

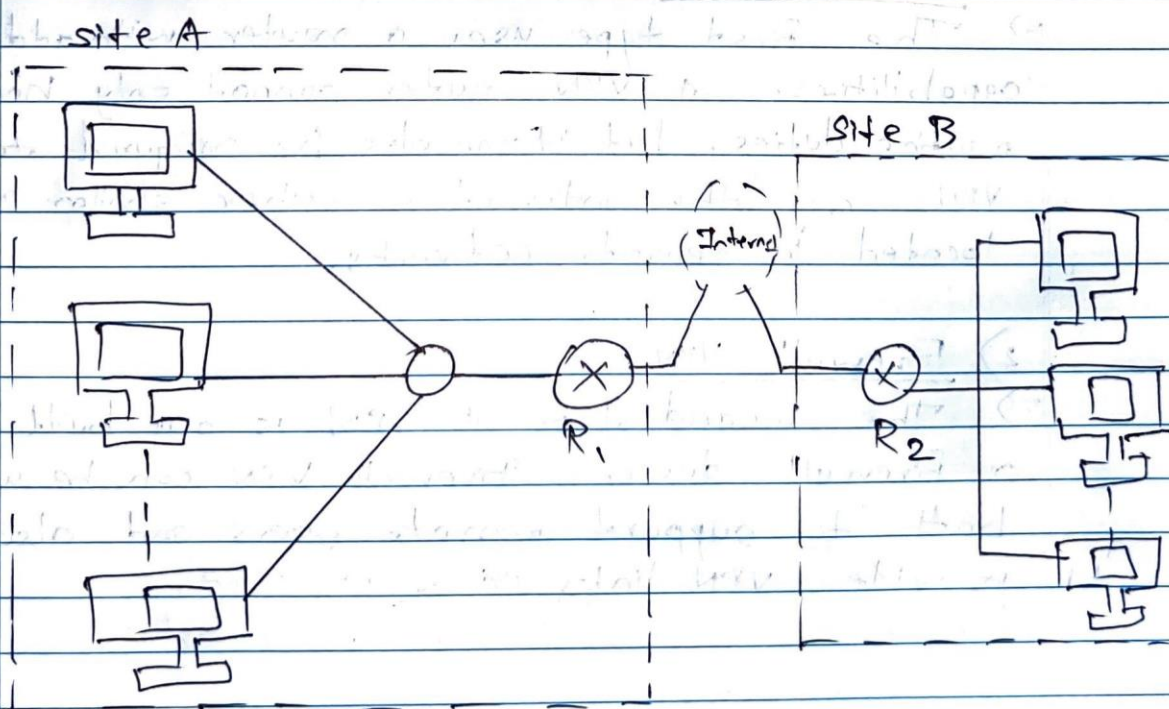
## Experiment No: 6

Aim : Design VPN and Configure RIP/OSPF using packet tracer.

Theory :

• Virtual Private Network (VPN) :

- VPN stands for virtual private network.
- It allows you to connect your computer to a private network, creating an encrypted connections that masks your IP address to securely share data and surf the web, protecting your identity online.
- A VPN connection is shown in the figure below :



- In this figure, Routers R<sub>1</sub> and R<sub>2</sub> use VPN technology to guarantee privacy for the organization.
- A VPN is an encrypted connection over the Internet from a device to a network.
- The encrypted connection helps ensure that sensitive data is safely transmitted.
- It prevents unauthorized people from eavesdropping on traffic and allows the user to conduct work remotely.
- VPN technology widely used in corporate environments.
- Types of VPNs :

### 1) Router VPN

⇒ The first type uses a router with added VPN capabilities. A VPN router cannot only handle normal routine duties, but it can also be configured to form VPNs over the Internet to other similar routers located in remote networks.

### 2) Firewall VPN

⇒ The second type of VPN is one built into a Firewall device. Firewall VPN can be used both to support remote users and also to provide VPN links.



