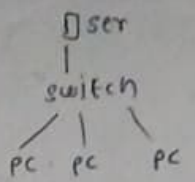


exp 1. LAN

1) add 3 pc, 1 switch (2960), 1 server
2) connect 3 pc to switch and switch to server
3) give IP address to each pc as 10.0.0.1
   10.00.2
   10.0.0.3
   and the to the server 10.0.0.100.
4) check in pc command prompt ping 10.0.0.2 on PC1
   ping 10.0.0.3 on PC1
   and also for server ping 10.0.0.100 on PC1.
5) on epc 3 go to web browser.
   https://10.0.0.100 to check server

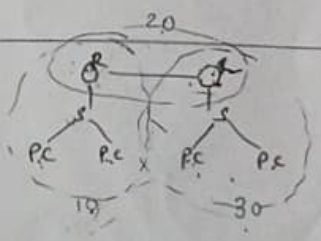
---

exp 2

1) open command prompt
   a) ping www.wikipedia.org
   b) ip config
   c) hostname
   d) net stat
   e) route print
   f) tracert wikipedia.org
   g) nslookup wikipedia.org
   h) arp -a

---

exp 3 RIP



1) 4 PC, 2 switch (2960-24), 2 Router (1841)
2) connect all them from down to upwards.
3) configure PC. as.

Desktop → IP config

PC 0	10.0.0.1	Router 0	10.00.3 (Default gateway)
PC 1	10.0.0.2		20.0.0.1
PC 2	30.0.0.1	Router 1	30.010.3 (Default gateway)
PC 3	30.0.0.2		280.0.0.2

4) Router 0 → config → fast ethernet 0 IP → 10.0.0.3
   fast ethernet 1 IP → 20.0.0.1
   Turn ON port status.

Router 1 → config → fast ethernet 0 IP → 30.0.0.3
fast ethernet 1 IP → 20.0.0.2

check msg are send successfully

send msg from PC 0 to PC 1 &
PC 2 to PC 3 check successfull.

7) Router 0
config → static
Network → 30.0.0.0
mask →
Next hop → 20.0.0.2

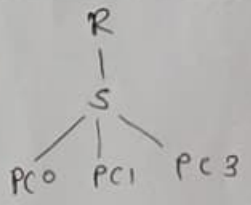
Router 1
Network → 10.0.0.0
Next hop → 20.0.0.1

8) check smsg are sending
from PC 0 to PC 2 or
PC 1 to PC 3

9) Router 0
config → RIP
add network 10.0.0.0
20.0.0.0
Rlet Add

Router 1
add network 20.0.0.0
30.0.0.0

EXP. 4.



1) 3 PC, 1 switch (2960-24), 1 router (1841)
2) connect all them down to upwards.
3) open CLI command in Router
4) enter enable
configure terminal
interface fast ethernet 0/0
ip address 192.168.1.1 255.255.255.0
no shutdown
exit
5) DHCP sati commands run karyche ahet.
CLI Romnand in Router, countinue varchath.
Router (config) # ip dhcp pool DYP
network 192.168.1.0 255.255.255.0
default-router 192.168.1.1
dns-server <DHS IP>
ip dhcp excluded-address 192.168.1.1

end
write memory // save your confriguration

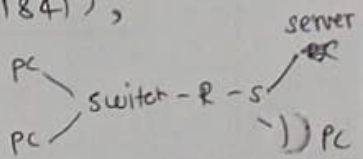
6) open PC0 → ip config (Desktop) → DHCP
Do to all PC's.
make DHCP

7) send msg from any PC to router.
(successful).

Exp. 5. FTP

10.0.0.1 — 20.1
10.0.0.2 — 3 — 20.3
20.2

1) Take 3 PC, 2 switches (2960-24TT), 1 Router (1841), 1 server



2) connect all devices.

3) Assign IP address to each device.

PC 0 → 10.0.0.2
PC 1 → 10.0.0.3
} Default gateway → 10.0.0.1

Server → 20.0.0.2
PC 2 → 20.0.0.3
} Default gateway → 20.0.0.1

3) Router

fast ethernet 0/0 → 10.0.0.1
fast ethernet 0/1 → 20.0.0.1
} Turn ON port status.

4) server → services → FTP
make username & password
Turn ON → write, Read, Delete, Rename, list
and then ADD.

