Practical 5 Configure IP routing using RIP

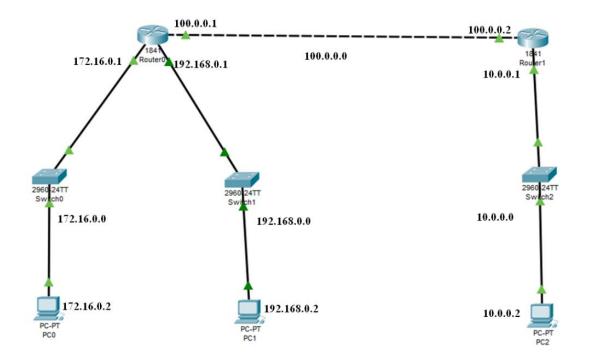
Aim: Configure IP routing using Routing Information Protocol (RIP)

Theory:

RIP (Routing Information Protocol) is a standardized Distance Vector protocol, designed for use on smaller networks. RIP was one of the first true Distance Vector routing protocols, and is supported on a wide variety of systems. RIP adheres to the following Distance Vector characteristics:

- RIP sends out periodic routing updates (every 30 seconds)
- RIP sends out the full routing table every periodic update
- RIP uses a form of distance as its metric (in this case, hopcount)
- RIP uses the Bellman-Ford Distance Vector algorithm to determine the best "path" to a particular destination Other characteristics of RIP include:
- RIP supports IP and IPX routing.
- RIP utilizes UDP port 520 RIP routes have an administrative distance of 120.
- RIP has a maximum hopcount of 15 hops. Any network that is 16 hops away or more is considered unreachable to RIP, thus the maximum diameter of the network is 15 hops. A metric of 16 hops in RIP is considered a poison route or infinity metric.

We study the RIP protocol using the following network



By Default Routers have 2-interfaces in most of the cases, but in our case we need 3-interfaces for Router 0, hence we need to add one interface in Router 0

Now we configure the PC's and Routers as follows

Step 1: Configuring PC0

(P	PC0			
IP Configuration	n X			
IP Configuration DHCP IP Address Subnet Mask Default Gateway DNS Server	172.16.0.2 255.255.0.0 172.16.0.1			
IPv6 Configuration ○ DHCP ○ Auto Config Static IPv6 Address /				
Link Local Address IPv6 Gateway	FE80::202:4AFF:FE48:13CC			
IPv6 DNS Server				

Step 2: Configuring PC1

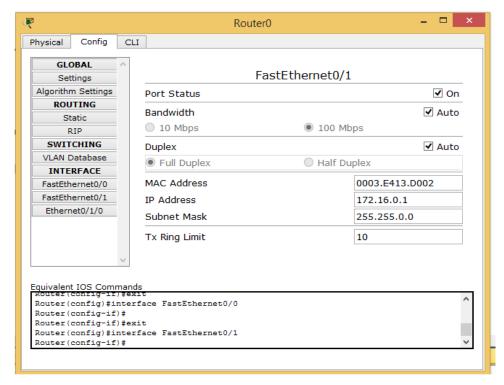
P	PC1	- 🗆 ×
IP Configuration	X	
IP Configuration ○ DHCP ● St IP Address	atic 192.168.0.2	http:
Subnet Mask Default Gateway	255.255.255.0 192.168.0.1	Web Browser
DNS Server	192.106.0.1	
IPv6 Configuration		
IPv6 Address	Config ● Static	Cisco IP Communicator
IPv6 Gateway	FE80::230:A3FF:FEE1:ED8A	
IPv6 DNS Server		

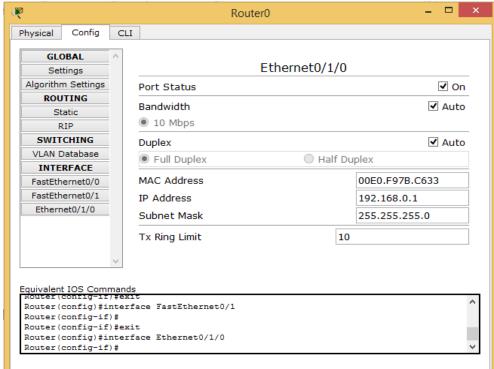
Step 3: Configuring PC0

P	PC2	_ 🗆 ×
IP Configuration	X	
IP Configuration O DHCP • Sta	tic	http:
IP Address	10.0.0.2	
Subnet Mask	255.0.0.0	Web Browser
Default Gateway	10.0.0.1	
DNS Server		
-IPv6 Configuration		
O DHCP O Auto Co	onfig Static	Cisco IP
IPv6 Address	/	Communicator
Link Local Address FE	E80::260:70FF:FE2E:C7E9	
IPv6 Gateway		
IPv6 DNS Server		

