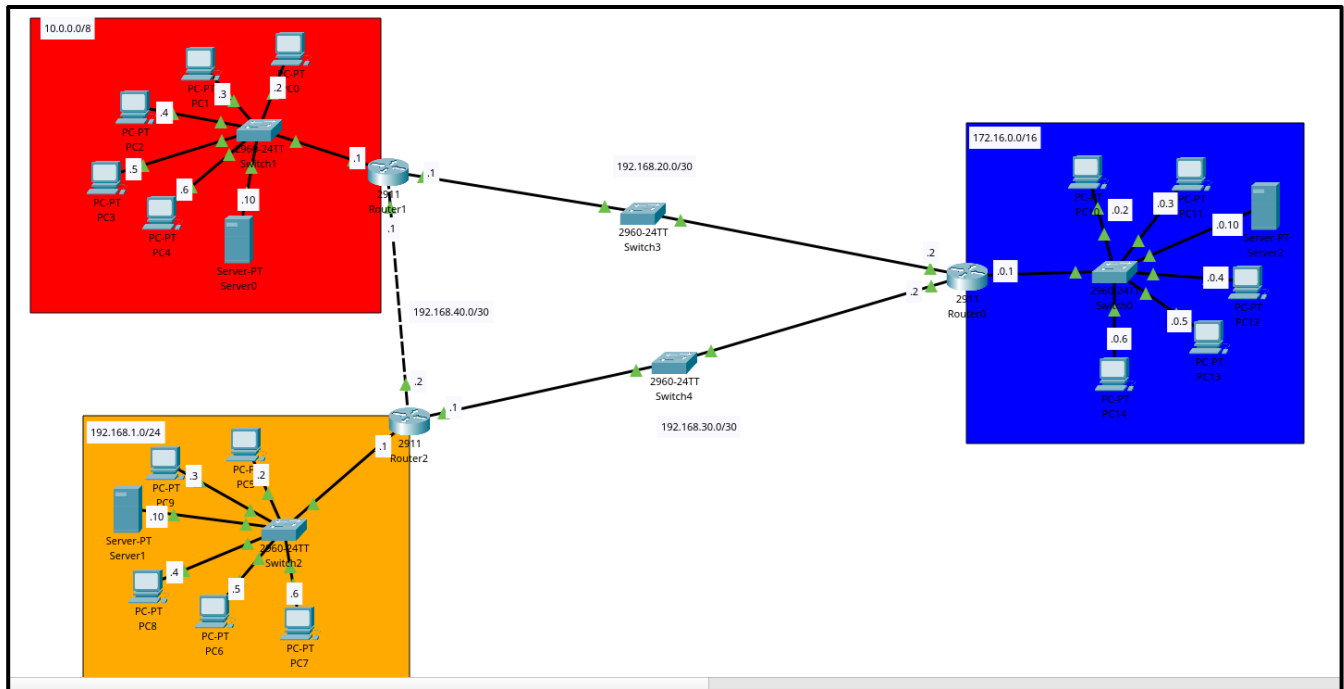


# NETWORK TOPOLOGY AS CREATED IN PACKET TRACER



# LAN CONFIGURATION

<p>NOORAIN EABAL 230953454 CCEC 50</p>				
LAN networks (switch, PC's and servers)				
switch	connected devices	network address	subnet mask	class
Switch 0	PC10, PC11, PC12, PC13, PC14, S2	172.16.0.0/16	255.255.0.0	B
Switch 1	PC0 - PC4, S1	10.0.0.0/8	255.0.0.0	A
Switch 2	PC5 - PC9, S0	192.168.1.0/24	255.255.255.0	C
Switch 3	R1, R0	192.168.20.0/30	255.255.255.252	classless
Switch 4	R0, R2	192.168.30.0/30	255.255.255.252	classless

## IP ADDRESS ASSIGNED FOR EACH PC AND SERVER

<p>NOORAIN EABAL 230953454 CCEC 50</p>			
Assigned IPs for PC's and servers			
Device	IP address	Subnet mask	Gateway

## ROUTER CONFIGURATION

NOORAIN EQBAL 230953454 CCEC 50 Router configuration			
Router	interface	ip address	Subnet
RO 000	Gr 0/0	192.168.20.2	255.255.255.252
RO 000	Gr 0/0	172.16.0.1	255.255.0.0
RO 000	Gr 0/0	192.168.30.2	255.255.255.252



## OSPF Configuration for the network

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### • OSPF

- OSPF or Open Shortest Path First is a link-state routing protocol used in IP networks to dynamically exchange routing information. It is widely used in enterprise networks due to its fast convergence, scalability and support for multiple areas.

