

## **Practical 6 : Design and Create an internetwork using VLSM Classless IP Address Router and Hub or Switch**

### **Solutions :**

Designing and creating an internetwork using Variable Length Subnet Masking (VLSM) and implementing classless IP addressing with routers, hubs, or switches involves multiple steps. Below is a detailed step-by-step:

#### Step 1: Gather Network Requirements

Determine the total number of subnets required.

Estimate the number of hosts per subnet.

Identify critical devices (routers, switches, hubs) and their placement.

#### Step 2: Choose an IP Addressing Scheme

Select a private IP range: For example, 192.168.0.0/24.

Use VLSM to allocate subnets based on host requirements.

Example:

Subnet A: 50 hosts

Subnet B: 25 hosts

Subnet C: 10 hosts

Subnet D: 5 hosts

#### Step 3: Calculate Subnet Masks

#### Step 4: Design the Network Topology

Routers: Connect each subnet to a router. Use routers for subnet isolation and routing.

Switches/Hubs:

Place switches in each subnet to connect devices within the subnet.

Avoid hubs in modern networks due to limitations; switches are recommended.

IP Addressing: Assign IPs to router interfaces and configure each device.

#### Step 5: Configure Router and Switch Interfaces

Router Configuration:

Assign an IP from the subnet to each router interface.

Example for Subnet A:

arduino

Copy code

```
Router(config)# interface FastEthernet0/0
```

```
Router(config-if)# ip address 192.168.0.1 255.255.255.192
```

```
Router(config-if)# no shutdown
```

Switch Configuration:

Assign VLANs if required.

Connect devices to switch ports.

#### Step 6: Enable Routing

Use a dynamic routing protocol (e.g., RIP, OSPF) or configure static routes.

### Step 7: Test Connectivity

Use the ping command to check connectivity between subnets.

Verify end-to-end communication with all devices.

### Step 8: Document the Network

Prepare a detailed network diagram.

Include:

Subnet details

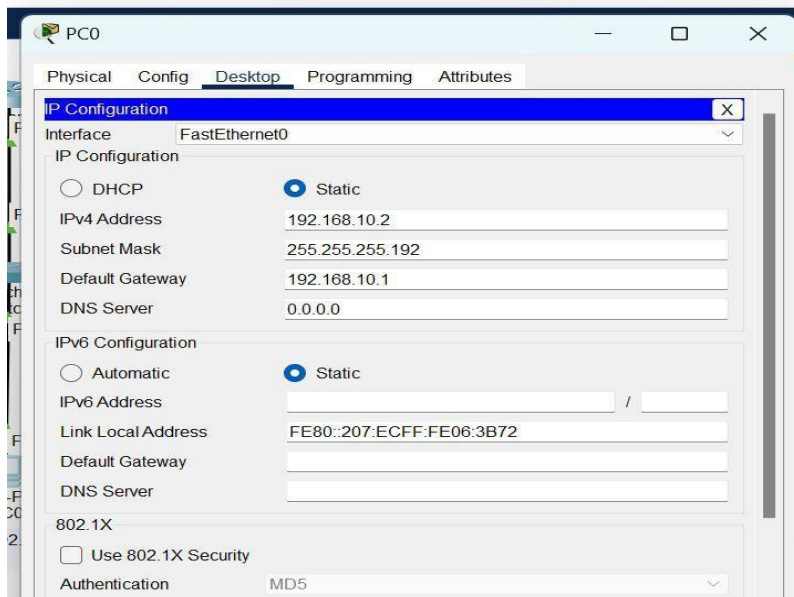
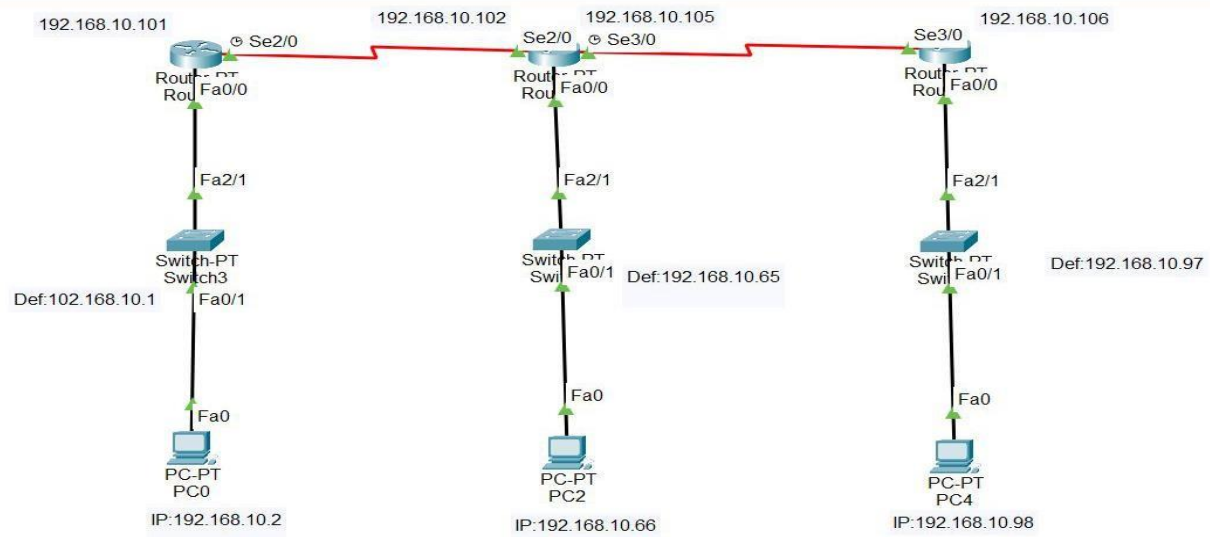
Device IPs

