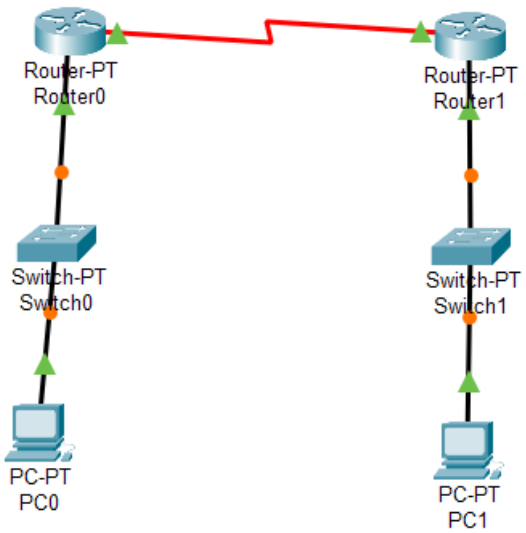
Aim: To design and simulate the environment for Dynamic routing using **Cisco** packet tracer/ GNS3

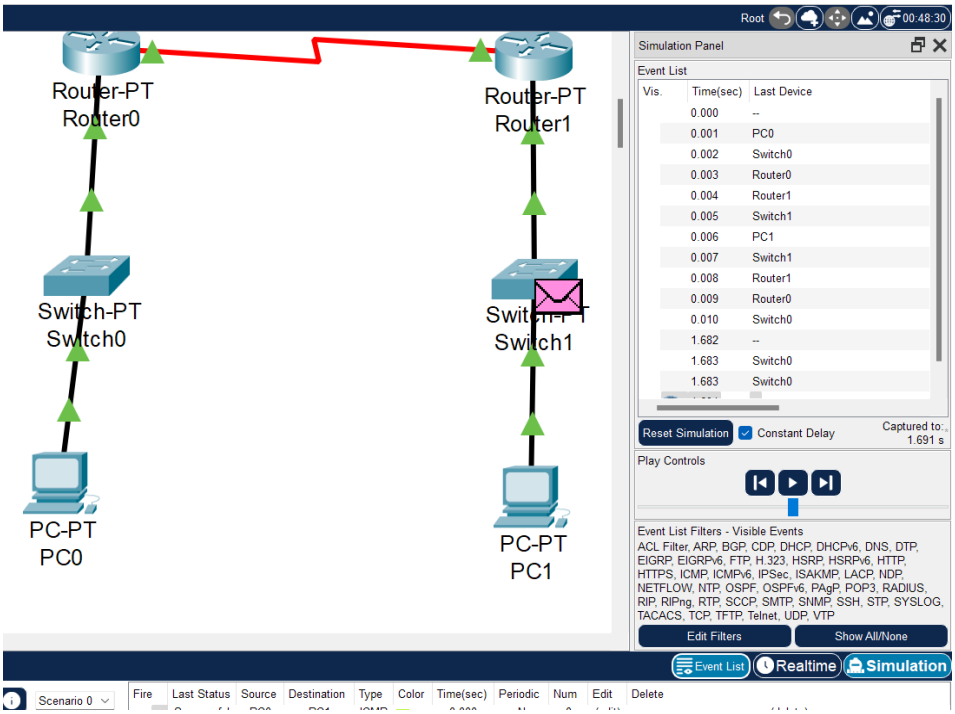
Theory:

1. Packet Tracer is a cross-platform visual simulation tool designed by Cisco Systems that allows users to create network topologies and imitate modern computer networks.
2. The software allows users to simulate the configuration of Cisco routers and switches using a simulated command line interface.
3. Packet Tracer makes use of a drag and drop user interface, allowing users to add and remove simulated network devices as they see fit.
4. Packet Tracer can be run on Linux, Microsoft Windows, and macOS. Similar Android and iOS apps are also available.
5. Packet Tracer allows users to create simulated network topologies by dragging and dropping routers, switches and various other types of network devices.
6. A physical connection between devices is represented by a 'cable' item.
7. Packet Tracer supports an array of simulated Application Layer protocols, as well as basic routing with RIP, OSPF, EIGRP, BGP etc.
8. Packet Tracer allows students to design complex and large networks, which is often not feasible with physical hardware, due to costs

Output:



Sending a Packet



Conclusion: Dynamic routing has been implemented using Cisco packet tracer