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### ⇒ Router 0

- Router ID: Not explicitly set
- OSPF Area: Area 0 (Backbone)
- Connected Networks:
  - 172.16.0.0/16 → Cover a large subnet
  - 192.168.20.0/30 → PTP link to Router 1
  - 192.168.30.0/30 → PTP link to Router 2
- Role:
  - Backbone Router
  - Facilitates communication between Router 1 and Router 2

### ⇒ Router 1

- Router ID: Not explicitly set, so highest IP address of an active interface will be used
- OSPF Area: Area 0 (Backbone)

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## ⇒ Router 2

- Router ID: Not explicitly set
- OSPF Area: Area 0
- Connected Networks:
  - 192.168.1.0/24 → Local subnet
  - 192.168.30.0/30 → PTP link to Router 0
  - 192.168.40.0/30 → PTP link to Router 1
- Role:
  - Backbone Router
  - Connects both Router 0 and Router 1

BGP configuration for the networ

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CCF-C 47  
230953414

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BGP (Border Gateway Protocol)

Router 0

en

conf t

router bgp 65000

bgp router-id 0.0.0.0

neighbour 192.168.20.1 remote-as 65001

neighbour 192.168.30.1 remote-as 65002

network 172.16.0.0 mask 255.255.0.0

Router 1

en

conf t

router bgp 65001

bgp router-id 1.1.1.1

neighbour 192.168.20.2 remote-as 65000

neighbour 192.168.40.2 remote-as 65002

network 10.0.0.0 mask 255.0.0.0

Router 2

en

conf t

router bgp 65002

bgp router-id 2.2.2.2

neighbour 192.168.30.2 remote-as 65000

neighbour 192.168.40.1 remote-as 65001

network 192.168.1.0 mask 255.255.255.0



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→ Introduction :-

BGP (Border Gateway Protocol) is an inter domain routing protocol used to exchange routing information between different autonomous systems (AS). It helps in determining the best path for data to travel across the internet.

Each Router is part of Autonomous System (AS) and is configured to establish BGP peering with its neighbours.

→ Breakdown :-

Router 0 (AS 65000) peers with Router 1 (AS 65001) and Router 2 (AS 65002).  
It advertises the 172.16.0.0/16 network.

Router 1 (AS 65001) peers with Router 0 (AS 65000) and Router 2 (AS 65002).  
It advertises the 10.0.0.0/8 network.

Router 2 (AS 65002) peers with Router 0 (AS 65000) and Router 1 (AS 65001).  
It advertises the 192.168.1.0/24 network.

# OSPF ROUTING TABLE

## ROUTER 0

```
Router>show ip ospf neighbor
```

Neighbor ID	Pri	State	Dead Time	Address	Interface
192.168.40.1	1	FULL/BDR	00:00:30	192.168.20.1	GigabitEthernet0/0
192.168.40.2	1	FULL/DR	00:00:30	192.168.30.1	GigabitEthernet0/2

```
Router>show ip route ospf
```

```
    192.168.40.0/30 is subnetted, 1 subnets
0       192.168.40.0 [110/2] via 192.168.20.1, 04:37:48, GigabitEthernet0/0
                  [110/2] via 192.168.30.1, 04:37:48, GigabitEthernet0/2
```

## ROUTER 1

```
Router>show ip ospf neighbor
```

Neighbor ID	Pri	State	Dead Time	Address	Interface
192.168.40.2	1	FULL/DR	00:00:37	192.168.40.2	GigabitEthernet0/1
192.168.30.1	1	FULL/DR	00:00:31	192.168.20.2	GigabitEthernet0/0

```
Router>show ip route ospf
```

```
    192.168.30.0/30 is subnetted, 1 subnets
0       192.168.30.0 [110/2] via 192.168.20.2, 04:38:41, GigabitEthernet0/0
                  [110/2] via 192.168.40.2, 04:38:41, GigabitEthernet0/1
```

