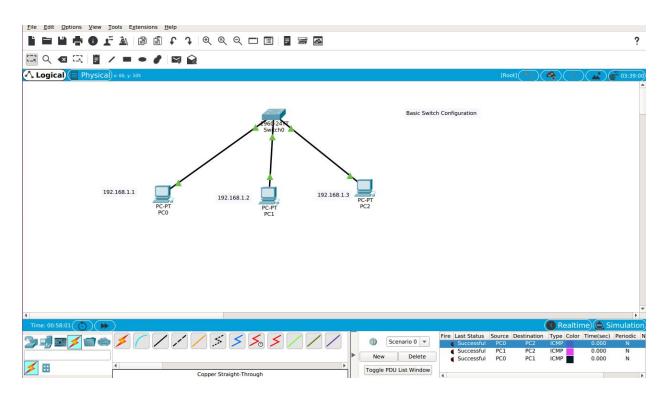
Exp No. - 08 Date: 21/02/2019

Aim - Introduction to Packet Tracer and design of basic Configuration using switch.

Introduction:

Packet Tracer is a cross-platform visual simulation tool designed by Cisco Systems that allows users to create network topologies and imitate modern computer networks. The software allows users to simulate the configuration of Cisco routers and switches using a simulated command line interface. Packet Tracer makes use of a drag and drop user interface, allowing users to add and remove simulated network devices as they see fit. The software is mainly focused towards Certified Cisco Network Associate Academy students as an educational tool for helping them learn fundamental CCNA concepts.

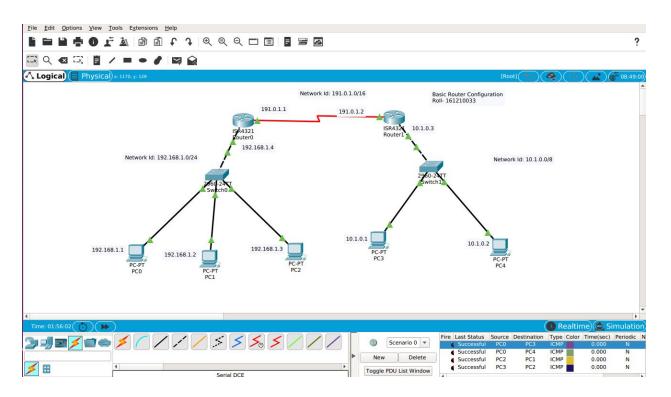
Output:



Exp No. - 09 Date: 28/03/2019

Aim - Design of Configuration using Routers in Packet Tracer.

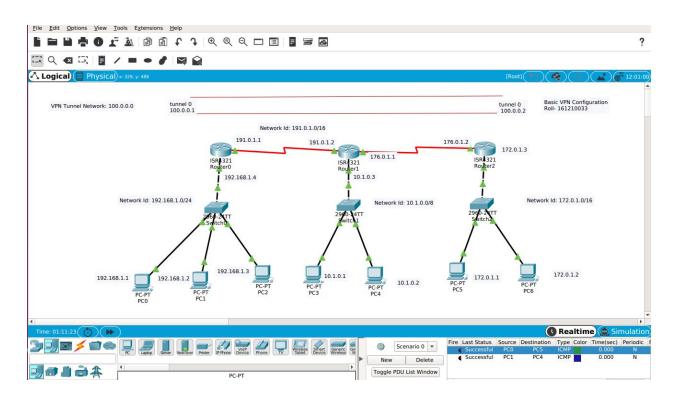
Output:



Exp No. - 10 Date: 11/04/2019

Aim - Design of VPN tunnel in the packet tracer.

Output:

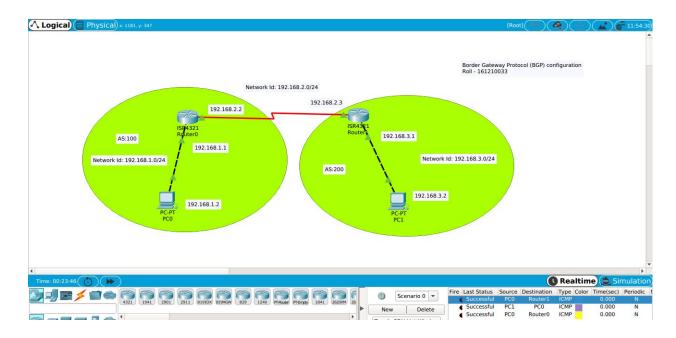


Steps to create a VPN tunnel on Router0:

config t interface tunnel 0 ip address 100.0.0.1 255.0.0.0 tunnel source Serial0/1/0 tunnel destination 176.0.1.2 no shutdown Exp No. - 11 Date: 18/04/2019

Aim - Implementation of BGP in packet tracer.

Output:



Configuration steps for BGP at router0:

```
Router#config t
Enter configuration commands, one per line. End with CNTL/Z.
Router(config)#router bgp 100
Router(config-router)#network 192.168.1.0
Router(config-router)#network 192.168.2.0
Router(config-router)#neighbor 192.168.2.3 remote-as 200
Router(config-router)#neighbor 192.168.3.2 remote-as 200
Router(config-router)#exit
Router(config)#
```

Configuration steps for BGP at router1:

```
Router(config)#router bgp 200
Router(config-router)#network 192.168.2.0
Router(config-router)#network 192.168.3.0
Router(config-router)#neighbor 192.168.2.2 remote-as 100
Router(config-router)#%BGP-5-ADJCHANGE: neighbor 192.168.2.2 Up
Router(config-router)#neighbor 192.168.1.2 remote-as 100
Router(config-router)#exit
Router(config)#
```