



Host	IP Address	Subnet Mask	Default gateway
PC0	192.168.10.2	255.255.255.0	192.168.10.1
PC1	192.168.10.3	255.255.255.0	192.168.10.1
PC2	192.168.10.4	255.255.255.0	192.168.10.1
PC3	192.168.20.2	255.255.255.0	192.168.20.1
PC4	192.168.20.3	255.255.255.0	192.168.20.1
PC5	192.168.20.4	255.255.255.0	192.168.20.1
router0(0/0)	192.168.10.1	255.255.255.0	
Router0 se2/0	10.0.0.1	255.0.0.0	
Router0 se3/0	20.0.0.1	255.0.0.0	
Router2 se2/0	192.168.20.1	255.255.255.0	
Router1 se2/0	20.0.0.1	255.0.0.0	
Router1 se3/0	30.0.0.1	255.0.0.0	
Router2 se2/0	10.0.0.1	255.0.0.0	
Router2 se3/0	20.0.0.1	255.0.0.0	

Table 11.1

```
|Router(config-if)#  
|Router(config-if)#exit  
|Router(config)#interface Serial2/0  
|Router(config-if)#  
|Router(config-if)#exit  
|Router(config)#interface Serial3/0  
|Router(config-if)#  
|Router(config-if)#exit  
|Router(config)#router ospf 1  
|Router(config-router)#network 192.168.20.1 0.0.0.255 area 0  
|Router(config-router)#network 20.0.0.1 0.255.255.255 area 0  
|Router(config-router)#ne  
00:12:46: %OSPF-5-ADJCHG: Process 1, Nbr 20.0.0.1 on Serial2/0 from LOADING to FULL, Loading Done  
t  
% Incomplete command.  
|Router(config-router)#network 30.0.0.1 0.255.255.255 area 0  
|Router(config-router)#exit  
|Router(config)#  
00:13:10: %OSPF-5-ADJCHG: Process 1, Nbr 192.168.10.1 on Serial3/0 from LOADING to FULL, Loading Done
```

```
Router(config-if)#  
Router(config-if)#exit  
Router(config)#interface Serial2/0  
Router(config-if)#  
Router(config-if)#exit  
Router(config)#interface Serial3/0  
Router(config-if)#  
Router(config-if)#exit  
Router(config)#router ospf 2  
Router(config-router)#network 10.0.0.1 0.255.255.255 area 0  
Router(config-router)#network  
00:10:52: %OSPF-5-ADJCHG: Process 2, Nbr 192.168.10.1 on Serial2/0 from LOADING to FULL, Loading Done  
  
% Incomplete command.  
Router(config-router)#network 20.0.0.1 0.255.255.255 area 0  
Router(config-router)#exit  
Router(config)#
```

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC1	PC3	ICMP		0.000	N	1	(edit)	
	Successful	PC2	PC4	ICMP		0.000	N	2	(edit)	
	Successful	PC5	PC0	ICMP		0.000	N	3	(edit)	