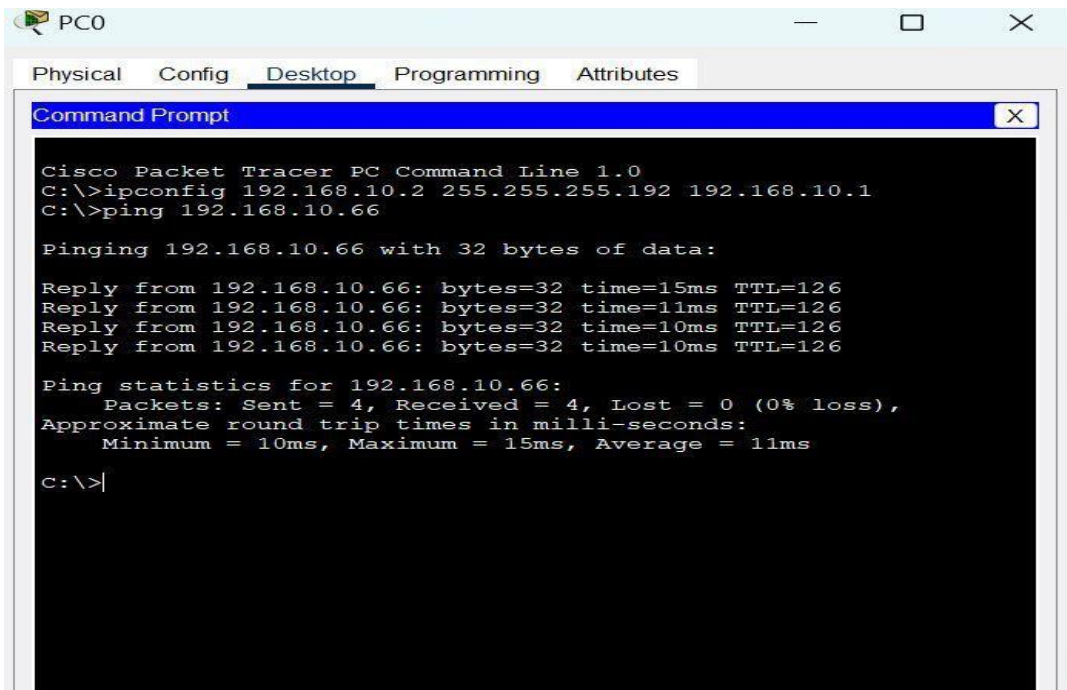
Interface configurations

S.NO	Device	Model-Name	Qty.
1.	pc	pc	3
2.	switch	PT-Switch	3
3.	router	PT-Router	3

### IP Addressing Table for PCs

S.NO	Device	IPv4 Address	Subnet-Mask	Default-Gateway
1.	pc0	192.168.10.2	255.255.255.192	192.168.10.1
2.	pc2	192.168.10.66	255.255.255.224	192.168.10.65
3.	pc4	192.168.10.98	255.255.255.252	192.168.10.97





The screenshot shows a Cisco Packet Tracer PC Command Line window for PC0. The window has tabs for Physical, Config, Desktop, Programming, and Attributes. The Desktop tab is active, displaying a black command prompt window. The text in the command prompt is as follows:

```
Cisco Packet Tracer PC Command Line 1.0
C:\>ipconfig 192.168.10.2 255.255.255.192 192.168.10.1
C:\>ping 192.168.10.66

Pinging 192.168.10.66 with 32 bytes of data:

Reply from 192.168.10.66: bytes=32 time=15ms TTL=126
Reply from 192.168.10.66: bytes=32 time=11ms TTL=126
Reply from 192.168.10.66: bytes=32 time=10ms TTL=126
Reply from 192.168.10.66: bytes=32 time=10ms TTL=126

Ping statistics for 192.168.10.66:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 10ms, Maximum = 15ms, Average = 11ms

C:\>|
```

S.NO	Device	Interface	IPv4 Address	Subnet mask
1.	router0	FastEthernet0/0	192.168.10.1	255.255.255.192
		Serial2/0	192.168.10.101	255.255.255.252
2.	router2	FastEthernet0/0	192.168.10.65	255.255.255.224

S.NO	Device	Interface	IPv4 Address	Subnet mask
3.	router3	Serial2/0	192.168.10.102	255.255.255.252
		Serial3/0	192.168.10.105	255.255.255.252
		FastEthernet0/0	192.168.10.97	255.255.255.252
		Serial2/0	192.168.10.106	255.255.255.252

