

## Лабораторная 7

```
Switch>en
Switch#conf t
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)#vlan 2
Switch(config-vlan)#name programmer
Switch(config-vlan)#exit
Switch(config)#vlan 3
Switch(config-vlan)#name buhg
Switch(config-vlan)#exit
Switch(config)#
```

```
Switch#conf t
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)#int fa0/4
Switch(config-if)#switchport mode access
Switch(config-if)#switchport access vlan 3
Switch(config-if)#exit
Switch(config)#int fa0/5
Switch(config-if)#switchport mode access
Switch(config-if)#switchport access vlan 3
Switch(config-if)#exit
Switch(config)#int fa0/6
Switch(config-if)#switchport mode access
Switch(config-if)#switchport access vlan 3
Switch(config-if)#exit
Switch(config)#int gig 0/1
Switch(config-if)#switchport mode trunk
Switch(config-if)#
Switch(config-if)#switchport trunk allowed vlan 2,3
Switch(config-if)#exit
Switch(config)#
```

```
Switch#wr memory
Building configuration...
[OK]
Switch#
```

Активация Winc

# IOS Command Line Interface

```
Switch#show vlan
```

VLAN	Name	Status	Ports
1	default	active	Fa0/5, Fa0/6, F Fa0/9, Fa0/10, Fa0/13, Fa0/14, Fa0/17, Fa0/18, Fa0/21, Fa0/22, Gig0/1, Gig0/2
2	programmer	active	Fa0/1, Fa0/2
3	buhg	active	Fa0/3, Fa0/4
1002	fddi-default	active	
1003	token-ring-default	active	
1004	fddinet-default	active	
1005	trnet-default	active	

VLAN	Type	SAID	MTU	Parent	RingNo	BridgeNo	Stp	BrdgMod
1	enet	100001	1500	-	-	-	-	-
2	enet	100002	1500	-	-	-	-	-
3	enet	100003	1500	-	-	-	-	-
1002	fddi	101002	1500	-	-	-	-	-

```
Switch# conf t
```

```
Enter configuration commands, one per line. End with CNTL/Z.
```

```
Switch(config)#int gig 0/1
```

```
Switch(config-if)#switchport mode trunk
```

```
% Invalid input detected at '^' marker.
```

```
Switch(config-if)#switchport mode trunk
```

```
Switch(config-if)#switchport trunk allowed vlan 2,3
```

```
Switch(config-if)#exit
```

```
Switch(config)#exit
```

```
Switch#
```

```
%SYS-5-CONFIG_I: Configured from console by console
```

```
Switch#wr memory
```

```
Building configuration...
```

```
[OK]
```

```
Switch#
```