## • Routing Information Protocol (RIP)

⇒ RIP is dynamic routing protocol that uses hop count as a routing metric to find the best path between the source and the destination network.

- It is a distance-vector routing protocol that has an AD value of 120 and works on the Network layer of OSI model.
- RIP uses port number 520.

### - HOP Count

⇒ HOP count is the no. of routers occurring in between the source and destination network.

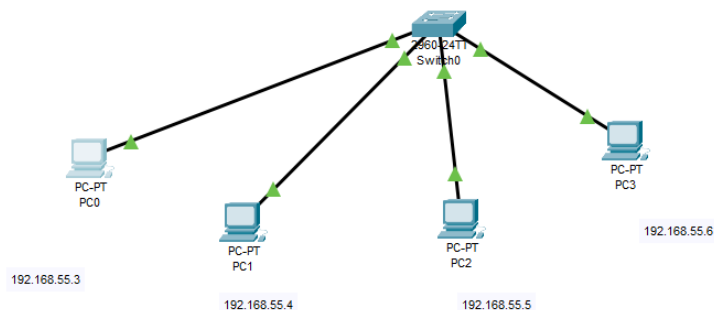
- The path with the lowest hop count is considered as the best route to reach a network and therefore placed in routing table.
- RIP prevents routing loops by limiting the number of loops allowed in a path from source and destination.

### - Features of RIP :

- 1) Updates of the network are exchanged periodically.
- 2) Updates are always broadcast.
- 3) Full routing tables are sent in updates.
- 4) Routers always trust routing information received from neighbour routers. This is also known as Routing on rumors.

Output:

VPN



Command Prompt

X

```
Cisco Packet Tracer PC Command Line 1.0
C:\>ipconfig

FastEthernet0 Connection: (default port)

    Connection-specific DNS Suffix...:
    Link-local IPv6 Address . . . . .: FE80::260:5CFF:FE90:477B
    IPv6 Address . . . . .: ::
    IPv4 Address . . . . .: 192.168.55.3
    Subnet Mask . . . . .: 255.255.255.0
    Default Gateway . . . . .: ::
                                0.0.0.0

Bluetooth Connection:

    Connection-specific DNS Suffix...:
    Link-local IPv6 Address . . . . .: ::
    IPv6 Address . . . . .: ::
    IPv4 Address . . . . .: 0.0.0.0
    Subnet Mask . . . . .: 0.0.0.0
    Default Gateway . . . . .: ::
                                0.0.0.0

C:\>ping 192.168.55.3

Pinging 192.168.55.3 with 32 bytes of data:

Reply from 192.168.55.3: bytes=32 time=1ms TTL=128
Reply from 192.168.55.3: bytes=32 time=5ms TTL=128
Reply from 192.168.55.3: bytes=32 time=4ms TTL=128
Reply from 192.168.55.3: bytes=32 time=3ms TTL=128

Ping statistics for 192.168.55.3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 1ms, Maximum = 5ms, Average = 3ms
```

Command Prompt

```
C:\>ping 192.168.55.4
```

```
Pinging 192.168.55.4 with 32 bytes of data:
```

```
Reply from 192.168.55.4: bytes=32 time=5ms TTL=128
Reply from 192.168.55.4: bytes=32 time=2ms TTL=128
Reply from 192.168.55.4: bytes=32 time<1ms TTL=128
Reply from 192.168.55.4: bytes=32 time=1ms TTL=128
```

```
Ping statistics for 192.168.55.4:
```

```
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 5ms, Average = 2ms
```

```
C:\>ping 192.168.55.5
```

```
Pinging 192.168.55.5 with 32 bytes of data:
```

```
Reply from 192.168.55.5: bytes=32 time<1ms TTL=128
Reply from 192.168.55.5: bytes=32 time<1ms TTL=128
Reply from 192.168.55.5: bytes=32 time<1ms TTL=128
Reply from 192.168.55.5: bytes=32 time=1ms TTL=128
```

```
Ping statistics for 192.168.55.5:
```

```
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 1ms, Average = 0ms
```

```
C:\>ping 192.168.55.6
```

```
Pinging 192.168.55.6 with 32 bytes of data:
```

```
Reply from 192.168.55.6: bytes=32 time<1ms TTL=128
Reply from 192.168.55.6: bytes=32 time<1ms TTL=128
Reply from 192.168.55.6: bytes=32 time<1ms TTL=128
Reply from 192.168.55.6: bytes=32 time<1ms TTL=128
```

```
Ping statistics for 192.168.55.6:
```