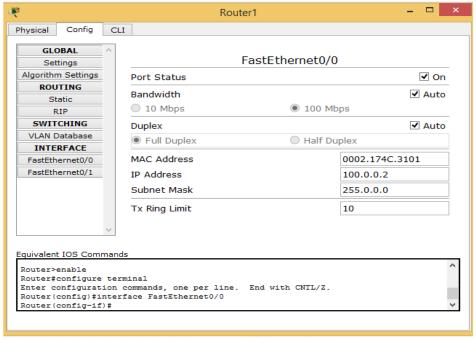
Step 4: (configure Router 0)

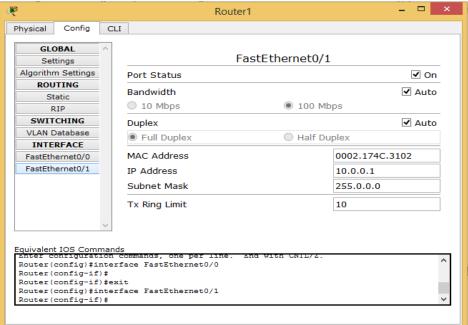
· P	Route	r0	_ 🗆 ×			
Physical Config	CLI					
GLOBAL	^	actEthornot0/0				
Settings		FastEthernet0/0				
Algorithm Settings	Port Status		♂ On			
ROUTING	Bandwidth		✓ Auto			
RIP	0 10 Mbps	100 Mbps				
SWITCHING	Duplex		✓ Auto			
VLAN Database	Full Duplex	Half Duplex				
INTERFACE		2000 544	2.2004			
FastEthernet0/0	MAC Address	0003.E41	3.D001			
FastEthernet0/1	IP Address	100.0.0.1	1			
Ethernet0/1/0	Subnet Mask	255.0.0.0)			
	Tx Ring Limit	10				
Equivalent IOS Com	mands					
*SLINEFROID-S-UPDOWN: Line protocol on interrace faststnernetu/u, changed state t						
l o up						
	Router(config-if) #exit					
Router(config) #interface FastEthernet0/0 Router(config-if) #						
AUGUST (CONTIN 11)+						
		1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1				





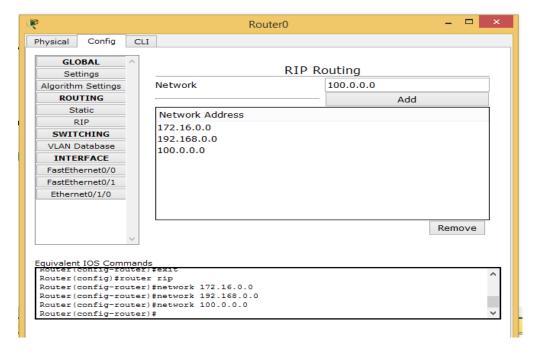
Step 5: (configure Router 1)



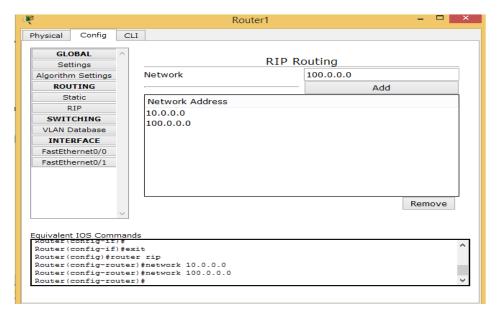


Now we configure the routing table for both the routers

Routing table for Router 0



Routing table for Router 1



Now we use the ping command to check the working

```
Desktop
Physical
            Config
                                   Software/Services
Command Prompt
                                                                                                        X
 Pinging 192.168.0.2 with 32 bytes of data:
 Request timed out.
 Reply from 192.168.0.2: bytes=32 time=1ms TTL=127
 Reply from 192.168.0.2: bytes=32 time=0ms TTL=127 Reply from 192.168.0.2: bytes=32 time=0ms TTL=127
 Ping statistics for 192.168.0.2:
      Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
 Approximate round trip times in milli-seconds:

Minimum = Oms, Maximum = 1ms, Average = Oms
 PC>ping 10.0.0.2
 Pinging 10.0.0.2 with 32 bytes of data:
 Reply from 10.0.0.2: bytes=32 time=1ms TTL=126
 Reply from 10.0.0.2: bytes=32 time=0ms TTL=126
 Reply from 10.0.0.2: bytes=32 time=0ms TTL=126
 Reply from 10.0.0.2: bytes=32 time=0ms TTL=126
 Ping statistics for 10.0.0.2:
 Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 1ms, Average = 0ms
```

Hence the RIP protocol has been studied

For Video demonstration of the given Practical, scan the QR code

