南昌大学

NANCHANG UNIVERSITY

网络工程配置实训



题	目:	:网络综合配置随堂测试						
学	院:		软件	学院				
专	业:	信息安全						
班	级:		193	班				
完成	人数:		1	人				
成	员:		8003	3119100	丁俊			
起讫日期:		2021.7.16-2021.7.17						
任课教师:								
完成时间:		7.16						
埴表	日期:	2021	年	7	月	16	Ħ	

大作业的要求和内容:(包括题目选择范围、技术要求、递交时间、考核方法等)

在2021年7月16日课堂上完成考评,并于2021年9月15日之前提交实验报告

一、实验目的

- 检验静态路由配置和使用
- 检验 OSPF 动态路由配置和使用
- 检验访问控制列表的配置和使用

二、实验环境

- 运行 Windows 操作系统计算机一台
- Cisco Packet Tracer 软件

三、实验要求

整个实验最高得分不超过100分。

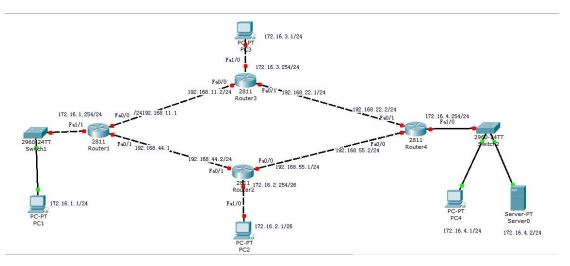
- 1、整个实验3个小项,每完成一个小项完成实验要求各得分25分。
- 2、在 50 分钟内正确完成所有三个小项,加 10 分,在 70 分钟内正确完成所有三个小项,加 5 分。限 120 分钟内完成实验(不含实验报告)。
- 3、做完之后可申请老师检查实验结果,老师提问考评,老师每检查一次发现有错误没完全实现实验要求,扣5分,最多扣10分。
- 4、实验期间不许相互交流讨论,发现一次扣5分。
- 5、配置设备不要重启,保留配置过程记录。
- 6、检查实验时讲述做了哪些配置,如何实现的,演示用哪些命令验证的实验结果。
- 7、课后提交实验报告,实验报告要有具体的实验步骤,要有截图,可对实验原理展开论述,要有详细的实验总结和思考。实验报告最多

得25分。实验报告文件名为 "学号+姓名+实验名称.doc".

8、实验成绩综合考虑实验完成质量、实验完成速度、实验报告是否详实、实验报告是否有新心得。

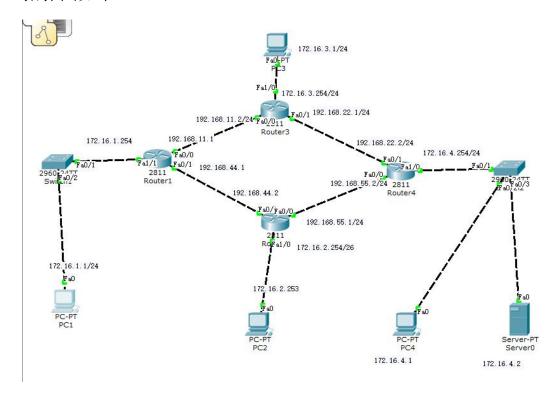
四、实验内容

1、小项一拓扑图及具体要求:



实验时请在拓扑图上标出各端口号及 IP 地址。在以上拓扑图上要求实现所有网络之间实现可达。通过在 Router1、Router2、Router3、Router4之间上配置静态路由协议实现,不允许使用静态默认路由。到达每个网段都有多条路径的静态路由。

拓扑图如下:



步骤

先给各台主机和路由器端口配置 ip 地址,如图所示

静态路由配置如下:

Router1:

Router>en

Router#config t

Router(config)#ip route 172.16.3.0 255.255.255.0 192.168.11.2 Router(config)#ip route 192.168.22.0 255.255.255.0 192.168.11.2 Router(config)#ip route 172.16.4.0 255.255.255.0 192.168.11.2 Router(config)#ip route 192.168.55.0 255.255.255.0 192.168.44.2 Router(config)#ip route 172.16.2.0 255.255.255.0 192.168.44.2 Router(config)#exit

