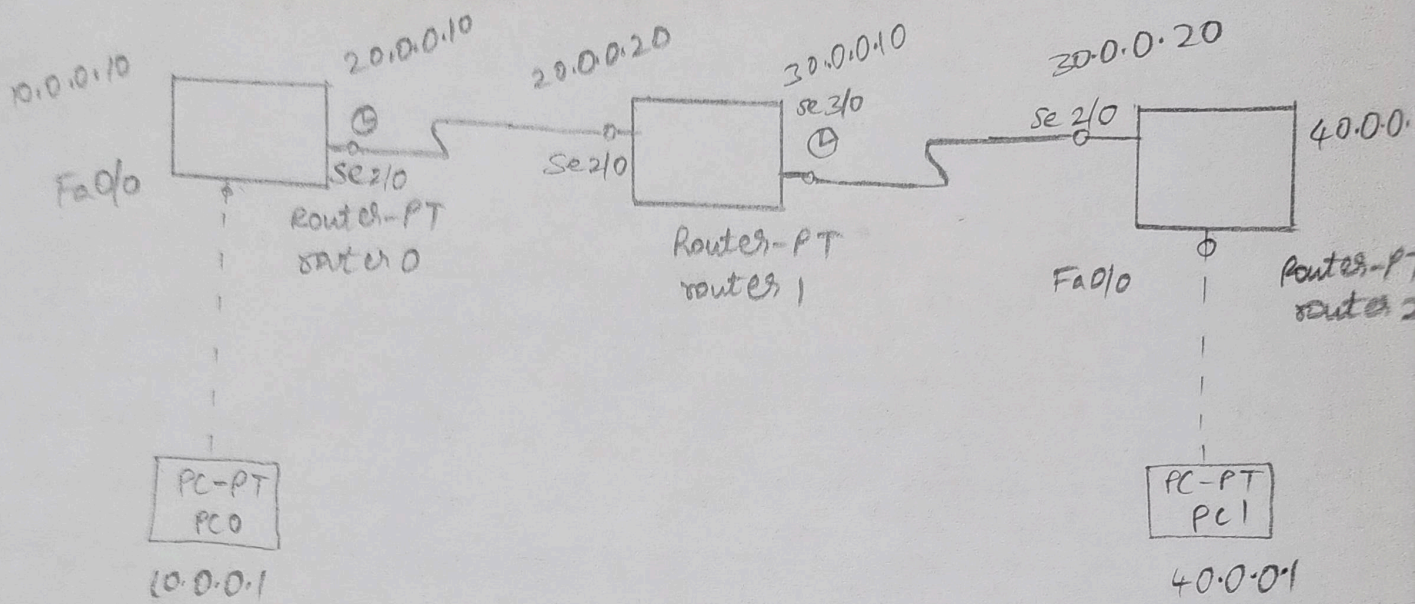


8/12/22
5. Aim: Configuring RIP routing protocol in routers

RIP: Topology:



Procedure: 1) Place 3 generic routers & 2 generic PCs in workspace

- 2) Connect routers & two PCs using Copper cross over
- 3) Connect the routers using serial DCE with clock symbol
- 4) Place notes near PCs & routers
- 5) Select IP address of PC0 & PC1 as well as their subnet mask & default gateway.
- 6) Go to CLI of router 0 & enter following commands

- enable
- config t
- interface fastethernet 0/0
- ip address 10.0.0.10 255.0.0.0
- no shut

Connection should show green. Repeat for PC1 & router 2 as well.

Connection should be
Now, open CLI of router 0 & enter the
following commands.

- enable
- config t
- interface serial 2/0
- encapsulation PPP
- clock rate 64000
- no shut

open CLI of router 1

- enable
- config t
- interface serial 2/0
- ip address 20.0.20.20 255.0.0.0
- encapsulation PPP
- no shut

Connection will turn green:

open CLI of router 1 again:

- enable
- config t
- interface serial 3/0
- ip address 30.0.0.10 255.0.0.0
- encapsulation
- clock rate 64000
- no shut

Open CLI for router 2:

- enable
- config t
- interface serial 2/0
- ip address 30.0.0.20 255.0.0.0
- encapsulation PPP
- no shut

Now,

open CLI of router 0 & enter following commands:

(Config)# router 0

(Config-router)# network 10.0.0.0

(Config-router)# network 20.0.0.0

(Config-router)# exit

show ip route

Similarly repeat for router 1 & router 2 with networks 20 & 30 and 30 & 40.

Simulation mode: Add simple PDU by selecting the PCs & click on auto capture from right panel.

Realtime mode: simple PC0 go to command prompt and select destination address 40.0.0.1

Observation:

Leaving outcome: Routing information protocol is a protocol that routers use to exchange information of topology among the network.

It is used when in place of static IP routing because with help of rip protocol routing it becomes easy when large scale of routers is present.

Result:

PC > Ping 40.0.0.1

Request timed out

Reply from 40.0.0.1: bytes=32 time=6ms TTL=125

~~Reply from~~ 2 times

Ping statistics for 40.0.0.1:

packets: sent = 4, received = 3, lost = 1 (25% loss)

2) PC > Ping 40.0.0.1

Pinging 40.0.0.1 with 32 bytes of data:

Reply from 40.0.0.1: bytes=32 time=19ms TTL=125

[3 more times
ping statistics for 40.0.0.1:

Packets: sent = 4, Received = 4, lost = 0 (0% loss)

Approximate round trip times in milli-seconds:

Minimum = 2ms, maximum = 19ms, Average = 10ms