OBSERVATION'S First me'll notice request timed out because of the (time to leave) was 0 and whener passed after that will be discarded. \* To overcome this, we need to give gaburay to other networks so that it can access other end devices. \* The ping sent to different IP's and the ttl changes were observed. & Only then the ping response will be successful RESULT: P(17 ping 10.0.0.2 Pinging 10.0.0.2 with 32 lustes of data: Reply from 10.0.0.2: lytes = 32 time = 0 mg Reply from 10.0.0.2: lugtes = 32 time = 0 mg Reply from 10.0.0.2: ligtes = 32 time = 0 mg Reply from 10.0.0.2: leyts = 32 time = 0 mg
ping statistics for 10.0.0.2

Packets: Sent = 4, Recieved = 4, lost = 0 (0:1-loss) \* Successful reply on pinging from one end denice to different end device, only after specifying gatemay, through a scouter network \* Similarly, from P(1 we'll ping to 20.0.0.1 & 20.0.0.2, to get a successful reply 20.0.0.2, 10.0.0.2, to get a successful repl \* Without gateway, reply timed out occurs.



0.1	
	PC> ping 10.0.0.2
	Pinging 10.0.0, 2 with 32 leytes of data:  Peply from 10.0.0.2: leytes = 32  Beguest timed out:
	Perly from 10.0.0.2: leutes = 32
	Request timed out.
Ψ	ring statistics for 10.0.0.2
	ping statistics for 10.0.0.2 Packets: Sent = 4, Recieved = 0, last = 4 (1001/ loss)
	This is loss sequest timed out sconosion
	This is for request timed out scenario, when gateway is not specified.
	The state of the s
	The same of the state of the same of the same
	Dina
4 W	Autoria de la companya del companya de la companya del companya de la companya del companya de la companya de la companya de la companya del companya de la companya del companya de la companya de la companya de la companya de la companya del companya de la companya de la companya de la companya de la companya del co
	late and a second state of the second second
	With the first of the second state of the second se
	Refer to be a second make the
	the It tongs in a supplied in
The state of the s	
er a colonia	
	The second secon
<del></del>	
	the second secon