The screenshot shows the configuration window for Router0 in Cisco Packet Tracer. The 'Config' tab is selected, and the 'FastEthernet0/0' interface is chosen from the left-hand menu. The configuration details for this interface are as follows:

- Port Status:** On (checked)
- Bandwidth:** 100 Mbps (selected), 10 Mbps (unselected), Auto (checked)
- Duplex:** Half Duplex (unselected), Full Duplex (selected), Auto (checked)
- MAC Address:** 0060.2FBE.389E
- IP Configuration:**
  - IPv4 Address: 192.168.10.1
  - Subnet Mask: 255.255.255.192
- Tx Ring Limit:** 10

Below the configuration details, the 'Equivalent IOS Commands' are listed:

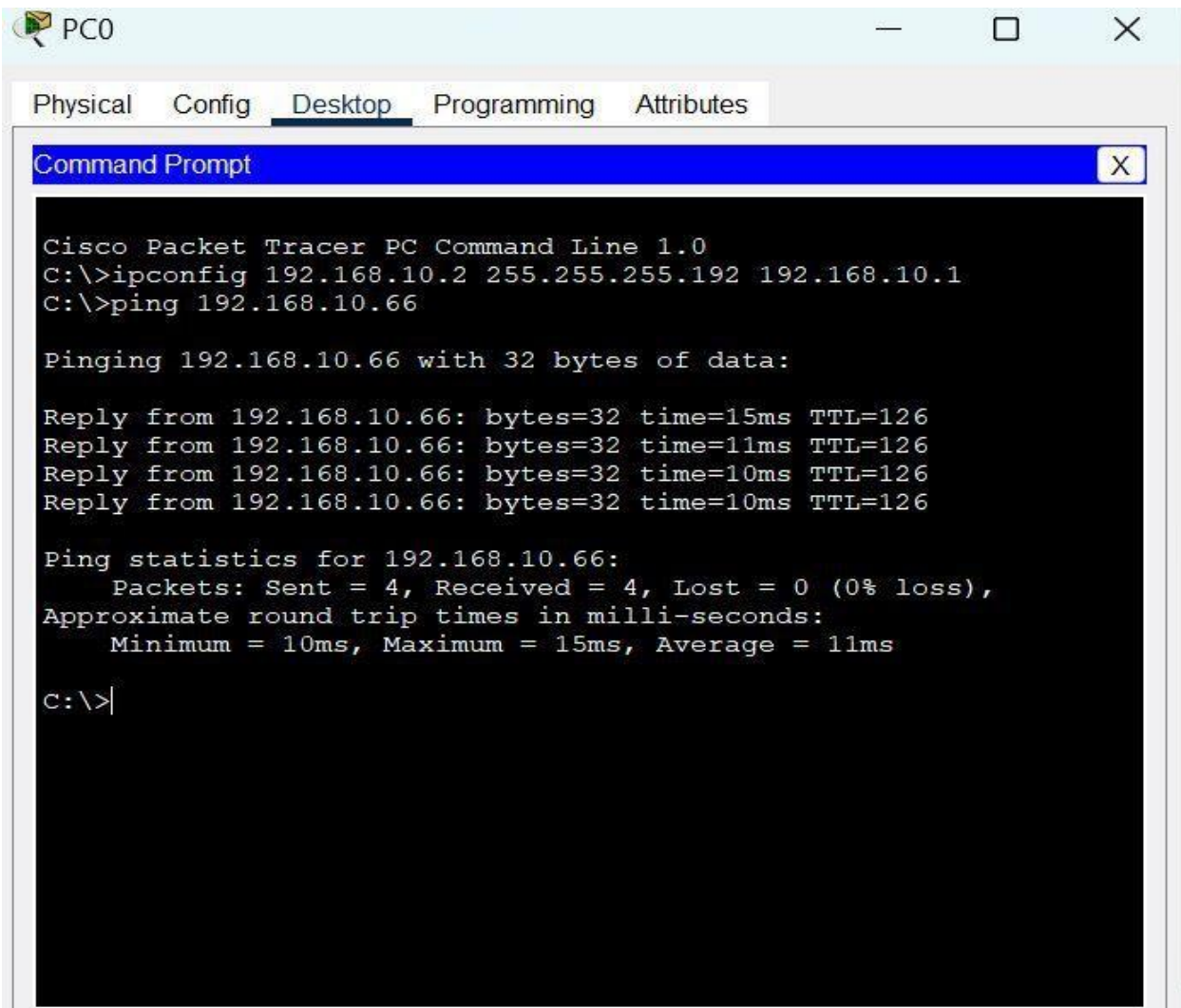
```

Router(config-router)#end
Router#configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Router(config)#
Router(config)#
Router(config)#interface FastEthernet0/0
Router(config-if)#
  
