

28/11/22

Aim: Configuring DHCP within LAN in a packet tracer

Info: DHCP - Dynamic Host Configuration Protocol

- Dynamically allocates IP address
- applied in mobile networks
- Follows procedure as follows

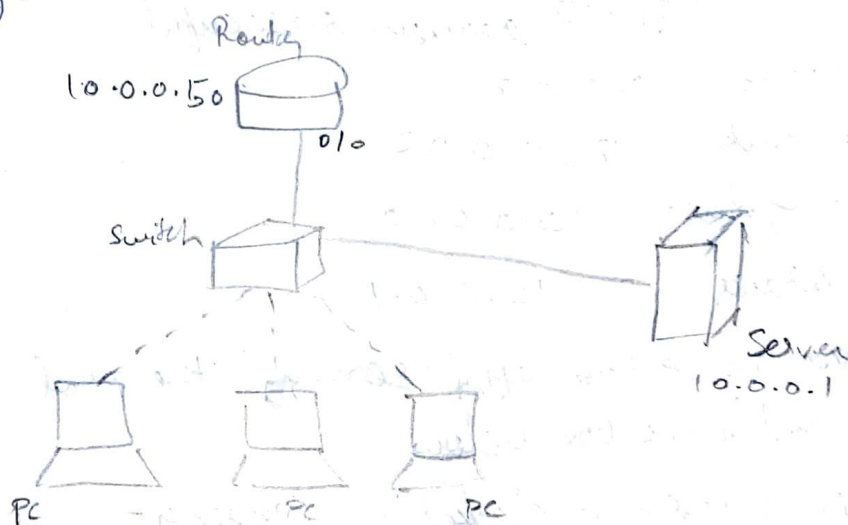
D - Discover \rightarrow node \rightarrow box in n/w

O - Offer \rightarrow DHCP servers \rightarrow cap back the node

R - Request \rightarrow Node selects one & request

A - Acknowledgement \rightarrow Confirmation is sent to node

Topology:



Procedure:

- Place 3 generic PCs, 1 generic Switch, 1 generic router & 1 generic server

- Connect PCs to switch & to router, connect server to switch
- Click on router \rightarrow CLI \rightarrow Set the IP address of its port
- Click on server \rightarrow config \rightarrow ^{set} gateway address
 \rightarrow FastEthernet \rightarrow Set IP address
 \rightarrow Services \rightarrow DHCP
- In DHCP tab, click ON, enter Pool name

- Set the gateway as router's IP address & TFTP server with same IP address
- Set DNS server as the IP address of the server
- Enter Start IP address
- Save
- Click on a PC → Desktop → IP configuration select DHCP
- Ping PC to PC

Observation:-

- Upon selecting DHCP in IP configuration we get the following output

DHCP request successful

IP address	10.0.0.2
Subnet mask	255.0.0.0
Default gateway	10.0.0.1
DNS server	10.0.0.1

- In server, DHCP Tab after serving the pool is displayed in the GUI below
- Connection integrity is checked by pinging - results all the packets are sent & received with 0% loss