Worksheet:-2.3

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Subject Name: Computer Networks

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Aim:- Configure a network using Distance Vector routing Protocol using Packet Tracer or NS2.

Objective: - To Understand Routing Mechanism.

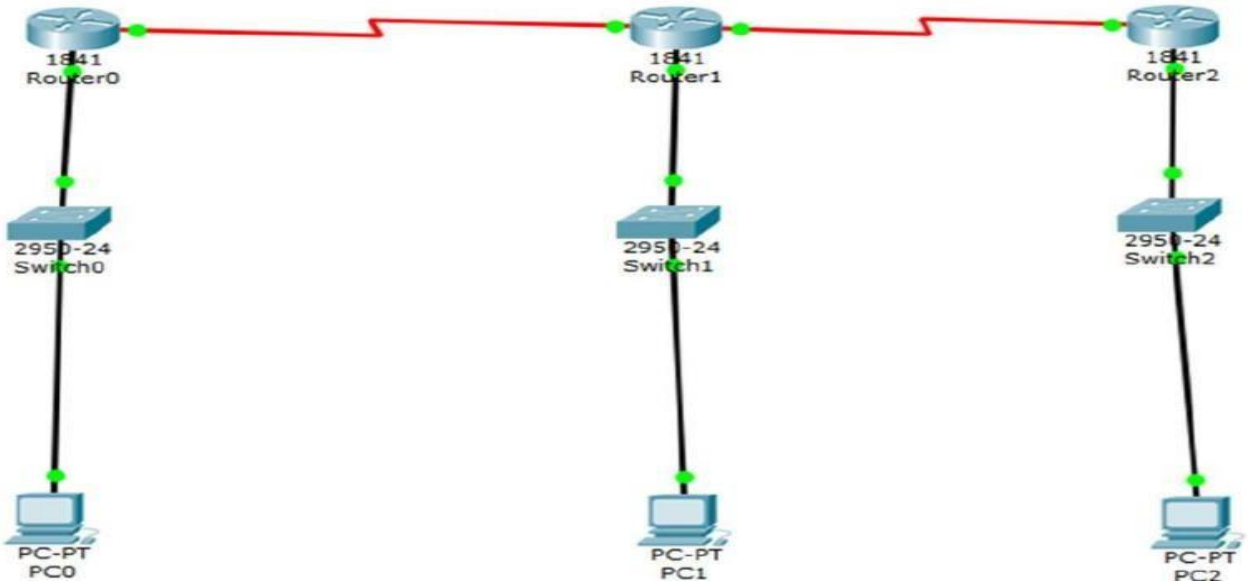
Software Requirements:- Packet Tracer or NS2.

Hardware Requirements:-

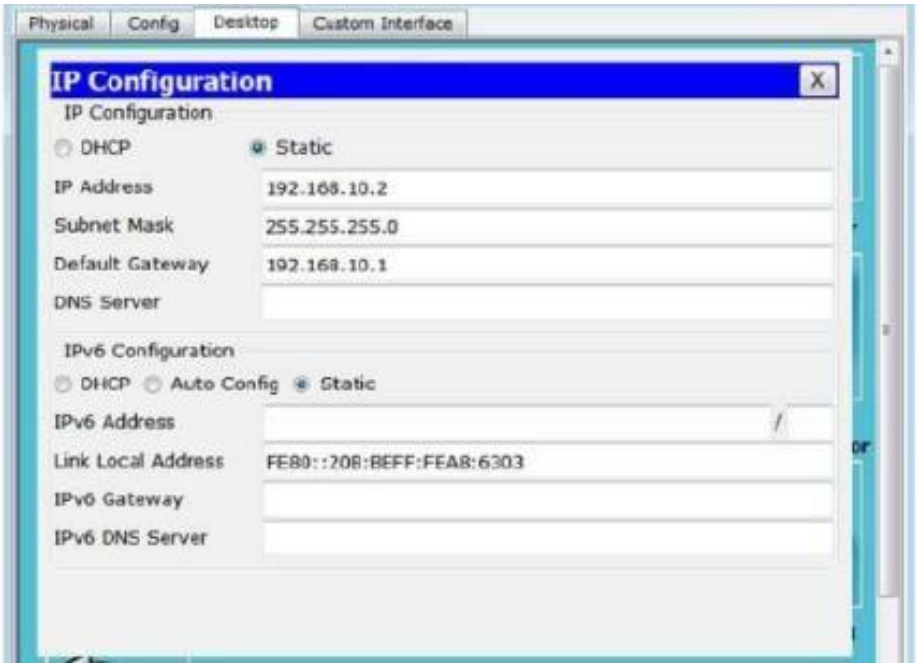
- **Processor** – Any suitable Processor e.g. Celeron
- **Main Memory** - 128 MB RAM
- **Hard Disk** – minimum 20 GB IDE Hard Disk
- **Removable Drives**–1.44 MB Floppy Disk Drive–52X IDE CD-ROM Drive
- **PS/2 HCL** Keyboard and Mouse

