16-0ct-2020

Lab-o	MD YASEEN AHMED				
	1BM19CS404				
01.	Topologi	18	ya zazik		
	\$	P. ROUTEX			
	Rowler 1 30.0.01				
•					
	≠ 20.0.0.l			30.0.0.2	
	Router	0)	Rou	ter 2]	
	10	1.0.6.0		40.0.0.1	
<i>₹4</i>	∠4)			4	
	(switch		Swi	tch1	
	at Strain		*	X	
	\$	A	A	*	
	PCO	PC1	PC2	PC3	
ip:	10.0.0.10	10.0.0.11	40.0.0.10	40.0.0.11	
DG:	10.0.0.1	10.00.1	40.0.0.1	40.0.0.1	
	5 5 5 8 7 3 5 50				
steps:1	place	3 Routers	E 2 500 84	ther &	
		as show	이 그는 이 사람들은 하는 점을 가는 것이 되어 있다.	그는 아이들은 이 아이는 사람이 나는 사람들은 중심하다.	
		E connect	사람이 살아가 되고 생겨를 가게 되었다. 그렇게 되어 되었다면서 그리고 얼마나 하는데 그리고 그 없었다.	# - Book 2015 - Bullet 1985 - 1985 - 198	
6. j		riage cabl			
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	Fage No.
	Observation:
	Each router knows only about êts immediate neighbours & is connect-
7.	in the above topology the Routers is not directly interfaced with the
*	10.0.0.0 & 40.0.0.0 networks 10. we can add a static Router to those networks via the Router of
	Routex1. using the ip voule command
	ip route 10.0.0.0 255.0.0.0 20.0.0.1 ip route 40.0.0.0 255.0.0.0 30.0.0.2
*	similarly, we will add the static Route for the Routero & Routera
	in such a way that, if it received a packet then it will transmit it to the next immediate interface

+ CLI for the routero: ?proute 0.0.0.0 0.0.0 20.0.0,2 7. Similarly for router 2: ip route 0.0.0.0 0-0.0.0 30.0.0.1 Before interfacing i.e., adding the static route to the routers routero & routes2, if we ping PC2 from PCO we get, Destination host unreachable After interfacing: >ping 40.0.0.10 pinging 40.0.0.10 with 32 bytes of data Reply from 40.0.0.10 g bytes = 32 time=18me

	Page No.
	ping stælistics for 40.0.0.10
	packets sent = 4, received = 4, Lost = 0 (0%) Approx round trip time
	Mn=2ms, Max=20ms, Avg=10ms
200000000000000000000000000000000000000	
ed **	
*	