## Command Prompt

```
Reply from 192.168.55.4: bytes=32 time<1ms TTL=128
Reply from 192.168.55.4: bytes=32 time=1ms TTL=128

Ping statistics for 192.168.55.4:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 5ms, Average = 2ms

C:\>ping 192.168.55.5

Pinging 192.168.55.5 with 32 bytes of data:

Reply from 192.168.55.5: bytes=32 time<1ms TTL=128
Reply from 192.168.55.5: bytes=32 time<1ms TTL=128
Reply from 192.168.55.5: bytes=32 time<1ms TTL=128
Reply from 192.168.55.5: bytes=32 time=1ms TTL=128

Ping statistics for 192.168.55.5:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 1ms, Average = 0ms

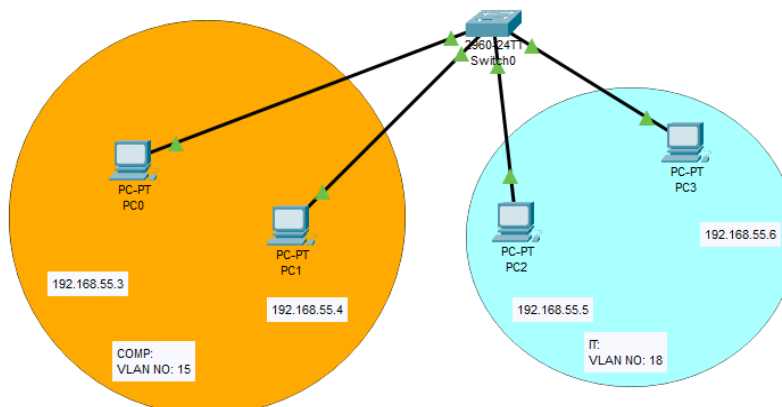
C:\>ping 192.168.55.6

Pinging 192.168.55.6 with 32 bytes of data:

Reply from 192.168.55.6: bytes=32 time<1ms TTL=128
Reply from 192.168.55.6: bytes=32 time<1ms TTL=128
Reply from 192.168.55.6: bytes=32 time<1ms TTL=128
Reply from 192.168.55.6: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.55.6:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>
```



```

C:\>ping 192.168.55.4

Pinging 192.168.55.4 with 32 bytes of data:

Reply from 192.168.55.4: bytes=32 time<1ms TTL=128
Reply from 192.168.55.4: bytes=32 time=1ms TTL=128
Reply from 192.168.55.4: bytes=32 time<1ms TTL=128
Reply from 192.168.55.4: bytes=32 time=1ms TTL=128

Ping statistics for 192.168.55.4:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 1ms, Average = 0ms

C:\>ping 192.168.55.5

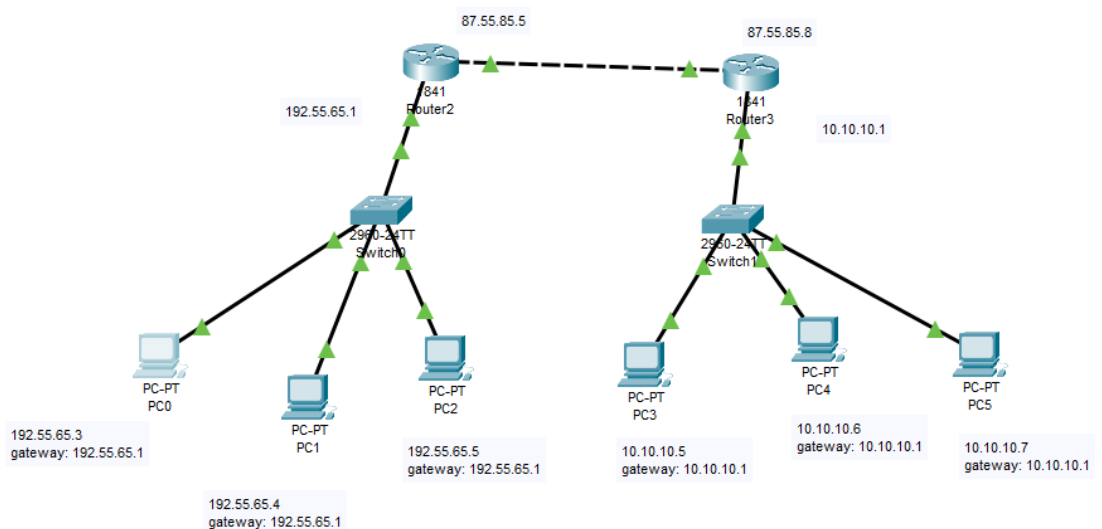
Pinging 192.168.55.5 with 32 bytes of data:

Request timed out.
Request timed out.
Request timed out.
Request timed out.

Ping statistics for 192.168.55.5:
    Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),
C:\>|

