03 - Enrutamento Estático

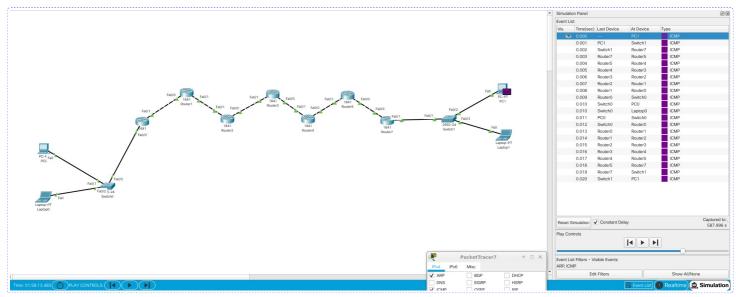


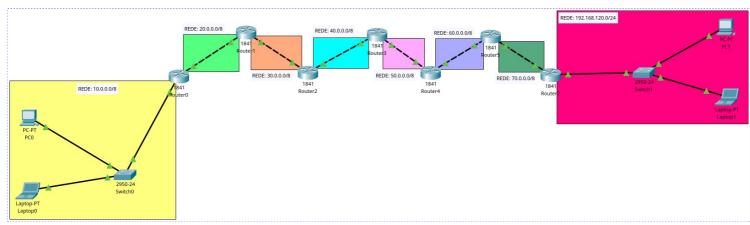
Fig.1 - Enrutamento Estático

NOTAS:

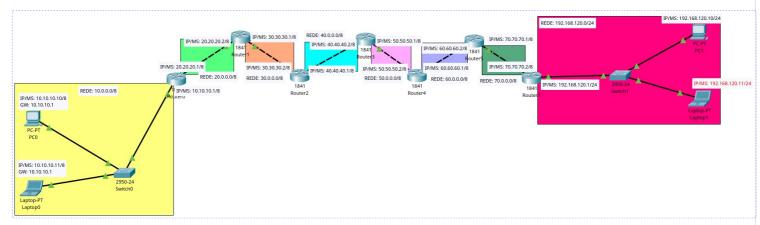
- (1) Arquivo a descargar e abrir en Cisco Packet Tracer: Enrutamento-Estatico-3-BRS.pkt
 - \sqrt{p}
- (2) O diagrama representa 2 oficinas dunha empresa.
- (3) IP=IPv4, MS=Máscara de Subrede, GW=Gateway, DR=Dirección de Rede.

Cisco Packet Tracer

- 1. Carga o diagrama da Fig.1 no Cisco Packet Tracer, é dicir, abre o arquivo descargado (ver NOTAS) no Cisco Packet Tracer.
- 2. Identifica mediante rectángulos de cores os segmentos de redes existentes no diagrama.



3. Representa no diagrama a topoloxía lóxica (IP/MS/GW/DR).



- 4. Realiza mediante comandos un ping de 10 paquetes ICMP dende PC1 a cada host que se atope ata chegar ao Laptop0. Por cada ping crea un apartado indicando que é o que acontece (Razoa a resposta):
 - a. Do PC1 á IP 192.168.120.1 → ping -n 10 192.168.120.1 → Existe conectividade debido a que os 2 equipos pertencen á mesma rede e o cableado e a electrónica de rede así o permite. A IP 192.168.120.1 é a porta de enlace de PC1.

```
PC<sub>1</sub>
                                                                                                _ 0
                                                                                                       ×
                   Desktop
Physical
          Config
                             Programming
                                            Attributes
Command Prompt
C:\>ping -n 10 192.168.120.1
Pinging 192.168.120.1 with 32 bytes of data:
Reply from 192.168.120.1: bytes=32 time<1ms TTL=255
Ping statistics for 192.168.120.1:
     Packets: Sent = 10, Received = 10, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
     Minimum = 0ms, Maximum = 0ms, Average = 0ms
```

b. Do PC1 á IP 70.70.70.2 → ping -n 10 70.70.70.2 → Existe conectividade porque o PC1 ten configurado correctamente o gateway predeterminado (192.168.120.1), que corresponde á interface FastEthernet 0/1 do router. Cando o PC1 envía un ping a 70.70.70.2, o tráfico é dirixido ao gateway, que reenvía os paquetes a través da súa interface FastEthernet 0/0 coa IP 70.70.70.2. Este router actúa como un intermediario entre as dúas redes, permitindo a comunicación ao estar configurado correctamente coas súas interfaces en ambas redes (a 192.168.120.0/24 e a 70.0.0.0/8).

```
PC<sub>1</sub>
                                                                                                  ×
C:\>ping -n 10 70.70.70.2
Pinging 70.70.70.2 with 32 bytes of data:
Reply from 70.70.70.2: bytes=32 time<1ms TTL=255
Ping statistics for 70.70.70.2:
    Packets: Sent = 10, Received = 10, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms
Top
```