## ROUTER 2

```
Router>show ip ospf neighbor
```

Neighbor ID	Pri	State	Dead Time	Address	Interface
192.168.30.1	1	FULL/BDR	00:00:38	192.168.30.2	GigabitEthernet0/0
192.168.40.1	1	FULL/BDR	00:00:31	192.168.40.1	GigabitEthernet0/2

```
Router>show ip route ospf
```

```
    192.168.20.0/30 is subnetted, 1 subnets
0       192.168.20.0 [110/2] via 192.168.30.2, 04:39:33, GigabitEthernet0/0
                  [110/2] via 192.168.40.1, 04:39:33, GigabitEthernet0/2
```

# BGP ROUTING TABLE

## ROUTER 0

```
Router>show ip bgp
BGP table version is 6, local router ID is 0.0.0.0
Status codes: s suppressed, d damped, h history, * valid, > best, i - internal,
               r RIB-failure, S Stale
Origin codes: i - IGP, e - EGP, ? - incomplete

   Network          Next Hop          Metric LocPrf Weight Path
*> 10.0.0.0/8        192.168.20.1            0      0      0 65001 i
*                   192.168.30.1            0      0      0 65002 65001 i
*> 172.16.0.0/16     0.0.0.0                 0      0 32768 i
*> 192.168.1.0/24    192.168.30.1            0      0      0 65002 i
*                   192.168.20.1            0      0      0 65001 65002 i

Router>show ip route bgp
B    10.0.0.0/8 [20/0] via 192.168.20.1, 00:00:00
B    192.168.1.0/24 [20/0] via 192.168.30.1, 00:00:00
```

## ROUTER 1

```
Router>show ip bgp
BGP table version is 6, local router ID is 1.1.1.1
Status codes: s suppressed, d damped, h history, * valid, > best, i - internal,
               r RIB-failure, S Stale
Origin codes: i - IGP, e - EGP, ? - incomplete

   Network          Next Hop          Metric LocPrf Weight Path
*> 10.0.0.0/8        0.0.0.0                 0      0 32768 i
*> 172.16.0.0/16     192.168.20.2            0      0      0 65000 i
*                   192.168.40.2            0      0      0 65002 65000 i
* 192.168.1.0/24     192.168.20.2            0      0      0 65000 65002 i
*>                   192.168.40.2            0      0      0 65002 i

Router>show ip route bgp
B    172.16.0.0/16 [20/0] via 192.168.20.2, 00:00:00
B    192.168.1.0/24 [20/0] via 192.168.40.2, 00:00:00
```

## ROUTER 2

```
Router>show ip bgp
BGP table version is 6, local router ID is 2.2.2.2
Status codes: s suppressed, d damped, h history, * valid, > best, i - internal,
               r RIB-failure, S Stale
Origin codes: i - IGP, e - EGP, ? - incomplete

   Network          Next Hop          Metric LocPrf Weight Path
*> 10.0.0.0/8        192.168.40.1              0      0      0 65001 i
*                   192.168.30.2              0      0      0 65000 65001 i
* 172.16.0.0/16      192.168.40.1              0      0      0 65001 65000 i
*>                   192.168.30.2              0      0      0 65000 i
*> 192.168.1.0/24    0.0.0.0                   0      0 32768 i

Router>show ip route bgp
B    10.0.0.0/8 [20/0] via 192.168.40.1, 00:00:00
B    172.16.0.0/16 [20/0] via 192.168.30.2, 00:00:00
```

## ROUTING TABLES

### Router 0

```
Router>show ip route
Codes: L - local, C - connected, S - static, R - RIP, M - mobile, B - BGP
       D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area
       N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2
       E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP
       i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS inter area
       * - candidate default, U - per-user static route, o - ODR
       P - periodic downloaded static route

Gateway of last resort is not set

B    10.0.0.0/8 [20/0] via 192.168.20.1, 00:00:00
    172.16.0.0/16 is variably subnetted, 2 subnets, 2 masks
C    172.16.0.0/16 is directly connected, GigabitEthernet0/1
L    172.16.0.1/32 is directly connected, GigabitEthernet0/1
B    192.168.1.0/24 [20/0] via 192.168.30.1, 00:00:00
    192.168.20.0/24 is variably subnetted, 2 subnets, 2 masks
C    192.168.20.0/30 is directly connected, GigabitEthernet0/0
L    192.168.20.2/32 is directly connected, GigabitEthernet0/0
    192.168.30.0/24 is variably subnetted, 2 subnets, 2 masks
C    192.168.30.0/30 is directly connected, GigabitEthernet0/2
L    192.168.30.2/32 is directly connected, GigabitEthernet0/2
    192.168.40.0/30 is subnetted, 1 subnets
```