```

RIP:



## Command Prompt

```
Cisco Packet Tracer PC Command Line 1.0
C:\>ping 192.55.65.3

Pinging 192.55.65.3 with 32 bytes of data:

Reply from 192.55.65.3: bytes=32 time=4ms TTL=128
Reply from 192.55.65.3: bytes=32 time=1ms TTL=128
Reply from 192.55.65.3: bytes=32 time=4ms TTL=128
Reply from 192.55.65.3: bytes=32 time=3ms TTL=128

Ping statistics for 192.55.65.3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 1ms, Maximum = 4ms, Average = 3ms

C:\>ping 192.55.65.4

Pinging 192.55.65.4 with 32 bytes of data:

Reply from 192.55.65.4: bytes=32 time<1ms TTL=128
Reply from 192.55.65.4: bytes=32 time<1ms TTL=128
Reply from 192.55.65.4: bytes=32 time<1ms TTL=128
Reply from 192.55.65.4: bytes=32 time<1ms TTL=128

Ping statistics for 192.55.65.4:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>ping 10.10.10.5

Pinging 10.10.10.5 with 32 bytes of data:

Reply from 192.55.65.1: Destination host unreachable.
Reply from 192.55.65.1: Destination host unreachable.
Reply from 192.55.65.1: Destination host unreachable.
```



# Command Prompt

```
Reply from 10.10.10.5: bytes=32 time=3ms TTL=126

Ping statistics for 10.10.10.5:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 3ms, Average = 1ms

C:\>ping 10.10.10.5

Pinging 10.10.10.5 with 32 bytes of data:

Reply from 10.10.10.5: bytes=32 time=1ms TTL=126
Reply from 10.10.10.5: bytes=32 time=1ms TTL=126
Reply from 10.10.10.5: bytes=32 time=1ms TTL=126
Reply from 10.10.10.5: bytes=32 time=1ms TTL=126

Ping statistics for 10.10.10.5:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 1ms, Maximum = 1ms, Average = 1ms

C:\>tracert
Cisco Packet Tracer PC Tracert

Usage: tracert target

C:\>tracert 10.10.10.5

Tracing route to 10.10.10.5 over a maximum of 30 hops:

  0  0 ms    0 ms    1 ms    192.55.65.1
  1  1 ms    0 ms    0 ms    87.55.85.8
  2  1 ms    0 ms    0 ms    10.10.10.5

Trace complete.

C:\>
```