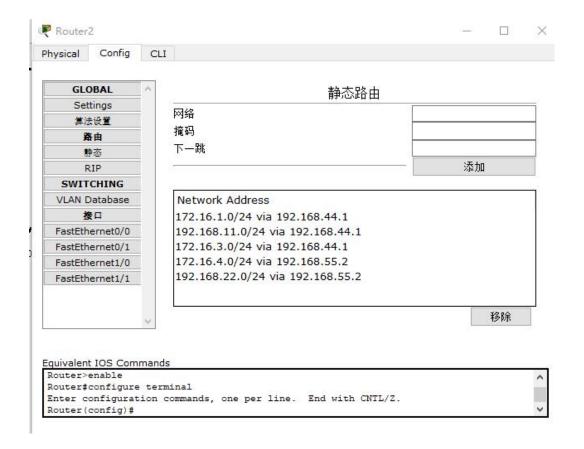


Router2:

Router>en

Router#config t

Router(config)#ip route 172.16.1.0 255.255.255.0 192.168.44.1 Router(config)#ip route 192.168.11.0 255.255.255.0 192.168.44.1 Router(config)#ip route 172.16.3.0 255.255.255.0 192.168.44.1 Router(config)#ip route 192.168.4.0 255.255.255.0 192.168.55.2 Router(config)#ip route 192.168.22.0 255.255.255.0 192.168.55.2 Router(config)#exit



Router3:

Router>en

Router#config t

Router(config)#ip route 172.16.1.0 255.255.255.0 192.168.11.1

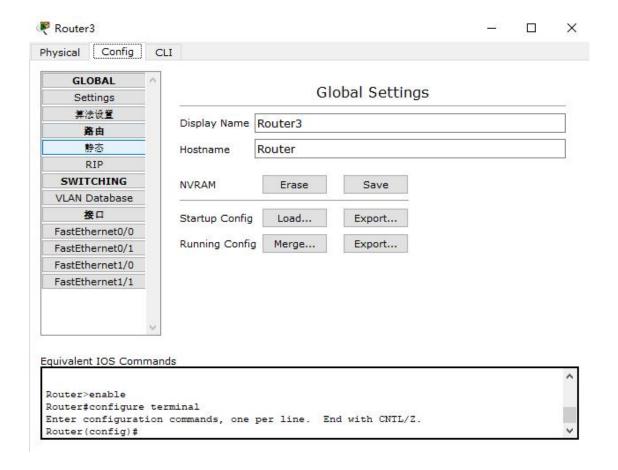
Router(config)#ip route 172.16.4.0 255.255.255.0 192.168.22.2

Router(config)#ip route 192.168.44.0 255.255.255.0 192.168.11.1

Router(config)#ip route 192.168.55.0 255.255.255.0 192.168.22.2

Router(config)#ip route 172.16.2.0 255.255.255.0 192.168.22.2

Router(config)#exit



Router4:

Router>en

Router#config t

Router(config)#ip route 172.16.3.0 255.255.255.0 192.168.22.1

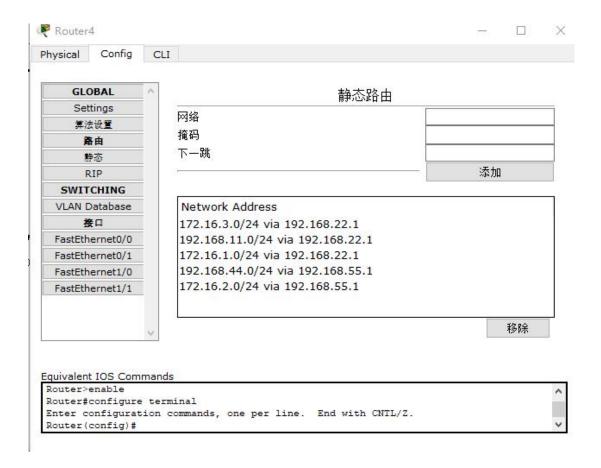
Router(config)#ip route 192.168.11.0 255.255.255.0 192.168.22.1