```

```
Router(config)#ip route 192.168.10.64 255.255.255.224 192.168.10.102
Router(config)#ip route 192.168.10.104 255.255.255.252 192.168.10.102
Router(config)#ip route 192.168.10.96 255.255.255.252 192.168.10.102
```

```
Router(config)#ip route 192.168.10.0 255.255.255.192 192.168.10.101
Router(config)#ip route 192.168.10.96 255.255.255.252 192.168.10.106
```

```
Router(config)#ip route 192.168.10.64 255.255.255.224 192.168.10.105
Router(config)#ip route 192.168.10.100 255.255.255.252 192.168.10.105
Router(config)#ip route 192.168.10.0 255.255.255.192 192.168.10.105
```



The screenshot shows a Cisco Packet Tracer PC Command Line window for PC0. The window has tabs for Physical, Config, Desktop, Programming, and Attributes, with Desktop selected. The command prompt shows the following text:

```
Cisco Packet Tracer PC Command Line 1.0
C:\>ipconfig 192.168.10.2 255.255.255.192 192.168.10.1
C:\>ping 192.168.10.66

Pinging 192.168.10.66 with 32 bytes of data:

Reply from 192.168.10.66: bytes=32 time=15ms TTL=126
Reply from 192.168.10.66: bytes=32 time=11ms TTL=126
Reply from 192.168.10.66: bytes=32 time=10ms TTL=126
Reply from 192.168.10.66: bytes=32 time=10ms TTL=126

Ping statistics for 192.168.10.66:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 10ms, Maximum = 15ms, Average = 11ms

C:\>|
```

## Conclusion :

The practical implementation of an internetwork using VLSM and classless IP addressing highlights the significance of efficient and scalable network design. By employing VLSM, IP addresses were allocated based on the exact requirements of each subnet, ensuring minimal wastage and optimized utilization of the available address space. The integration of routers and switches facilitated seamless communication between subnets while maintaining logical isolation, thereby enhancing the overall network's performance and scalability. The division of the network into smaller subnets effectively reduced broadcast domains, contributing to improved efficiency and better control over network traffic. Additionally, the use of routing protocols, whether static or dynamic, enabled proper packet delivery across the network, underscoring the fundamental principles of routing. This practical not only demonstrated the technical aspects of network configuration and interconnectivity but also provided invaluable experience in planning and implementing robust and structured network solutions for real-world applications.

## **Practical 7 Design and Create an internetwork using Dynamic Routing with RIPv2 using hub and Switch.**

**Solutions : -**

### **Steps to Design and Create an Internetwork with RIPv2, Hubs, and Switches**

Identify Network Requirements:

Determine the number of subnets and host requirements.

Choose IP Addressing:

Select a private IP range (e.g., 192.168.1.0/24) and divide it into subnets.

Setup the Network Topology:

Use routers to connect subnets.

Connect devices within each subnet to switches or hubs.

Assign IP Addresses:

Assign IPs to router interfaces and devices.

Example:

Subnet A: 192.168.1.0/26

Subnet B: 192.168.1.64/26

Subnet C: 192.168.1.128/28.

Configure RIPv2 on Routers:

Enable RIPv2 and add connected networks.

Example for Router 1:

arduino

Copy code

```
Router(config)# router rip
```

```
Router(config-router)# version 2
```

```
Router(config-router)# network 192.168.1.0
```

Test Routing:

Use show ip route to verify route propagation.

Ping between devices in different subnets.