### Router 1



```

Router>show ip route
Codes: L - local, C - connected, S - static, R - RIP, M - mobile, B - BGP
       D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area
       N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2
       E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP
       i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS inter area
       * - candidate default, U - per-user static route, o - ODR
       P - periodic downloaded static route

Gateway of last resort is not set

10.0.0.0/8 is variably subnetted, 2 subnets, 2 masks
C       10.0.0.0/8 is directly connected, GigabitEthernet0/2
L       10.0.0.1/32 is directly connected, GigabitEthernet0/2
B       172.16.0.0/16 [20/0] via 192.168.20.2, 00:00:00
B       192.168.1.0/24 [20/0] via 192.168.40.2, 00:00:00
       192.168.20.0/24 is variably subnetted, 2 subnets, 2 masks
C       192.168.20.0/30 is directly connected, GigabitEthernet0/0
L       192.168.20.1/32 is directly connected, GigabitEthernet0/0
       192.168.30.0/30 is subnetted, 1 subnets
O       192.168.30.0/30 [110/2] via 192.168.20.2, 04:44:30, GigabitEthernet0/0
               [110/2] via 192.168.40.2, 04:44:30, GigabitEthernet0/1
       192.168.40.0/24 is variably subnetted, 2 subnets, 2 masks
C       192.168.40.0/30 is directly connected, GigabitEthernet0/1
L       192.168.40.1/32 is directly connected, GigabitEthernet0/1

```

## Router 2

```

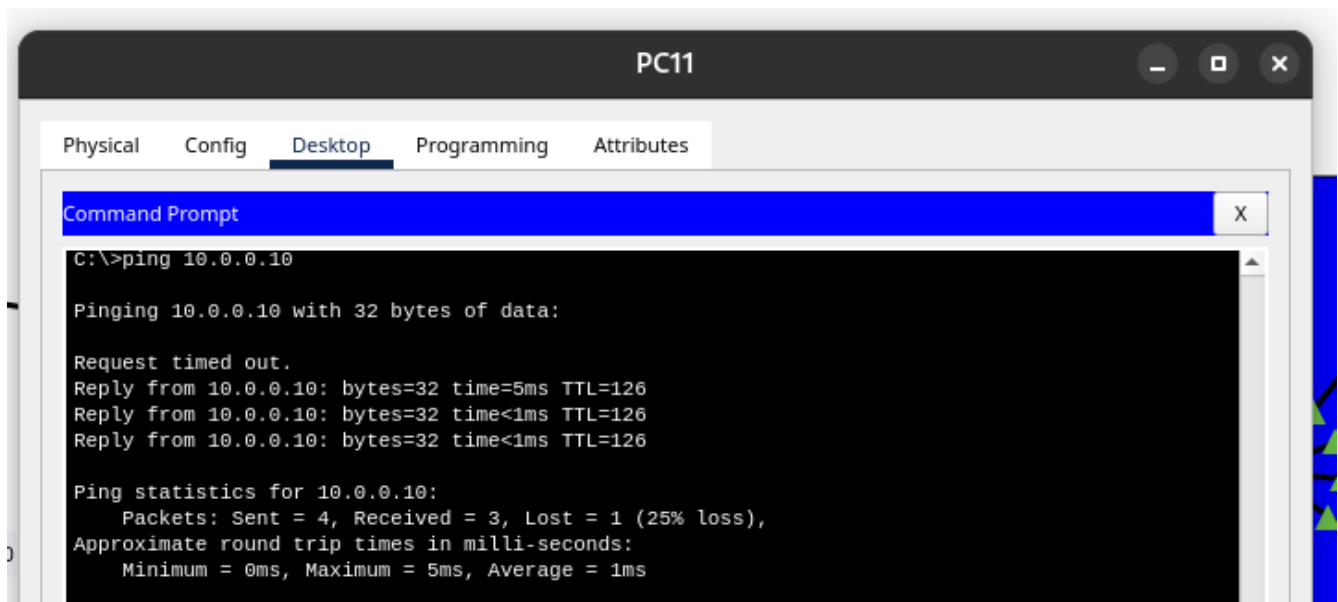
Router>show ip route
Codes: L - local, C - connected, S - static, R - RIP, M - mobile, B - BGP
       D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area
       N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2
       E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP
       i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS inter area
       * - candidate default, U - per-user static route, o - ODR
       P - periodic downloaded static route

Gateway of last resort is not set

B       10.0.0.0/8 [20/0] via 192.168.40.1, 00:00:00
B       172.16.0.0/16 [20/0] via 192.168.30.2, 00:00:00
       192.168.1.0/24 is variably subnetted, 2 subnets, 2 masks
C       192.168.1.0/24 is directly connected, GigabitEthernet0/1
L       192.168.1.1/32 is directly connected, GigabitEthernet0/1
       192.168.20.0/30 is subnetted, 1 subnets
O       192.168.20.0/30 [110/2] via 192.168.30.2, 04:45:14, GigabitEthernet0/0
               [110/2] via 192.168.40.1, 04:45:14, GigabitEthernet0/2
       192.168.30.0/24 is variably subnetted, 2 subnets, 2 masks
C       192.168.30.0/30 is directly connected, GigabitEthernet0/0
L       192.168.30.1/32 is directly connected, GigabitEthernet0/0
       192.168.40.0/24 is variably subnetted, 2 subnets, 2 masks
C       192.168.40.0/30 is directly connected, GigabitEthernet0/2
L       192.168.40.2/32 is directly connected, GigabitEthernet0/2