Router(config)#ip route 172.16.1.0 255.255.255.0 192.168.22.1

Router(config)#ip route 192.168.44.0 255.255.255.0 192.168.55.1

Router(config)#ip route 172.16.2.0 255.255.255.0 192.168.55.1

Router(config)#exit



上述分别给各个路由器配置到达其他网段的静态路由和下一跳地址。

验证结果

PC1pingPC2、PC3

PC1pingPC3, PC4

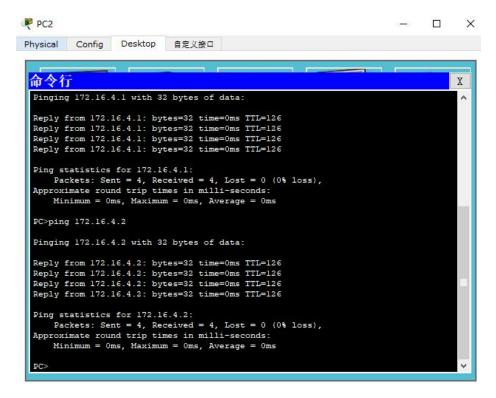
```
PC1
                                                                                                                                                   X
Physical Config Desktop 自定义接口
   命令行
                                                                                                                                                                 X
   PC>ping 172.16.4.1
   Pinging 172.16.4.1 with 32 bytes of data:
   Reply from 172.16.4.1: bytes=32 time=0ms TTL=125
   Ping statistics for 172.16.4.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
           Minimum = 0ms, Maximum = 0ms, Average = 0ms
    PC>ping 172.16.4.2
   Pinging 172.16.4.2 with 32 bytes of data:
   Reply from 172.16.4.2: bytes=32 time=0ms TTL=125
Reply from 172.16.4.2: bytes=32 time=0ms TTL=125
Reply from 172.16.4.2: bytes=32 time=12ms TTL=125
Reply from 172.16.4.2: bytes=32 time=1ms TTL=125
    Ping statistics for 172.16.4.2:
   Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 12ms, Average = 3ms
```

PC1pingServer0

```
PC1
                                                                                                                                               ×
Physical Config Desktop 自定义接口
 命令行
                                                                                                                                                        X
   Pinging 172.16.4.2 with 32 bytes of data:
  Reply from 172.16.4.2: bytes=32 time=0ms TTL=125
Reply from 172.16.4.2: bytes=32 time=0ms TTL=125
Reply from 172.16.4.2: bytes=32 time=12ms TTL=125
Reply from 172.16.4.2: bytes=32 time=1ms TTL=125
   Ping statistics for 172.16.4.2:
  Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 12ms, Average = 3ms
   PC>ping 172.16.4.2
  Pinging 172.16.4.2 with 32 bytes of data:
   Reply from 172.16.4.2: bytes=32 time=0ms TTL=125
  Reply from 172.16.4.2: bytes=32 time=0ms TTL=125
Reply from 172.16.4.2: bytes=32 time=0ms TTL=125
Reply from 172.16.4.2: bytes=32 time=1ms TTL=125
   Ping statistics for 172.16.4.2:
  Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 1ms, Average = 0ms
```

PC2pingPC3、PC4 和 Server0

```
PC2
                                                                                                                  Physical Config Desktop 自定义接口
  命令行
                                                                                                                         X
   Pinging 172.16.3.1 with 32 bytes of data:
   Request timed out.
   Reply from 172.16.3.1: bytes=32 time=0ms TTL=125
Reply from 172.16.3.1: bytes=32 time=0ms TTL=125
Reply from 172.16.3.1: bytes=32 time=0ms TTL=125
   Ping statistics for 172.16.3.1:
   Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 0ms, Average = 0ms
   PC>ping 172.16.4.1
   Pinging 172.16.4.1 with 32 bytes of data:
   Reply from 172.16.4.1: bytes=32 time=0ms TTL=126
   Reply from 172.16.4.1: bytes=32 time=0ms TTL=126
   Reply from 172.16.4.1: bytes=32 time=0ms TTL=126
Reply from 172.16.4.1: bytes=32 time=0ms TTL=126
   Ping statistics for 172.16.4.1:
   Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
        Minimum = Oms, Maximum = Oms, Average = Oms
```



