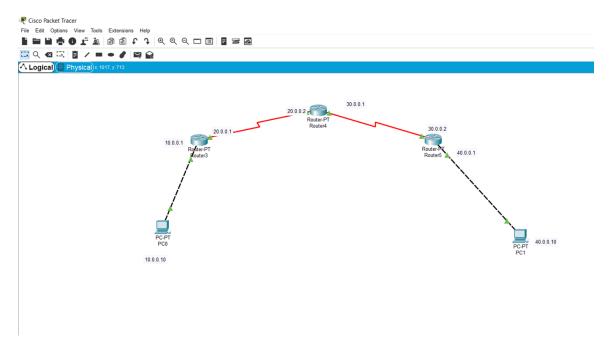
Configuring IP address to Routers in Packet Tracer. Explore the following messages: Ping Responses, Destination unreachable, Request timed out, Reply

Topology:



request timed out

```
C:\>ping 20.0.0.2

Pinging 20.0.0.2 with 32 bytes of data:

Request timed out.

Request timed out.

Request timed out.

Request timed out.
```

Reply

```
C:\>ping 20.0.0.1

Pinging 20.0.0.1 with 32 bytes of data:

Reply from 20.0.0.1: bytes=32 time=lms TTL=255
Reply from 20.0.0.1: bytes=32 time<lms TTL=255
Reply from 20.0.0.1: bytes=32 time<lms TTL=255
Reply from 20.0.0.1: bytes=32 time<lms TTL=255
Ping statistics for 20.0.0.1:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:

Minimum = 0ms, Maximum = lms, Average = 0ms

Coloring 10.0.0.1
```

Unreachable

```
Packet Tracer PC Command Line 1.0
C:\>ping 40.0.0.10

Pinging 40.0.0.10 with 32 bytes of data:

Reply from 10.0.0.1: Destination host unreachable.

Reply from 10.0.0.1: Destination host unreachable.

Request timed out.

Reply from 10.0.0.1: Destination host unreachable.

Ping statistics for 40.0.0.10:

Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),
```

after adding static route

```
C:\>ping 40.0.0.1

Pinging 40.0.0.1 with 32 bytes of data:

Reply from 40.0.0.1: bytes=32 time=6ms TTL=253

Ping statistics for 40.0.0.1:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

Approximate round trip times in milli-seconds:

Minimum = 6ms, Maximum = 6ms, Average = 6ms

C:\>
```

Observations:

- 1. cannot ping 40.0.0.1 from pc0 because router3 doesn't know that network. Hence, we get destination host unreachable
- 2. after adding the network to routing table we'll be able to successfully ping any ip address on that network