c. Do PC1 á IP 70.70.70.1 → ping -n 10 70.70.70.1 → Non existe conectividade porque o Router7 non ten unha ruta estática ou dinámica configurada para alcanzar esa dirección, que pertence ao Router5.

```
^ _ D X
C:\>ping -n 10 70.70.70.1
Pinging 70.70.70.1 with 32 bytes of data:
Request timed out.
Ping statistics for 70.70.70.1:
    Packets: Sent = 10, Received = 0, Lost = 10 (100% loss),
C:\>
Top
```

A partir de aquí non existe conectividade xa que os paquetes ICMP non son quen de chegar ao Router5, polo que xa non son capaz de chegar ao Laptop0.

- 5. Realiza mediante comandos un ping de 10 paquetes ICMP dende Laptop0 a cada host que se atope ata chegar ao PC1. Por cada ping crea un apartado indicando que é o que acontece (Razoa a resposta):
 - 1. Do Laptop0 á IP 10.10.10.1 → ping -n 10 10.10.10.1 → Existe conectividade debido a que os 2 equipos pertencen á mesma rede e o cableado e a electrónica de rede así o permite. A IP 10.10.10.1 é a porta de enlace de Laptop0.

```
Laptop0
                                                                                                ×
C:\>ping -n 10 10.10.10.1
Pinging 10.10.10.1 with 32 bytes of data:
Reply from 10.10.10.1: bytes=32 time<1ms TTL=255
Reply from 10.10.10.1: bytes=32 time=1ms TTL=255
Reply from 10.10.10.1: bytes=32 time<1ms TTL=255
Ping statistics for 10.10.10.1:
    Packets: Sent = 10, Received = 10, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 1ms, Average = 0ms
C:/>
```

2. Do Laptop0 á IP 20.20.20.1 → ping -n 10 20.20.20.1 → Existe conectividade porque o PC1 ten configurado correctamente o gateway predeterminado (10.10.10.1), que corresponde á interface FastEthernet 0/0 do router. Cando o Laptop0 envía un ping a 20.20.20.1, o tráfico é dirixido ao gateway, que reenvía os paquetes a través da súa interface FastEthernet 0/1 coa IP 20.20.20.1. Este router actúa como un intermediario entre as dúas redes, permitindo a comunicación ao estar configurado correctamente coas súas interfaces en ambas redes (a 10.0.0.0/24 e a 20.0.0.0/8).

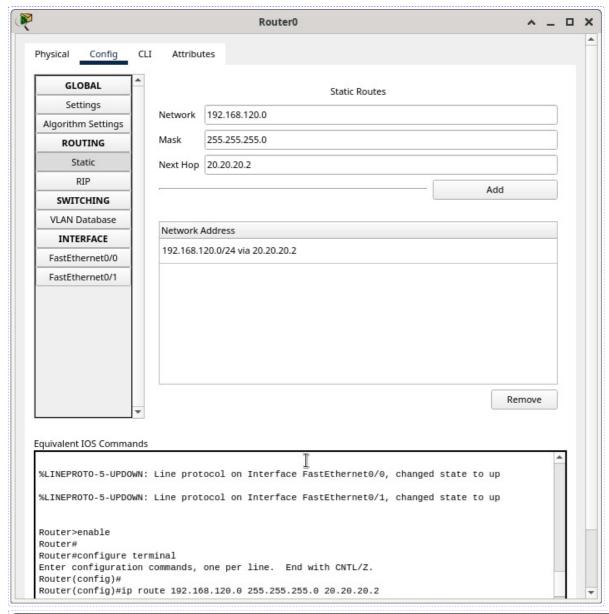
```
Laptop0
                                                                                                 ×
Physical
                   Desktop
                             Programming
                                           Attributes
Command Prompt
                                                                                               Х
Cisco Packet Tracer PC Command Line 1.0
C:\>ping -n 10 20.20.20.1
Pinging 20.20.20.1 with 32 bytes of data:
Reply from 20.20.20.1: bytes=32 time<1ms TTL=255
Ping statistics for 20.20.20.1:
    Packets: Sent = 10, Received = 10, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms
C:/>
```