```

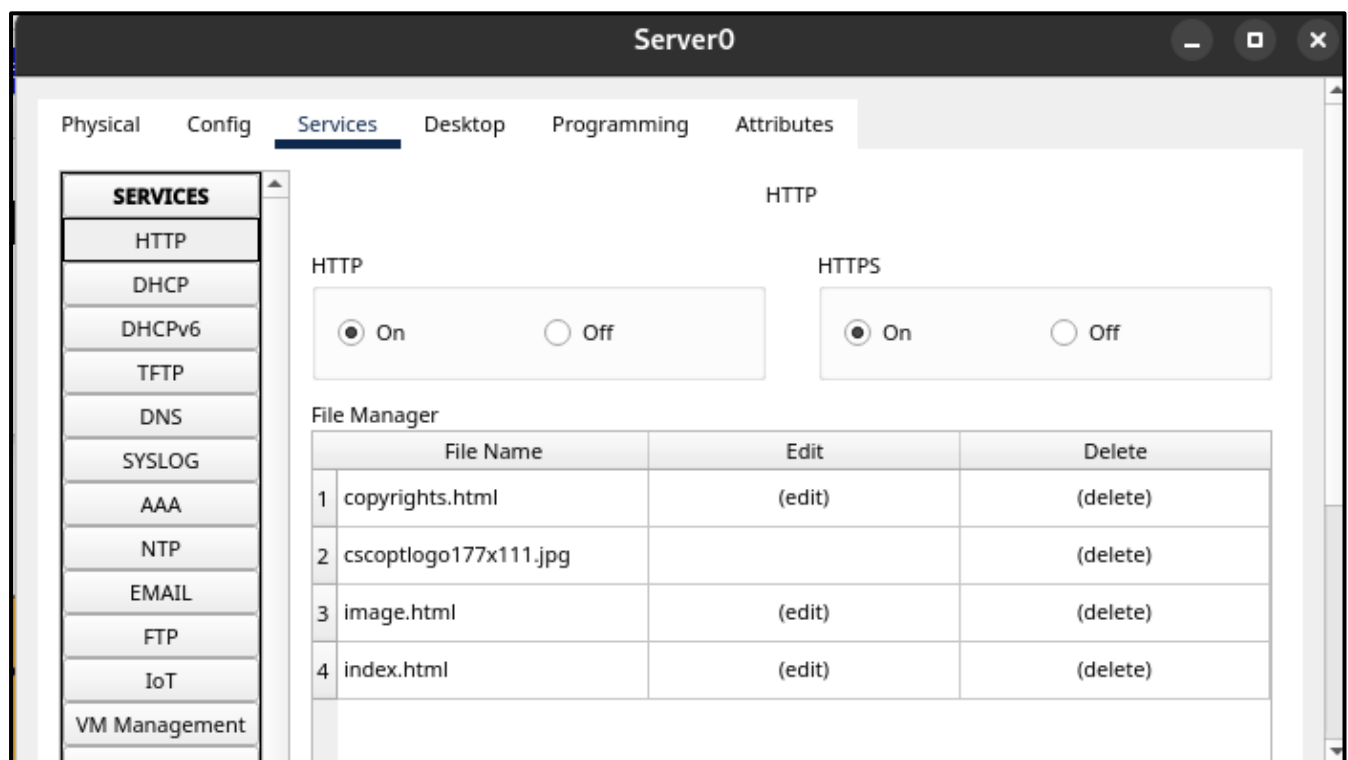
## CHECKING CONNECTIVITY