PC3pingPC4 和 Server0

```
PC3
                                                                                                                         X
Physical Config Desktop 自定义接口
   命令行
                                                                                                                                X
    Packet Tracer PC Command Line 1.0
    PC>ping 172.16.4.1
    Pinging 172.16.4.1 with 32 bytes of data:
    Reply from 172.16.4.1: bytes=32 time=0ms TTL=126
    Reply from 172.16.4.1: bytes=32 time=7ms TTL=126
Reply from 172.16.4.1: bytes=32 time=1ms TTL=126
Reply from 172.16.4.1: bytes=32 time=0ms TTL=126
    Ping statistics for 172.16.4.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 7ms, Average = 2ms
    PC>ping 172.16.4.2
    Pinging 172.16.4.2 with 32 bytes of data:
    Reply from 172.16.4.2: bytes=32 time=0ms TTL=126
    Reply from 172.16.4.2: bytes=32 time=4ms TTL=126
Reply from 172.16.4.2: bytes=32 time=0ms TTL=126
Reply from 172.16.4.2: bytes=32 time=0ms TTL=126
    Ping statistics for 172.16.4.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds:
```

2、小项二拓扑图及具体要求:

拓扑图见小项目一。实验时请在拓扑图上标出各端口号及 IP 地址。要求通过访问控制列表实现 PC1 可以 ping 通 Server0, PC1 可以访问 Server0 的上的网站, PC1 无法访问 Server0 上的 ftp 服务, 其他所 有机器可以访问 172. 16. 4. 0/24 的其他所有服务。(要求把以上配置 每条都写出来)

通过在 Router4 上配置扩展访问控制列表来实现。

拓扑图如图小项一。

Router4:

Router(config)#access-list 100 deny tcp host 172.16.1.1 host 172.16.4.2 eq 21

Router(config) #access-list 100 permit ip any any

Router(config) #access-list 100 permit tcp any any

Router(config)#interface fastEthernet 0/0

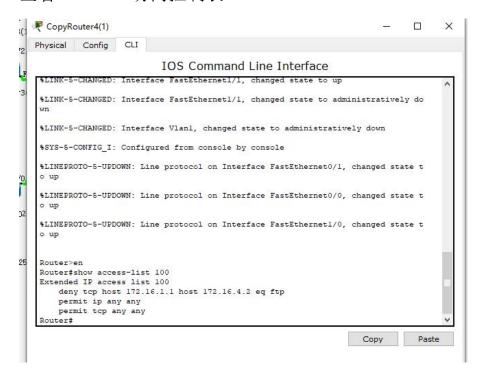
Router(config-if) ip access-group 100 in