Method: -

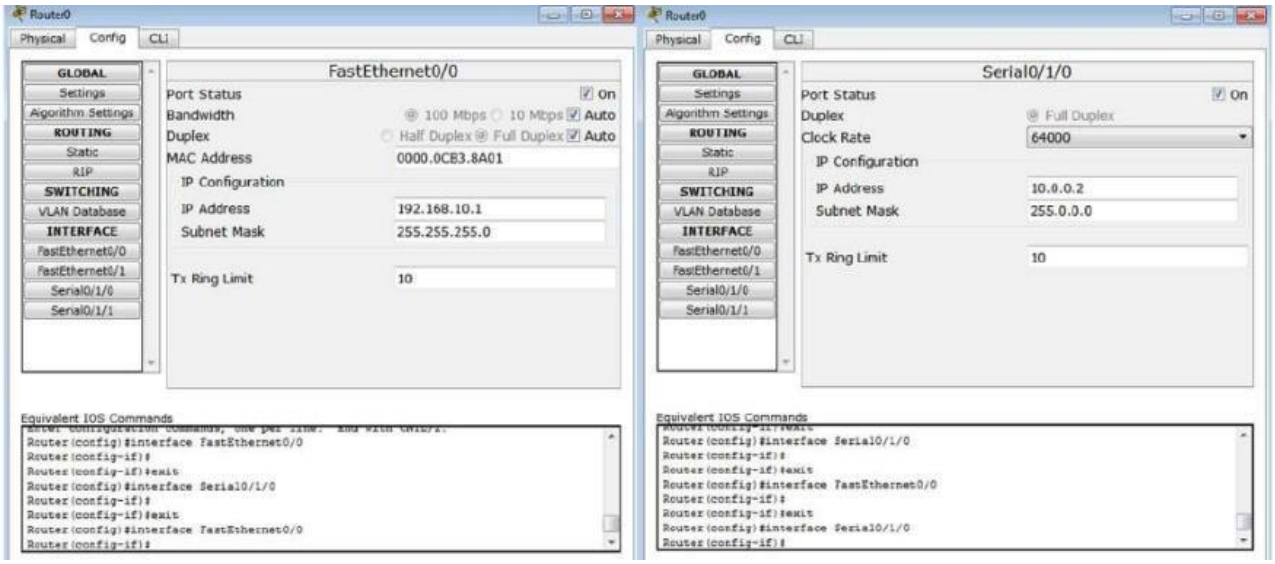
Step-1:- Create simulator objects such as end devices, Routers and Switches.
Step-2:-Using switch connect all nodes to the router
Step-3:- For every node assign unique IP address
Step-4:- Provide same Gateway IP.
Step-5:- Configure router as Network address
Step-6:- Configure RIP Protocol.



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



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