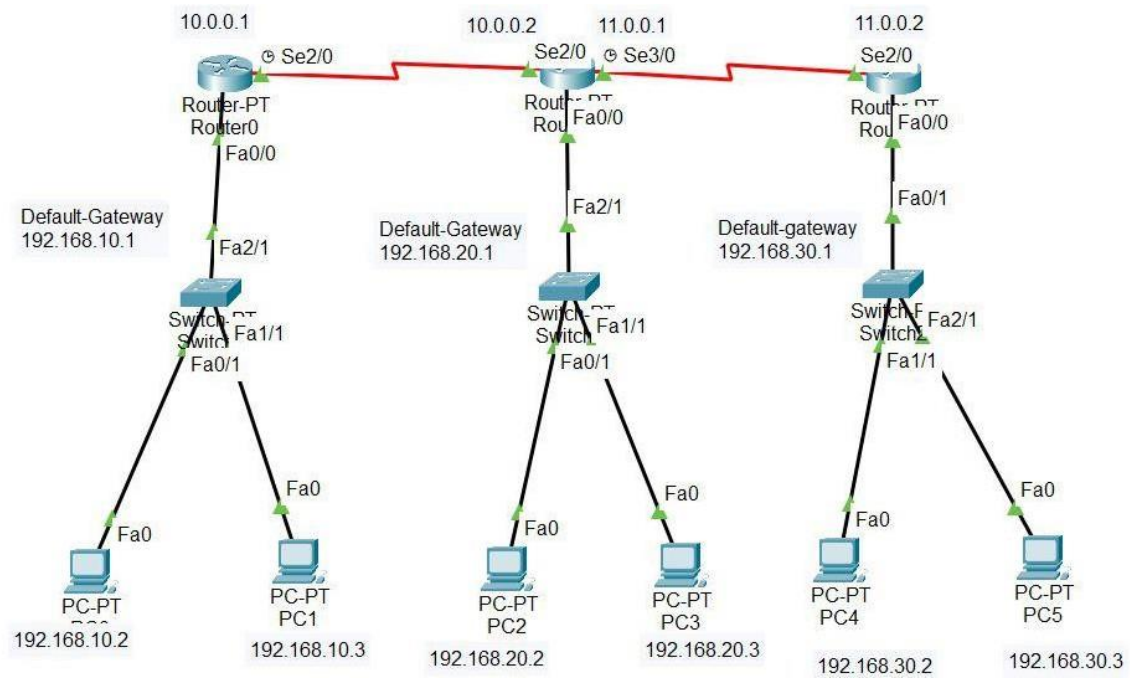
Document and Verify

<b>S.NO</b>	<b>Device</b>	<b>Model Name</b>	<b>Qty.</b>
<b>1.</b>	<b>PC</b>	<b>PC</b>	<b>6</b>
<b>2.</b>	<b>Switch</b>	<b>PT-Switch</b>	<b>3</b>



<b>3.</b>	<b>Router</b>	<b>PT-router</b>	<b>3</b>
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<b>S.NO</b>	<b>Device</b>	<b>IPv4 Address</b>	<b>Subnet mask</b>	<b>Default Gateway</b>
<b>1.</b>	<b>PC0</b>	<b>192.168.10.2</b>	<b>255.255.255.0</b>	<b>192.168.10.1</b>
<b>2.</b>	<b>PC1</b>	<b>192.168.10.3</b>	<b>255.255.255.0</b>	<b>192.168.10.1</b>
<b>3.</b>	<b>PC2</b>	<b>192.168.20.2</b>	<b>255.255.255.0</b>	<b>192.168.20.1</b>
<b>4.</b>	<b>PC3</b>	<b>192.168.20.3</b>	<b>255.255.255.0</b>	<b>192.168.20.1</b>
<b>5.</b>	<b>PC4</b>	<b>192.168.30.2</b>	<b>255.255.255.0</b>	<b>192.168.30.1</b>
<b>6.</b>	<b>PC5</b>	<b>192.168.30.3</b>	<b>255.255.255.0</b>	<b>192.168.30.1</b>