Router(config)#interface fastEthernet 0/1

Router(config-if) ip access-group 100 in



查看 router4 访问控制表

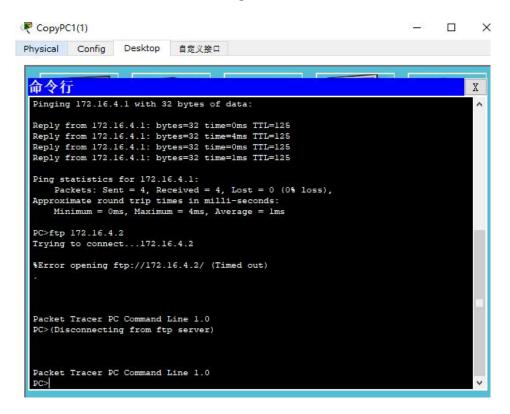


验证结果

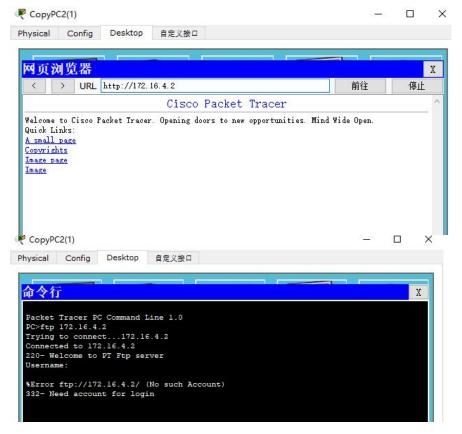
PC1ping通 Server0

```
CopyPC1(1)
                                                                                                         []
                                                                                                                     X
Physical Config Desktop 自定义接口
  命令行
                                                                                                                  X
   Pinging 172.16.4.1 with 32 bytes of data:
   Request timed out.
   Request timed out.
   Request timed out.
   Reply from 172.16.4.1: bytes=32 time=0ms TTL=125
   Ping statistics for 172.16.4.1:
   Packets: Sent = 4, Received = 1, Lost = 3 (75% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 0ms, Average = 0ms
   PC>ping 172.16.4.1
   Pinging 172.16.4.1 with 32 bytes of data:
   Reply from 172.16.4.1: bytes=32 time=0ms TTL=125
   Reply from 172.16.4.1: bytes=32 time=4ms TTL=125
Reply from 172.16.4.1: bytes=32 time=0ms TTL=125
Reply from 172.16.4.1: bytes=32 time=1ms TTL=125
   Ping statistics for 172.16.4.1:
   Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
         Minimum = 0ms, Maximum = 4ms, Average = 1ms
```

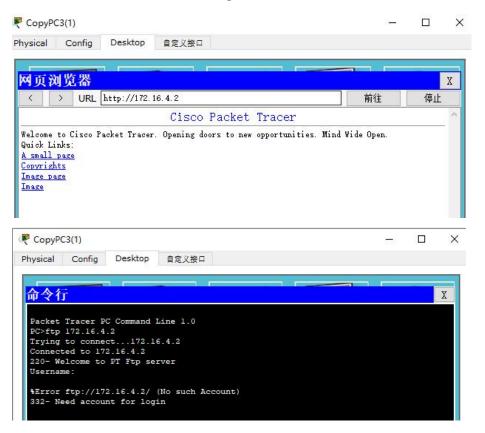
PC1 无法访问 Server0 的 ftp 服务



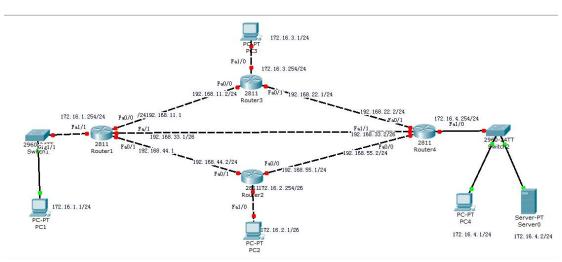
PC2 访问 Server 网站和 ftp 服务



PC3 访问 Server 网站和 ftp 服务



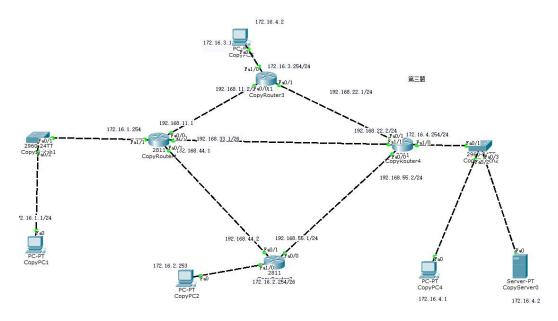
3、小项三拓扑图及具体要求:



复制或建立新的拓扑,清空配置。实验时请在拓扑图上标出各端口号及 IP 地址。通过在 Router1、Router2、Router3、Router4之间上配置 OSPF 路由协议实现所有网络之间实现可达,不允许使用默认路由。OSPF 各端口之间必须配置密码验证,密码为自己学号。修改

路径的 cost, 让 Router1 到达 172. 16. 4. 0/24 网段有 3 条等价 OSPF 路由, Router4 到达 172. 16. 1. 0/24 网段有 3 条等价 OSPF 路由。所 有端口全部采用 area 0。

