COMPUTER NETWORKS PROJECT

Submission Deadline: 15 December 2020, 11:59pm

Instructions:
Don't copy, don't cheat. The evaluation criteria is very strict, do everything by yourself else you will be in big trouble.

The statements are self-Explanatory.

1. Use Packet Tracer to simulate this network.
2. Don't cheat, your efforts will be valued but the cheater will be marked 0.
3. Everything is self-explained, solve it yourself.

"Our greatest weakness lies in giving up. The most certain way to succeed is always to try just one more time."

"A creative man is motivated by the desire to achieve, not by the desire to beat others."

You are given the network design with minimal technical documentation; your task is to make this up and running in 4 hrs. Use all your mind capabilities to solve this as quickly as you can and live the rest of your weekend relaxed.

1. Following are the steps you need to perform in the network according to the given layout. Configure this scenario and find your given IP address in the file " IP address " attached with this. Find out the Network Addresses and start working with them. And Use them as you want.

2. Please find the Number of required hosts per subnet in the given file. Each Student is given a different number of required hosts per subnet. Networks are labeled Alphabetically in the given file of IP ADDRESSES. The networks with Router23 are not labelled so you can choose any number of hosts for those subnets.

3. Use EIGRP in First Block for Routing , OSPF with area 1 in Second Block , Rip in Block Third and OSPF with area 0 in the last block as mentioned on top of the block.

4. Use Redistribution on Router6 and Router13 for connecting EIGRP with OSPF and OSPF with RIP.

5. All hosts in EIGRP, OSPF area 1 and RIP will get IP addresses from "DHCP Server".

6. You have to use VLSM in each network of the topology.

7. You have to IMPLEMENT NAT in Router7 with the NetworkG. Use the Private IP Address given to you in the attached file for Natting.

8. You have to attach at least two PC's in each network.

9. One of the PC of Network L will not be allowed to access TFTP server, One of the PC of Network E will not be allowed to access Data server, all hosts connected in network A will not be allowed to access "Web Server".

10. The TFTP servers do not need to have running FTP services. You just need to block the access of those servers from respective networks. (Access List)

"If you're going through hell, keep going." Winston Churchill "The will to win, the desire to succeed, the urge to reach your full potential ... These are the keys that will unlock the door to personal excellence."

Good Luck!