之后,交换机会记录下两者的 MAC 和端口信息,即自学习数据帧源地址。设置为静态后,即使修改了该机器连接交换机的接口,转发表也不会动态地更新。只有取消静态后,转发表被清空,发起 ping 的机器通过广播找到目标机器后才会更新新的转发表。

思考题:

如果在交换机设置静态 MAC 地址,把 PC2 的 MAC 地址设置在 F0/2 接口,但 PC2 实际连接的是 F0/4 接口,这样 PC1 能 Ping 通 PC2 吗?如果不通,请说明原因。

答: 不能 Ping 通,因为 PC2 的 MAC 地址设置在 F0/2 接口上,而 PC2 实际连接的是 F0/4 接口。