拓扑图如下:



OSPF 配置路由器命令时,找出与路由器邻接的网段和子网掩码划分到 area0 中,并对各路由器之间的连接端口进行密码验证配置;对 router1 到 router2 的中间线路设置 cost 的值为 2,其他路由之间默认的 cost 值为 1,所有有 3 条等价 OSPF 路。

学号为 8003119100 Router1 配置:



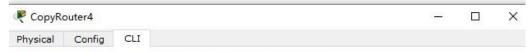
Router3 配置:



IOS Command Line Interface

```
Router>en
Router#config t
Enter configuration commands, one per line. End with CNTL/Z.
Router(config) #router ospf 300
Router(config-router) #network 192.168.44.2 0.0.0.255 area 0
Router(config-router) #network 192.168.55.1 0.0.0.255 area 0
Router(config-router) #network 172.16.2.253 0.0.0.255 area 0
Router(config-router) #area 0 authentication
Router(config-router) #exit
Router (config) #in
Router(config) #interface fa0
Router(config) #interface fa
Router(config) #interface fastEthernet 0/1
Router(config-if) #ip ospf authentication-key 8003119100
%OSPF: Warning: The password/key will be truncated to 8 characters
Router(config-if) #exit
Router (config) #in
Router(config) #interface fa
Router(config) #interface fastEthernet
00:30:05: %OSPF-5-ADJCHG: Process 300, Nbr 192.168.44.1 on FastEthernet0/1 from
LOADING to FULL, Loading Done
% Incomplete command.
Router(config) #in
Router(config) #interface fa
Router(config) #interface fastEthernet
%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/0, changed state t
%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/0, changed state t
% Incomplete command.
Router(config) #interface FastEthernet0/0
Router(config-if) #ip ospf authentication-key 8003119100
%OSPF: Warning: The password/key will be truncated to 8 characters
Router(config-if) #exit
Router(config)#
```

Copy Paste

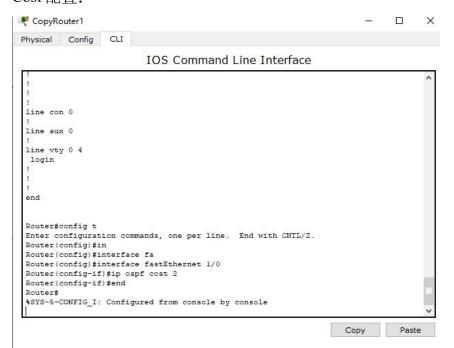


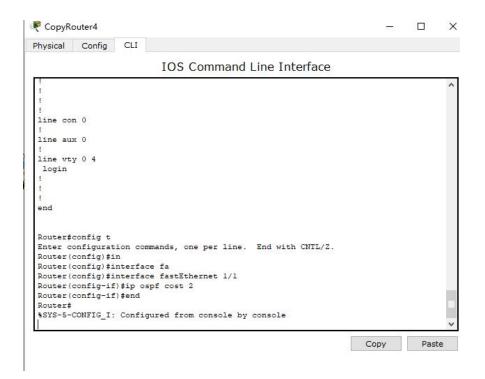
IOS Command Line Interface

```
Router>en
Router#config t
Enter configuration commands, one per line. End with CNTL/Z.
Router(config) #router ospf 400
Router(config-router) #network 192.168.22.2 0.0.0.255 area 0
Router(config-router) #network 192.168.55.2 0.0.0.255 area 0
Router(config-router) #network 192.168.33.2 0.0.0.63 area 0
Router(config-router) #network 172.16.4.254 0.0.0.255 area 0
Router(config-router) #area 0 authentication
Router(config-router) #exit
Router (config) #in
Router(config) #interface fa
Router(config) #interface fastEthernet 0/1
Router(config-if) #ip ospf authentication-key 8003119100
%OSPF: Warning: The password/key will be truncated to 8 characters
Router (config-if) #exit
Router (config) #in
Router(config) #interface fa
Router(config) #interface fastEthernet /
00:35:13: %OSPF-5-ADJCHG: Process 400, Nbr 192.168.22.1 on FastEthernet0/1 from
LOADING to FULL, Loading Done
% Incomplete command.
Router(config) #in
Router(config) #interface fa
Router(config) #interface fastEthernet 1/1
Router(config-if) #ip ospf authentication-key 8003119100
%OSPF: Warning: The password/key will be truncated to 8 characters
Router (config-if) #exit
Router(config) #in
Router(config)#interface fa
Router(config) #interface fastEthernet 0/0
00:35:45: %OSPF-5-ADJCHG: Process 400, Nbr 192.168.44.1 on FastEthernet1/1 from
LOADING to FULL, Loading Done
```

