

## Group 4

<b>Location</b>	<b>London (1287)</b>	<b>Manchester (534)</b>	<b>Birmingham (863)</b>	<b>Leeds (642)</b>	<b>Bristol (219)</b>	<b>Glasgow (655)</b>
<b>London</b>	0					
<b>Manchester</b>	335	0				
<b>Birmingham</b>	205	140	0			
<b>Leeds</b>	315	75	170	0		
<b>Bristol</b>	190	260	160	330	0	
<b>Glasgow</b>	665	345	410	345	510	0

\*The numbers in brackets () specify the maximum capacity of the branch and the values in the table specifies the distance (in kilometers) between branches. \*

While creating the network infrastructure there are certain restrictions and rules that you need to follow:

- Choose an appropriate network address and create subnets to assign to each of the branches with the least amount of waste.
- Establish connections among all the branches with the shortest route possible
  - Must have at least one floating route.
- Showing 2 end devices per network is good enough to represent the whole population
- You need to be able to ping each branch from another after all the setups are complete

### **Deliverables:**

- The network mentioned above should be implemented in packet tracer, with necessary devices and full configuration.
- After completion you should be able to test the conditions imposed.
- You will have to submit the followings:
  - Network topology diagram with proper labels
  - The configuration commands of all the routers that you have implemented.
  - VLSM tree
  - IP address table