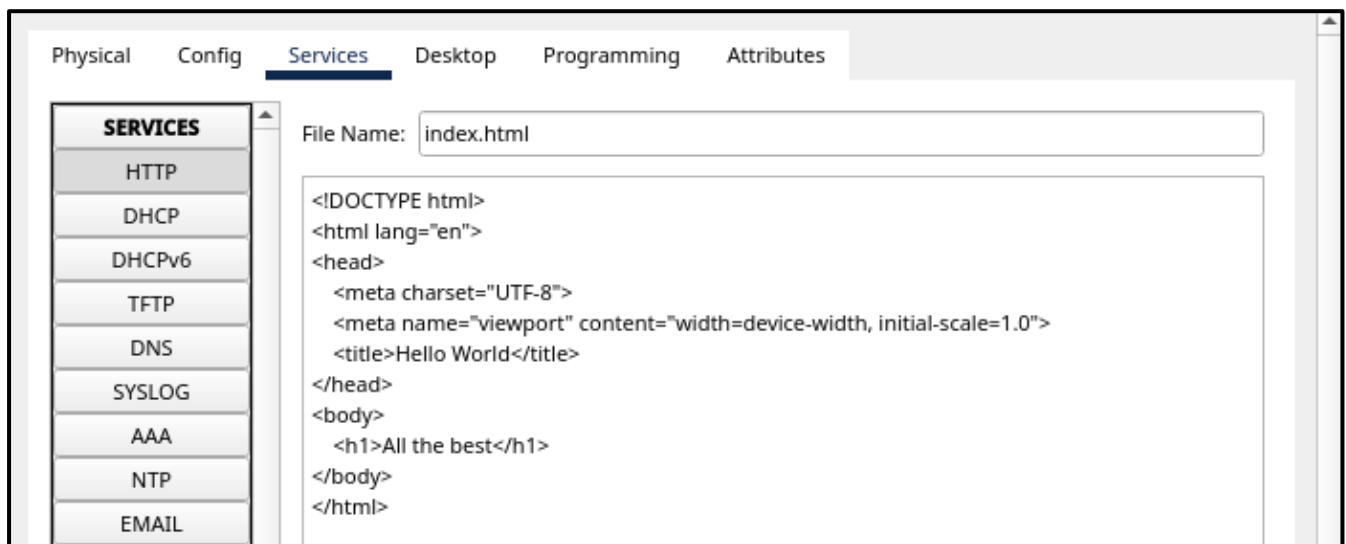
PC11 in subnet 172.16.0.0/16 pings Server 0 in subnet 10.0.0.0/8