5) In PC0 → command prompt → ping 10.0.0.3
ping 20.00.2
ping 20.0.0.3

all PC & server to check whether they are connected successfully.

6) create text file in PC2
PC2 → Desktop → text Editor → save → Filename.txt

C2 → Desktop → command prompt

> dir

// see there is filename.txt file present. (to check directory)

> ftp 20.0.0.2

enter username & password

// to connect PC 2 to server.

> dir

// all files present ~~was~~ will see in server.

> put filename.txt

// transfer file to server

> dir

// to check file went to the server.

// first file should be filename.txt.

8) PC0 → destop → command prompt

> dir

// no file present like filename.txt.

> ftp 20.0.0.2

// connet to server

> dir

// file present.

> get filename.txt

// to copy file to PC0.

> quit

// exit ftp.

> dir

// to check that file present after quit.

9) PC1 → destop → command prompt

> ftp 20.0.0.2

// connect to server.

[AND TURN ON SIMULATION]

// so that the packet will move from PC1 → server.

Exp.6

```
include < stdio.h>

int main() {

    int incoming, outgoing, buck_size, n, store = 0;
    printf (" Enter bucket size, outgoing. and no.of
                                    inputs : ");
    scanf (" %d %d %d , & buck_size, & outgoing,
                                    & n);

  while (n != 0) {
        printf (" Enter the incoming packet size :");
        scanf (" %d , & incoming );
        printf (" Incoming packet size % \n", incoming);
        if (incoming <= (buck_size - store)) {
              store += incoming;
              printf (" Bucket buffer size %d out of
                                    %od \n", store, buck_size);
        } else {
              printf ("Dropped %d no. of packets \n",
                incoming - (buck_size - store));
              printf (" Bucket buffer size %od out of
                                    %od \n", store, buck_size);
              store = buck_size;
        }
        store = store - outgoing;
        printf (" After outgoing %d packets left out of
              %d in buffer \n", store, buck_size);
        n--;
    }

}
```

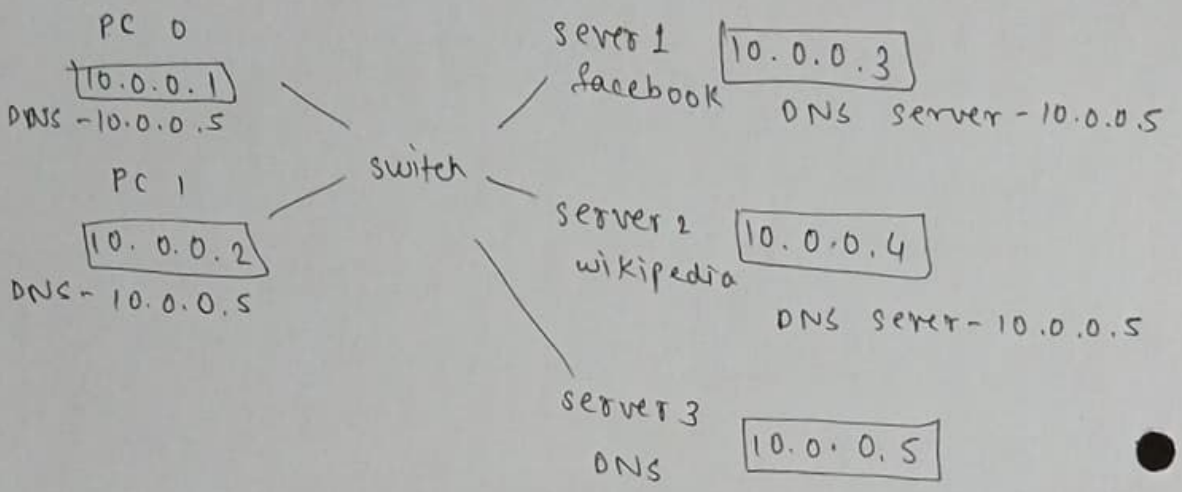
```
100   10   1
100
```

Exp. 7

1) Take 2 PC, 1 switch, 3 servers (2960-24TT)

2) connect all

3) Assign IP to all devices.



3) Go to wikipedia → services → HTTP
index.html → edit → save.

4) DNS server → services - DNS → enter Name (DYP)
Address - (of wikipedia)
10.0.0.4

5) PC 0 → web browser → enter name (DYP)
(website will be displayed)
OR
enter IP of wikipedia (10.0.0.4)