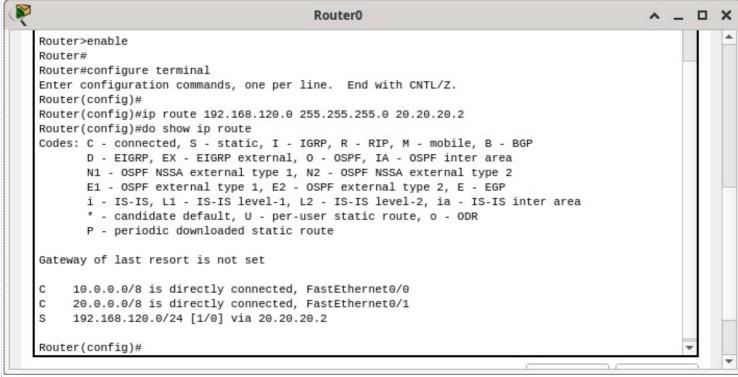
3. Do Laptop0 á IP 20.20.20.2 → ping -n 10 20.20.20.2 → Non existe conectividade porque o Router0 non ten unha ruta estática ou dinámica configurada para alcanzar esa dirección, que pertence ao Router1.

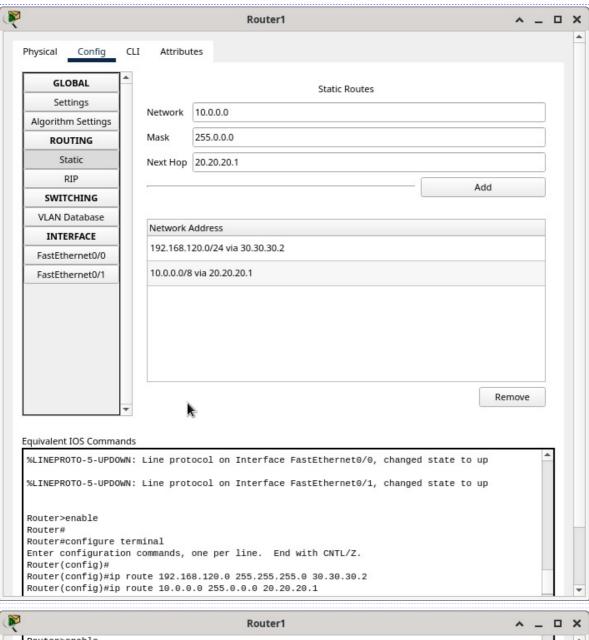
```
Laptop0
                                                                                                ×
C:\>ping -n 10 20.20.20.2
Pinging 20.20.20.2 with 32 bytes of data:
Request timed out.
Ping statistics for 20.20.20.2:
    Packets: Sent = 10, Received = 0, Lost = 10 (100% loss),
C:\>
Top
```

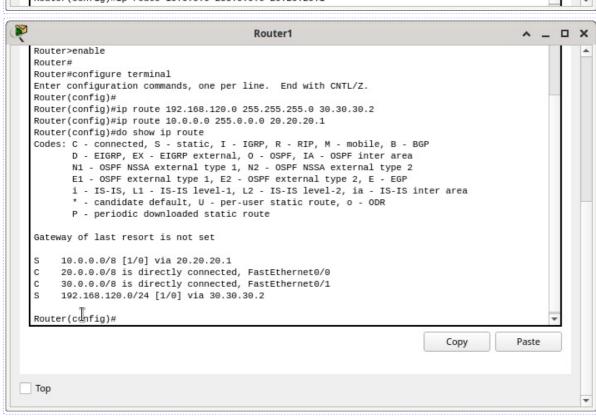
A partir de aquí non existe conectividade xa que os paquetes ICMP non son quen de chegar ao Router1, polo que xa non son capaz de chegar ao PC1.