PC0

Physical

Config

Desktop

Programming

Attributes

IP Configuration

X

Interface

FastEthernet0

IP Configuration

DHCP

Static

IPv4 Address

192.168.10.2

Subnet Mask

255.255.255.0

Default Gateway

192.168.10.1

DNS Server

0.0.0.0

IPv6 Configuration

Automatic

Static

IPv6 Address

/

Link Local Address

FE80::201:43FF:FED2:3EC2

Default Gateway

DNS Server

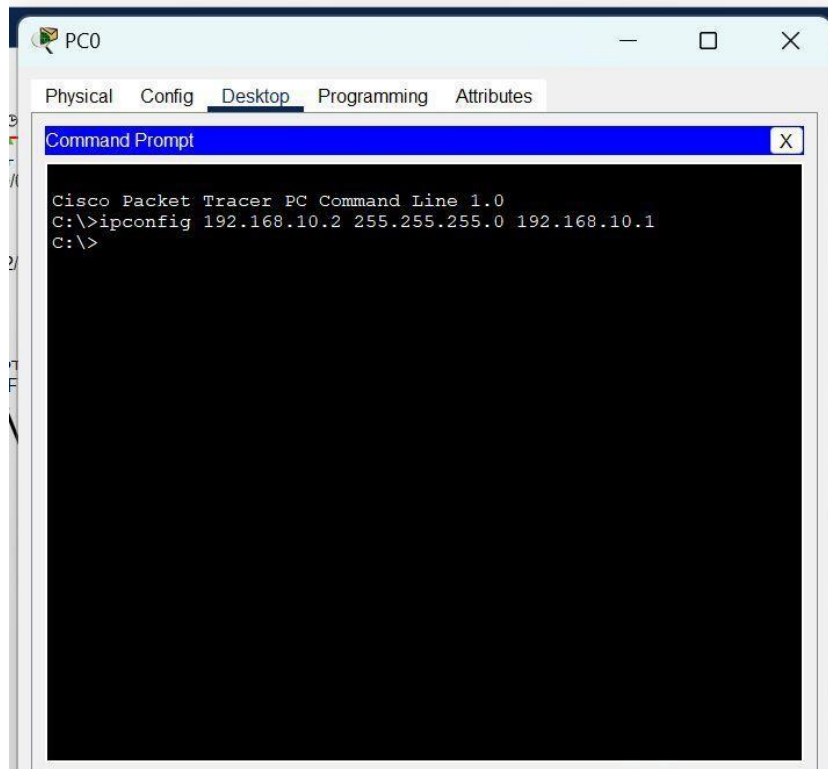
802.1X

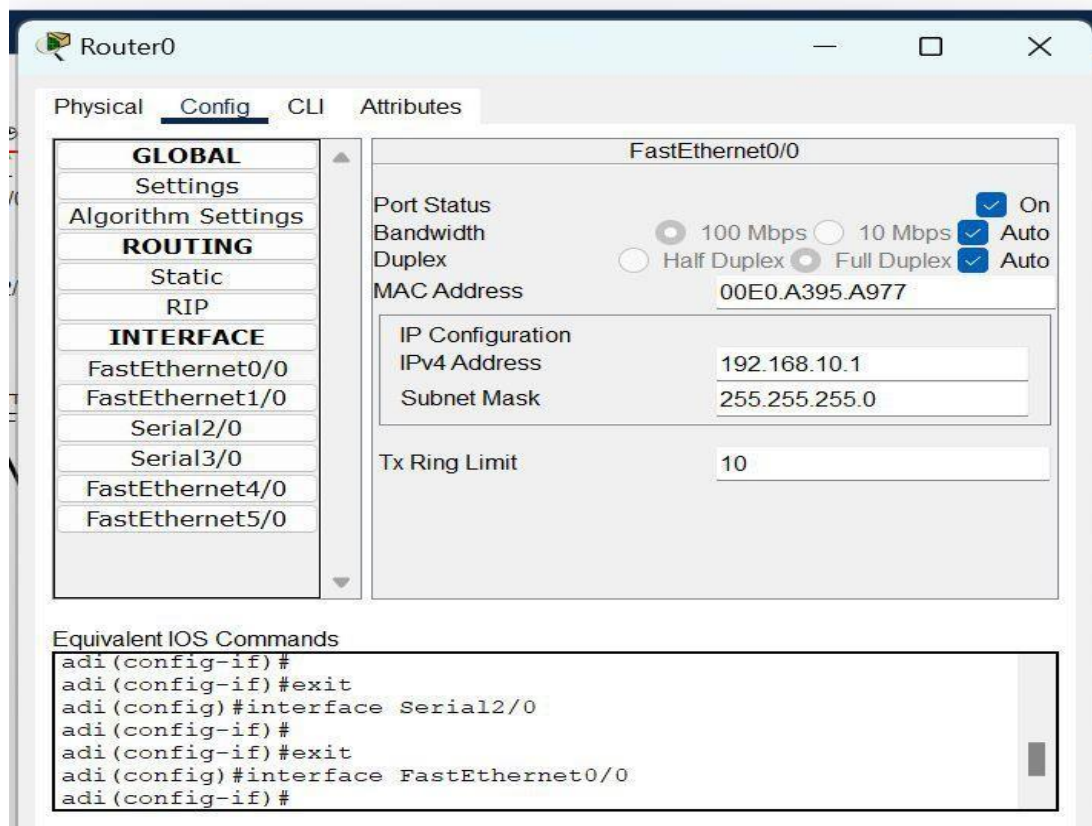
Use 802.1X Security

Authentication

MD5

S.NO	Device	Interface	IPv4 Address	Subnet mask
1.	router0	FastEthernet0/0	192.168.10.1	255.255.255.0
		Serial2/0	10.0.0.1	255.0.0.0
2.	router1	FastEthernet0/0	192.168.20.1	255.255.255.0
		Serial2/0	10.0.0.2	255.0.0.0
		Serial3/0	11.0.0.1	255.0.0.0
3.	router2	FastEthernet0/0	192.168.30.1	255.255.255.0
		Serial2/0	11.0.0.2	255.0.0.0