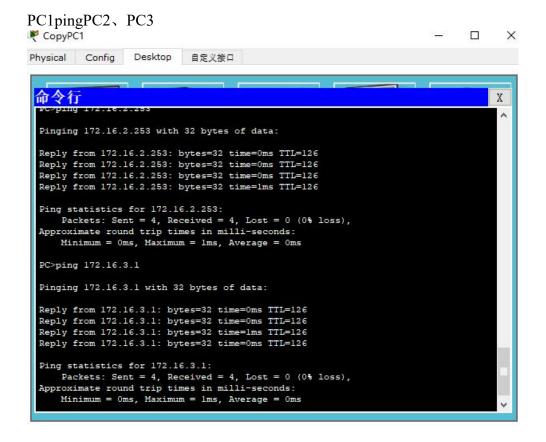
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Cost 配置:





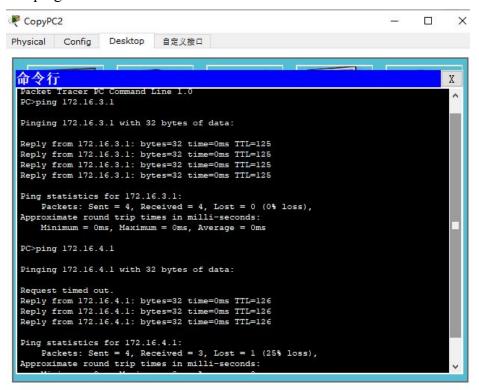
验证结果: 主机间相互 ping 通



PC1pingPC4 和 Server0

```
CopyPC1
                                                                                                   X
                                                                                           Physical Config Desktop 自定义接口
 命令行
                                                                                                 X
                                                                                                  ٨
  Pinging 172.16.4.1 with 32 bytes of data:
  Reply from 172.16.4.1: bytes=32 time=0ms TTL=126
  Reply from 172.16.4.1: bytes=32 time=8ms TTL=125
  Reply from 172.16.4.1: bytes=32 time=0ms TTL=125
  Reply from 172.16.4.1: bytes=32 time=0ms TTL=126
  Ping statistics for 172.16.4.1:
  Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds:
      Minimum = 0ms, Maximum = 8ms, Average = 2ms
  PC>ping 172.16.4.2
  Pinging 172.16.4.2 with 32 bytes of data:
  Reply from 172.16.4.2: bytes=32 time=1ms TTL=125 Reply from 172.16.4.2: bytes=32 time=0ms TTL=125
  Reply from 172.16.4.2: bytes=32 time=0ms TTL=126
  Reply from 172.16.4.2: bytes=32 time=0ms TTL=125
  Ping statistics for 172.16.4.2:
  Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds:
      Minimum = 0ms, Maximum = 1ms, Average = 0ms
```