Displaying “ALL THE BEST” message on PC0 from server 0

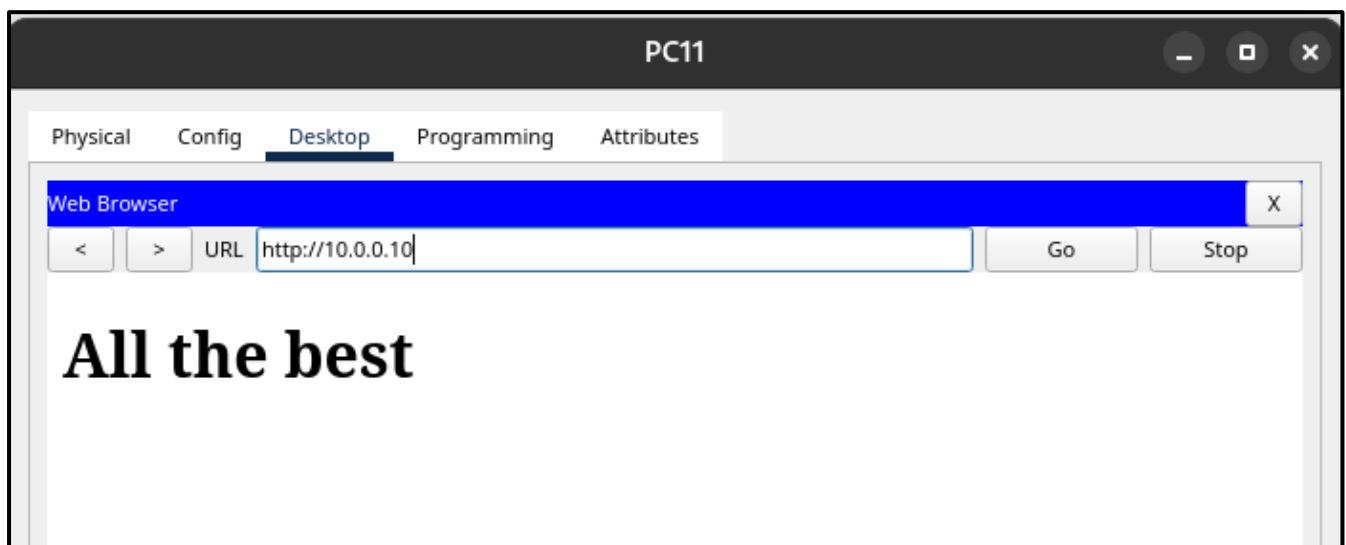
Server 0 configuration



index.html file on server 0



All the best message on PC11





## ETHERNET FRAME

# Ethernet Frame

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## Introduction to Ethernet Frames

Ethernet is one of the most widely used networking technologies. It defines the structure of data packets known as Ethernet frames, which are used for communications over a network. Ethernet frames encapsulate data and provide essential information for addressing and error checking.

## Structure of an Ethernet Frame

An Ethernet frame consists of several fields, each serving a specific function. The standard frame structure follows the IEEE 802.3 protocol and consists of the following components:

### 1) Preamble (7 bytes)

A sequence of alternating 1s and 0s.

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23 09 53422

Date \_\_\_\_\_  
Page \_\_\_\_\_

Helps synchronize the sender and receiver clock

## 2) Start Frame Delimiter (SFD) (1 Byte)

Marks the end of the preamble and the beginning of the actual frame.

Value : 10101011 (binary)

## 3) Destination MAC Address (6 Bytes)

Identifies the intended recipient of the frame.

If the destination MAC is FF:FF:FF:FF:FF:FF:

FF:FF, the frame is a broadcast message sent to all devices in the network.

## 4) Source MAC Address (6 Bytes)

Specifies the sender's MAC address.

Enables the recipient to send a response back to the sender.

## 5) EtherType / Length (2 Bytes)

If the value is greater than 1536 ( $0 \times 0600$ ), it represents an EtherType, indicating the protocol (e.g. IPv4, IPv6, ARP).

If the value is less than or equal to 1500, it represents the length of the payload (used in IEEE 802.3 frames).



## 6) Payload / Data (46-1500 Bytes)

Contains the actual data being transmitted.

Minimum payload size is 46 bytes; padding is added if necessary.

## 7) Frame Check Sequence (FCS) (4 Bytes)

Uses a Cyclic Redundancy Check (CRC) to detect errors in the frame.

If an error is detected, the frame is discarded.

Ethernet Frame Variants.

There are different types of Ethernet frames based on standards and use cases:

## 1) Ethernet II (DIX Ethernet)

Commonly used in modern networks.

## 2) IEEE 802.3 Frame

Supports IEEE 802.2 Logical Link Control (LLC) and SNAP headers.

## 3) VLAN Tagged Frame (IEEE 802.1Q)

Used for Virtual LAN (VLAN) segmentation.



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CLASSMATE

Date \_\_\_\_\_

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4) Jumbo Frames

Improve Efficiency by reducing overhead  
in high-speed networks.

ETHERNET FRAME AS VIEWED IN SIMULATION MODE OF PACKET TRACER

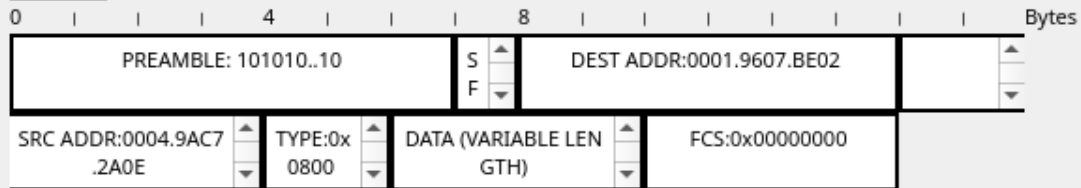
OSI Model

Inbound PDU Details

Outbound PDU Details

PDU Formats

EthernetII



IP