CLI command : router rip

CLI command : network <network id>

**RIP Routes for Router0 are given below:**

Router(config)#router rip

Router(config-router)#network 192.168.10.0

Router(config-router)#network 10.0.0.0

**RIP Routes for Router1 are given below:**

Router(config)#router rip

Router(config-router)#network 192.168.20.0

Router(config-router)#network 10.0.0.0

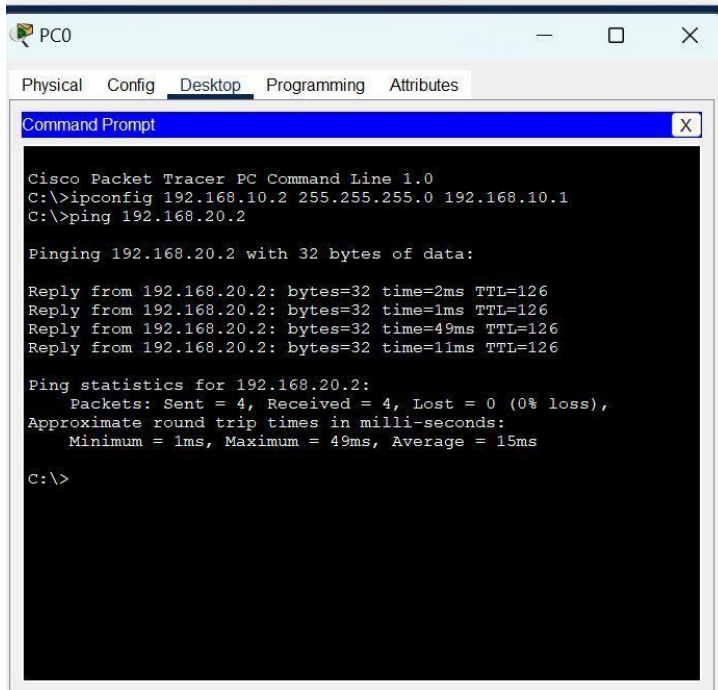
Router(config-router)#network 11.0.0.0

### **RIP Routes for Router2 are given below:**

Router(config)#router rip

Router(config-router)#network 192.168.30.0

Router(config-router)#network 11.0.0.0



```
PC0
Physical Config Desktop Programming Attributes
Command Prompt
Cisco Packet Tracer PC Command Line 1.0
C:\>ipconfig 192.168.10.2 255.255.255.0 192.168.10.1
C:\>ping 192.168.20.2

Pinging 192.168.20.2 with 32 bytes of data:

Reply from 192.168.20.2: bytes=32 time=2ms TTL=126
Reply from 192.168.20.2: bytes=32 time=1ms TTL=126
Reply from 192.168.20.2: bytes=32 time=49ms TTL=126
Reply from 192.168.20.2: bytes=32 time=11ms TTL=126

Ping statistics for 192.168.20.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 1ms, Maximum = 49ms, Average = 15ms
C:\>
```

### **Conclusion :**

The practical implementation of an internetwork using RIPv2 for dynamic routing highlights the importance of efficient and automated route management in a multi-subnet environment. By configuring RIPv2 on routers, the network demonstrated the ability to dynamically learn and propagate routes without requiring manual updates, ensuring seamless communication across subnets. The use of switches and hubs allowed for effective connection of devices within each subnet, maintaining logical separation while providing reliable intra-subnet communication. This setup showcased how dynamic routing simplifies network scalability and reduces administrative overhead by automatically adjusting to changes in the network topology. Overall, the practical emphasized the benefits of RIPv2 and dynamic routing in creating a robust, scalable, and interconnected network infrastructure.





## **Practical 8 Design and Create an internetwork using Dynamic Routing with EIGRP uand switch ? .**

### **Solutions :**

Steps to Design and Create an Internetwork with EIGRP and Switches

Determine Network Requirements:

Identify the number of subnets and host requirements for each subnet.

Choose IP Addressing Scheme:

Select a private IP range (e.g., 10.0.0.0/24) and divide it into subnets as needed.

Setup the Network Topology:

Use routers to interconnect subnets.

Connect end devices within subnets using switches.

Example:

Subnet A connected to Router 1 via Switch 1.

Subnet B connected to Router 2 via Switch 2.

Assign IP Addresses:

Assign IPs to router interfaces and devices within subnets.

Example:

Subnet A: 10.0.0.0/24 -> Router 1 Interface: 10.0.0.1.

Subnet B: 10.0.1.0/24 -> Router 2 Interface: 10.0.1.1.

Configure EIGRP on Routers:

Enable EIGRP and define the autonomous system (AS) number.

Advertise the connected networks.

Example for Router 1:

scss

Copy code

```
Router(config)# router eigrp 100
```

```
Router(config-router)# network 10.0.0.0 0.0.0.255
```

```
Router(config-router)# no auto-summary
```

Test Routing:

Verify EIGRP neighbor relationships using show ip eigrp neighbors.

Check the routing table with show ip route.

Test Connectivity:

Use the ping and traceroute commands to confirm communication between devices in different subnets.

S.NO	Device	Model Name	Qty.
------	--------	------------	------

<b>1.</b>	<b>pc</b>	<b>pc</b>	<b>4</b>
<b>2.</b>	<b>switch</b>	<b>PT-Switch</b>	<b>2</b>
<b>3.</b>	<b>router</b>	<b>PT-Router</b>	<b>2</b>

<b>S.NO</b>	<b>Device</b>	<b>IPv4 Address</b>	<b>Subnet Mask</b>	<b>Default Gateway</b>
<b>1.</b>	<b>pc0</b>	<b>192.168.0.2</b>	<b>255.255.255.0</b>	<b>192.168.0.1</b>
<b>2.</b>	<b>pc1</b>	<b>192.168.0.3</b>	<b>255.255.255.0</b>	<b>192.168.0.1</b>
<b>3.</b>	<b>pc2</b>	<b>172.168.0.2</b>	<b>255.255.255.0</b>	<b>172.168.0.1</b>
<b>4.</b>	<b>pc3</b>	<b>172.168.0.3</b>	<b>255.255.255.0</b>	<b>172.168.0.1</b>

PC1

Physical Config Desktop Programming Attributes

IP Configuration X

Interface FastEthernet0

IP Configuration

☐ DHCP ☒ Static

IPv4 Address 192.168.0.3

Subnet Mask 255.255.255.0

Default Gateway 192.168.0.1

DNS Server 0.0.0.0

IPv6 Configuration

☐ Automatic ☒ Static

IPv6 Address /

Link Local Address FE80::201:42FF:FEE8:9141

Default Gateway

DNS Server

802.1X

☐ Use 802.1X Security

Authentication MD5

PC1

Physical Config Desktop Programming Attributes

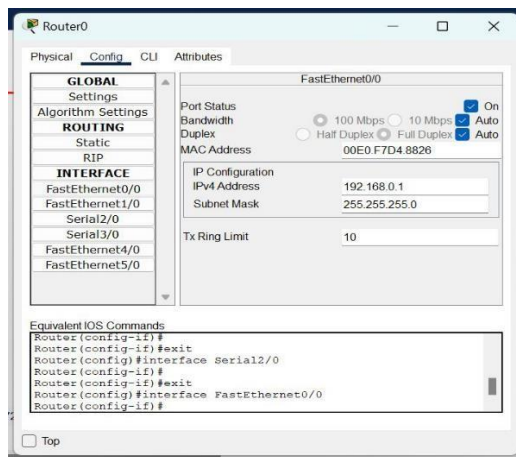
Command Prompt X

```
Cisco Packet Tracer PC Command Line 1.0
C:\>ipconfig 192.168.0.3 255.255.255.0 192.168.0.1
C:\>
```

