



DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

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Worksheet:-2.3

Student Name: Shubham Goswami
Branch: CSE
Semester: 4th
Subject Name: Computer Networks

UID: 21BCS11441
Section/Group: 807-B
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Aim:- Configure a network using Distance Vector routing Protocol using Packet Tracer or NS2.

Objective: - To Understand Routing Mechanism.

Software Requirements:- Packet Tracer or NS2.

Hardware Requirements:-

- **Processor** – Any suitable Processor e.g. Celeron
- **Main Memory** - 128 MB RAM
- **Hard Disk** – minimum 20 GB IDE Hard Disk
- **Removable Drives** – 1.44 MB Floppy Disk Drive – 52X IDE CD-ROM Drive
- **PS/2 HCL** Keyboard and Mouse

Method: -

Step-1:- Create simulator objects such as end devices, Routers and Switches.

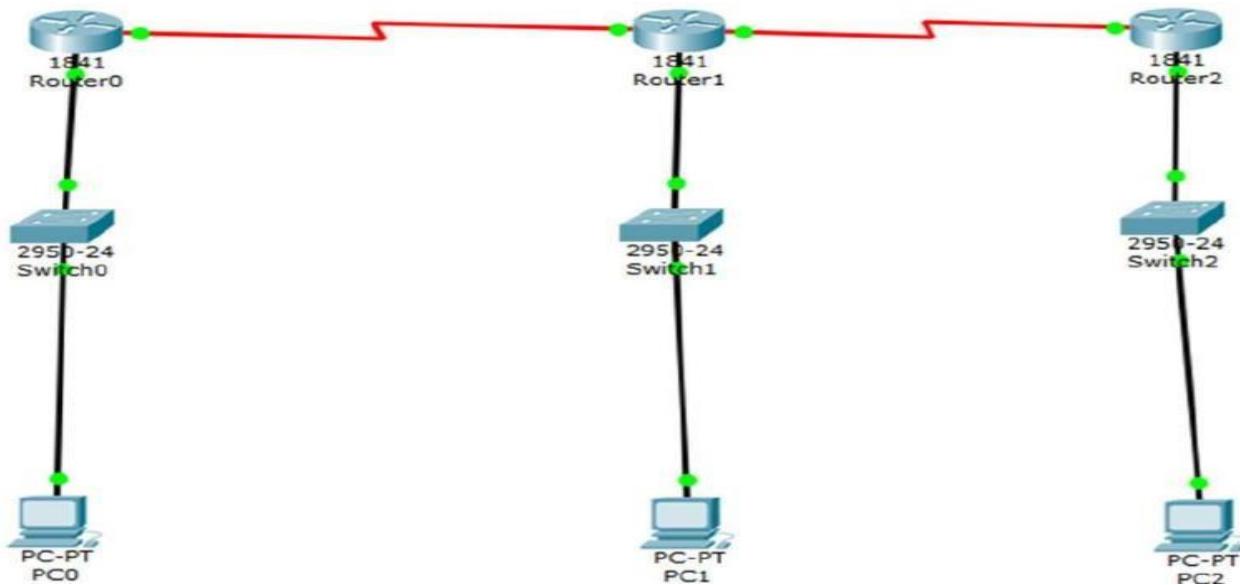
Step-2:- Using switch connect all nodes to the router

Step-3:- For every node assign unique IP address

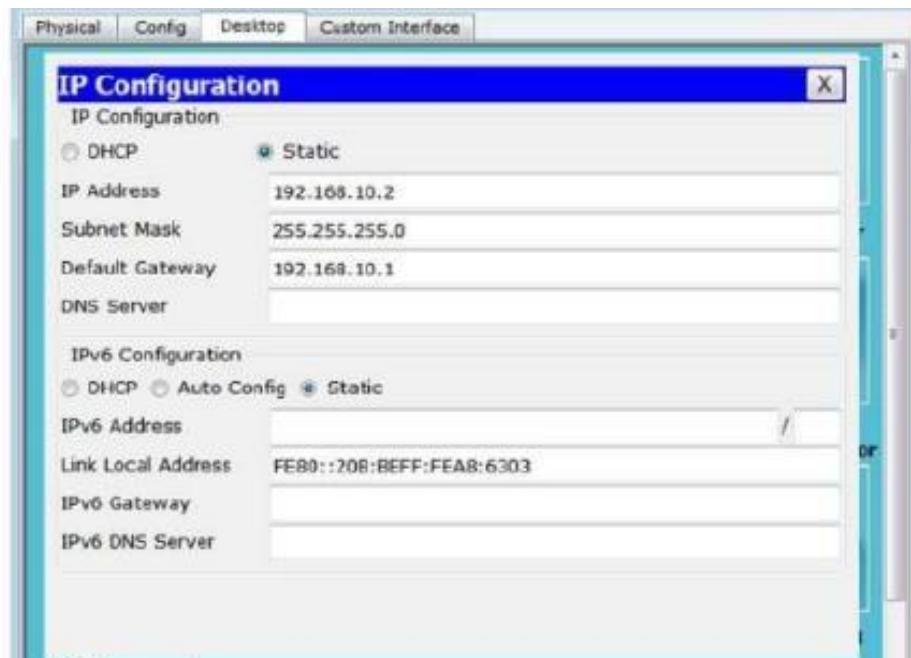
Step-4:- Provide same Gateway IP.

Step-5:- Configure router as Network address

Step-6:- Configure RIP Protocol.



Creation of simulator objects such as end devices, Routers and Switches and using switch connected all nodes to the router.



IP address and Gateway assignment



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The screenshot shows two separate windows for Router0. The left window displays the configuration for FastEthernet0/0, including Port Status (On), Bandwidth (100 Mbps selected), Duplex (Half Duplex selected), MAC Address (0000.0CB3.8A01), IP Configuration (IP Address 192.168.10.1, Subnet Mask 255.255.255.0), and Tx Ring Limit (10). The right window displays the configuration for Serial0/1/0, including Port Status (On), Bandwidth (10 Mbps selected), Duplex (Full Duplex selected), Clock Rate (64000), IP Configuration (IP Address 10.0.0.2, Subnet Mask 255.0.0.0), and Tx Ring Limit (10). Both windows have tabs for Physical, Config, and CLI.

Router as Network Address

Learning Outcomes:

1. Learn about different types of topologies and their working.
 2. Learn how to make connection and assign ip and subnet address to pcs.
 3. Learn about how packet flow from one pc to other