PC2pingPC3、PC4

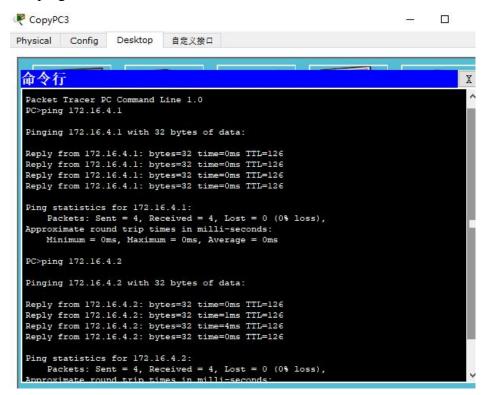


PC2pingServer0

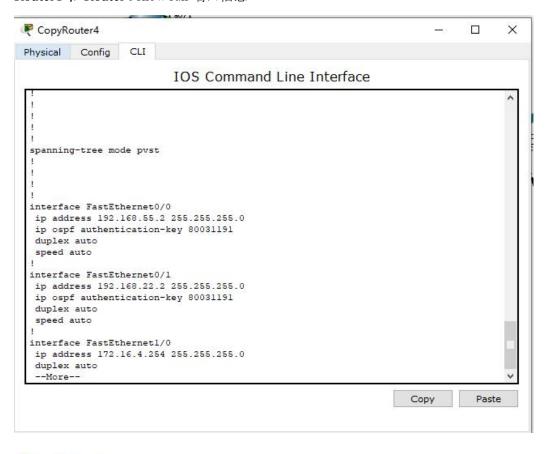
```
Physical Config Desktop 自定义接口

| The state of the state
```

PC3pingPC4



Router1 和 Router4 show run 端口信息





IOS Command Line Interface

```
interface FastEthernet1/0
 ip address 172.16.4.254 255.255.255.0
duplex auto
speed auto
interface FastEthernet1/1
ip address 192.168.33.2 255.255.255.192
ip ospf authentication-key 80031191 ip ospf cost 2
duplex auto
speed auto
interface Vlanl
no ip address
shutdown
router ospf 400
log-adjacency-changes
area 0 authentication
network 192.168.22.0 0.0.0.255 area 0
network 192.168.55.0 0.0.0.255 area 0
network 192.168.33.0 0.0.0.63 area 0
network 172.16.4.0 0.0.0.255 area 0
ip classless
 --More--
```

Сору



可见,在 router1 和 router4 之间配置了一条 cost 为 2 的一条路。

Сору

Paste

network 192.168.44.0 0.0.0.255 area 0 network 172.16.1.0 0.0.0.255 area 0

ip classless

五、实验总结和思考

这次实验是有关于静态路由、访问控制列表和 ospf 路由的配置。静态路由配置的原理是为了完成路由选择工作,在路由器中保存着各种传输路径的相关数据——路由表(Routing Table),供路由选择时使用。打个比方,路由表就像我们平时使用的地图一样,标识着各种路线,路由表中保存着子网的标志信息、网上路由器的个数和下一个路由器的名字等内容。路由表可以是由系统管理员固定设置好的,也可以由系统动态修改,可以由路由器自动调整,也可以由主机控制。为了使与路由器相连的主机之间相互 ping 通,我们需要在每个路由器的静态路由表中添加与该路由器不相邻的端口之间的网段和到达此网段的下一跳地址。

访问控制表配置原理是访问列表提供了一种机制,它可以控制和过滤通过路由器的不同接口去往不同方向的信息流。通过在 Router4 上配置访问控制列表,禁止 PC1 访问 Server0 上的 ftp(端口 21),并允许其他所有主机访问 Server0 上的网站和 ftp 服务。

Ospf 配置原理是 OSPF (Open Shortest Path First 开放式最短路径优先)是一个内部 网关协议 (Interior Gateway Protocol,简称 IGP),用于在单一自治系统(autonomous system, AS)内决策路由,应用笛卡斯加算(Dijkstra)法被用来计算最短路径树。与 RIP 相比,OSPF 是链路状态协议,而 RIP 是距离矢量协议。通过对每台路由器用 ospf 命令把与各端口相邻的网段连接,并给各路由器之间相连的接口配置密码,要想 Router1 到达172.16.4.0/24 网段有 3 条等价 ospf 路由,配置 router1 到 router4 之间的两个端口 cost 为 2,其他路由器之间的 cost 值默认为 1,所以就形成了三条等价路。

在配置的过程中总是出现网关没有配置或配置错误, ip 地址要小心配置,如果出错不仅会影响自身网络的连接还会造成到达其他网段路由出错。