S.NO	Device	Interface	IPv4 Address	Subnet Mask
1.	router0	FastEthernet0/0	192.168.0.1	255.255.255.0
		Serial2/0	10.0.0.1	255.0.0.0
2.	router1	FastEthernet0/0	172.168.0.1	255.255.0.0
		Serial2/0	10.0.0.2	255.0.0.0

CLI command : router eigrp 10  
network <network id>

Protocols for router0



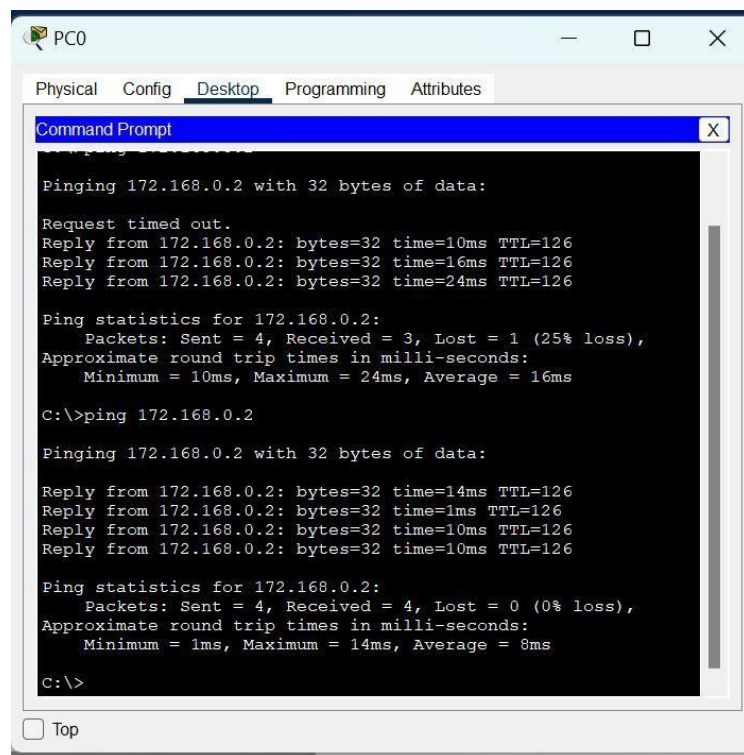
Router(config)#router eigrp 10  
Router(config-router)#network 192.168.0.0  
Router(config-router)#network 10.0.0.0

Protocols for router1

Router(config)#router eigrp 10  
Router(config-router)#network 172.168.0.0  
Router(config-router)#network 10.0.0.0

## Conclusion :

The practical implementation of an internetwork using EIGRP for dynamic routing demonstrates the efficiency and scalability of modern network management. By configuring EIGRP on routers, the network successfully established neighbor relationships and dynamically shared routing information, ensuring seamless connectivity between multiple subnets. The integration of switches within each subnet facilitated robust intra-subnet communication and efficient device management. The use of EIGRP's advanced features, such as rapid convergence and reduced bandwidth utilization, showcased its superiority in dynamic routing scenarios. Overall, the practical highlighted how EIGRP simplifies complex network topologies, enhances scalability, and provides a reliable solution for interconnecting diverse network segments.



The screenshot shows a Windows PC window titled "PC0" with tabs for Physical, Config, Desktop, Programming, and Attributes. The "Desktop" tab is active, displaying a Command Prompt window. The Command Prompt shows the results of a ping command to 172.168.0.2. The first ping attempt shows a 25% loss (1 packet lost), while the second attempt shows 0% loss (all 4 packets received).

```
C:\>ping 172.168.0.2

Pinging 172.168.0.2 with 32 bytes of data:

Request timed out.
Reply from 172.168.0.2: bytes=32 time=10ms TTL=126
Reply from 172.168.0.2: bytes=32 time=16ms TTL=126
Reply from 172.168.0.2: bytes=32 time=24ms TTL=126

Ping statistics for 172.168.0.2:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 10ms, Maximum = 24ms, Average = 16ms

C:\>ping 172.168.0.2

Pinging 172.168.0.2 with 32 bytes of data:

Reply from 172.168.0.2: bytes=32 time=14ms TTL=126
Reply from 172.168.0.2: bytes=32 time=1ms TTL=126
Reply from 172.168.0.2: bytes=32 time=10ms TTL=126
Reply from 172.168.0.2: bytes=32 time=10ms TTL=126

Ping statistics for 172.168.0.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 1ms, Maximum = 14ms, Average = 8ms

C:\>
```