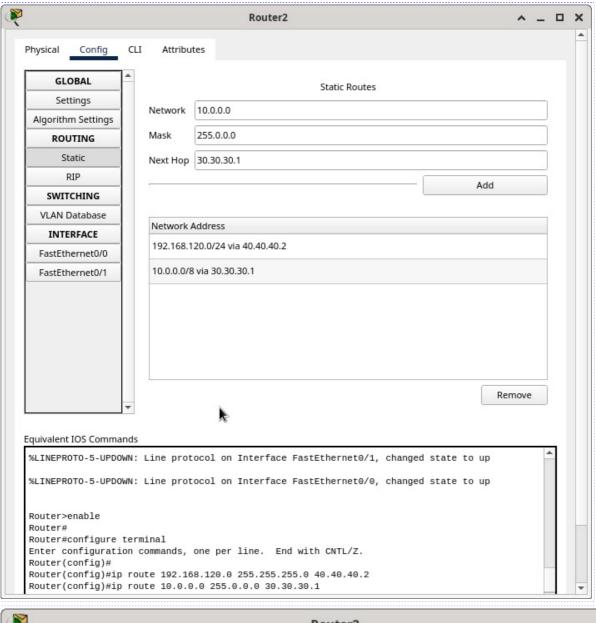
6. Realiza a configuración de enrutamento estático en todos os router capturando imaxes coa configuración de cada host router para que a conectividade entre PC1 e Laptop0 sexa posible.

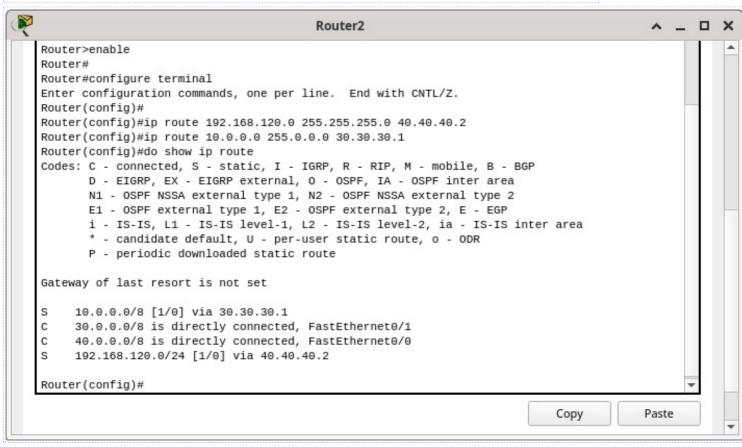


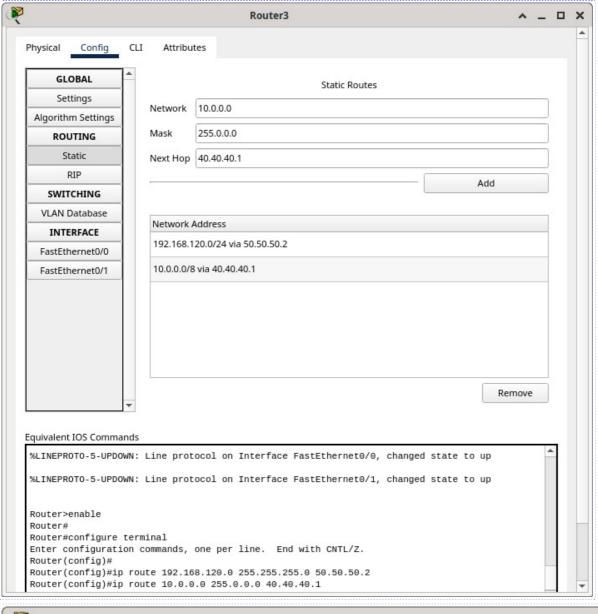


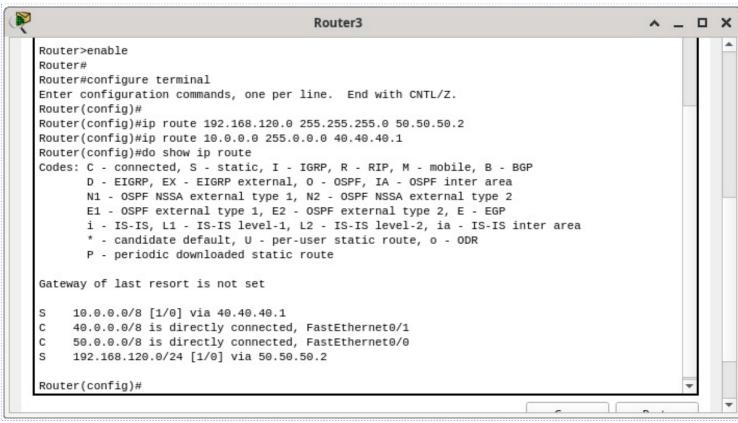


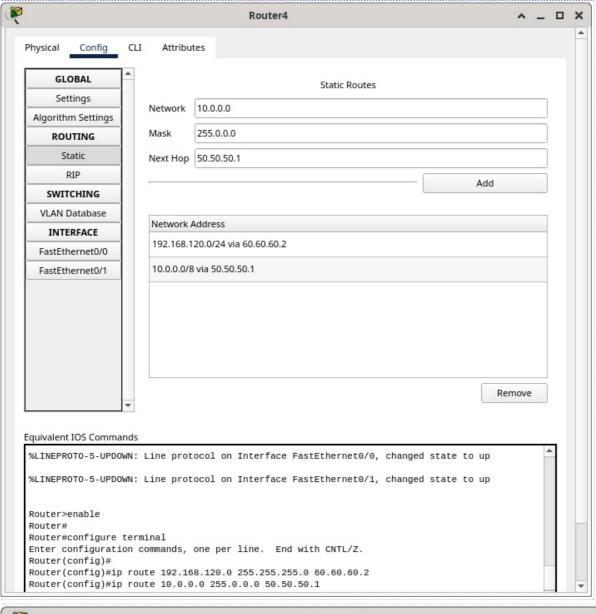


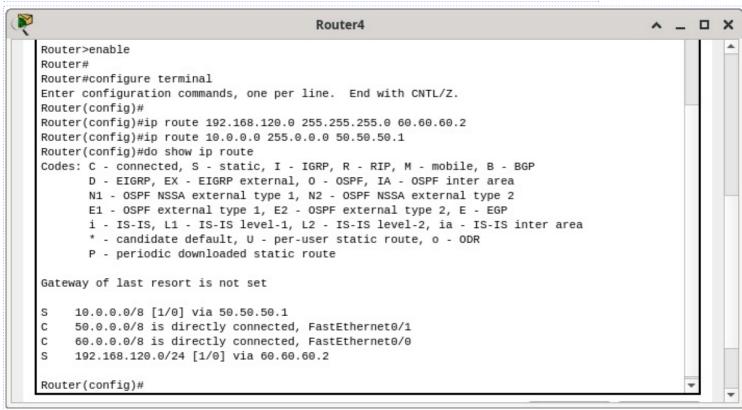


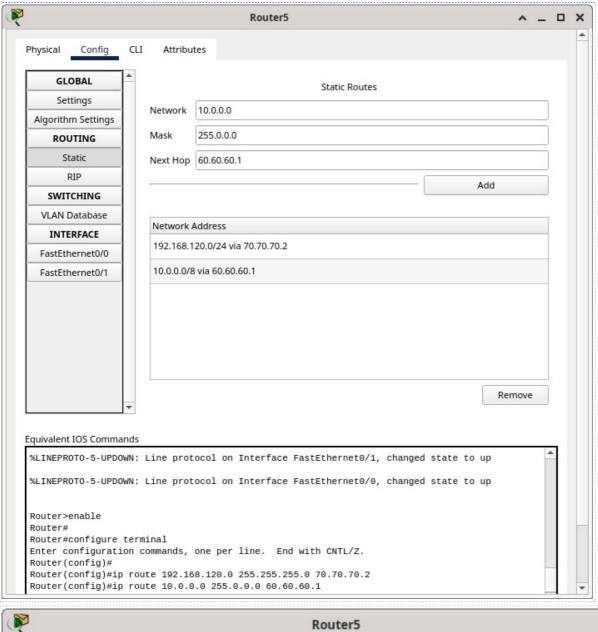


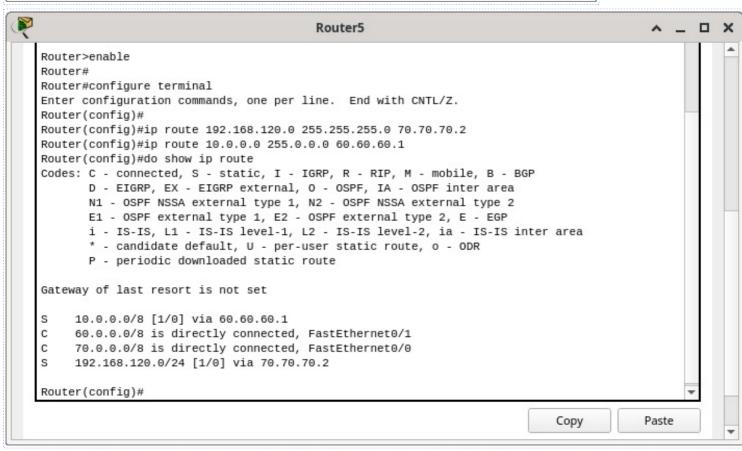


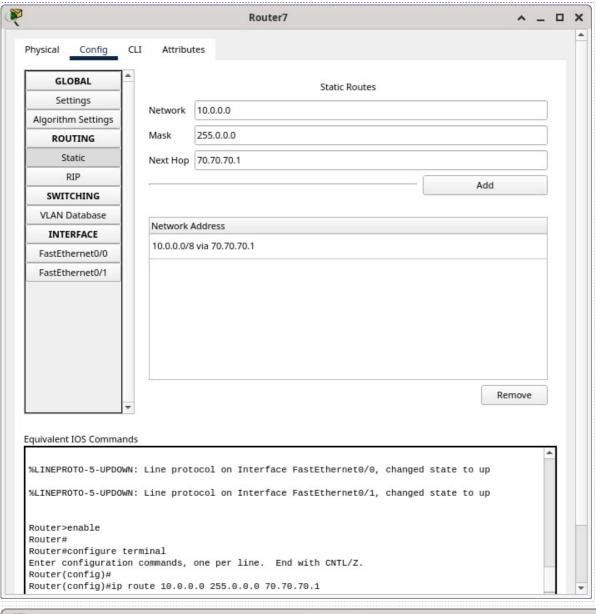


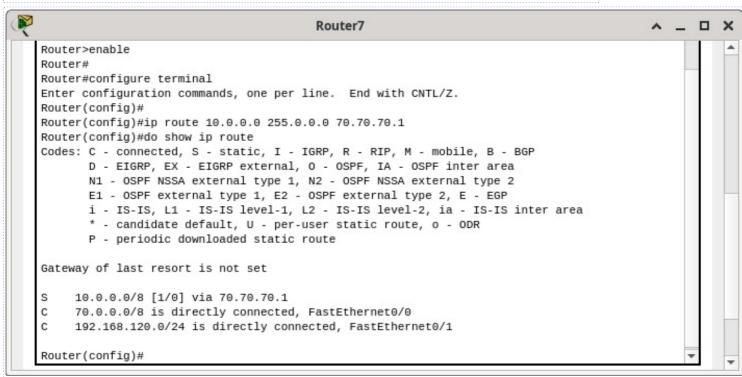






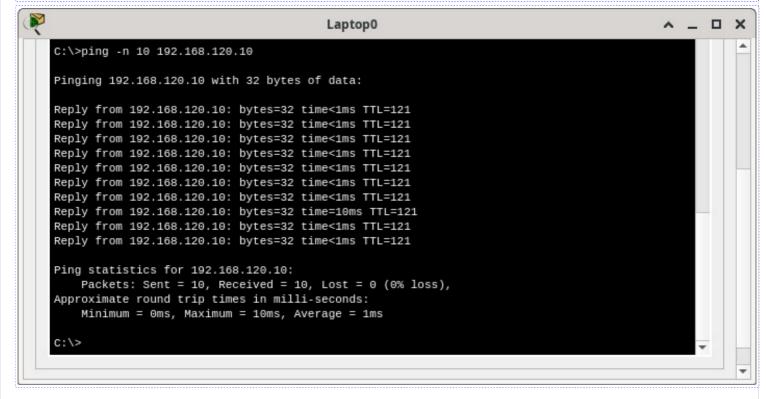






7. Realiza de novo os apartados 4) e 5). Comproba que agora a conectividade é posible dende PC1 a Laptop0 e dende Laptop0 a PC1. Captura as imaxes correspondentes.

```
PC1
                                                                                               X
C:\>ping -n 10 10.10.10.1
Pinging 10.10.10.1 with 32 bytes of data:
Request timed out.
Request timed out.
Request timed out.
Request timed out.
Reply from 10.10.10.1: bytes=32 time<1ms TTL=249
Ping statistics for 10.10.10.1:
   Packets: Sent = 10, Received = 6, Lost = 4 (40% loss),
Approximate round trip times in milli-seconds:
   Minimum = 0ms, Maximum = 0ms, Average = 0ms
Top
```



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