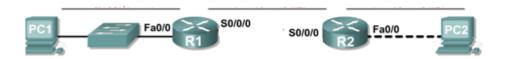
CEL 51, DCCN, Monsoon 2020 Lab 6: Subnet and Router Configuration

Topology Diagram



Addressing Table

Device	Interface	IP Address	Subnet Mask	Default Gateway
R1	Fa0/0	192.168.1.65	255.255.255.192	N/A
	S0/0/0	192.168.1.129	255.255.255.192	N/A
R2	Fa0/0	192.168.1.193	255.255.255.192	N/A
	S0/0/0	192.168.1.190	255.255.255.192	N/A
PC1	NIC	192.168.1.126	255.255.255.192	192.168.1.65
PC2	NIC	192.168.1.254	255.255.255.192	192.168.1.193

Learning Objectives

Upon completion of this lab, you will be able to:

- Subnet an address space given requirements.
- Assign appropriate addresses to interfaces and document.
- Configure and activate Serial and FastEthernet interfaces.
- Test and verify configurations.
- Reflect upon and document the network implementation.

Scenario

In this lab activity, you will design and apply an IP addressing scheme for the topology shown in the Topology Diagram. You will be given one address block that you must subnet to provide a logical addressing scheme for the network. The routers will then be ready for interface address configuration according to your IP addressing scheme. When the configuration is complete, verify that the network is working properly.

Task 1: Subnet the Address Space.

Step 1: Examine the network requirements.

You have been given the 192.168.1.0/24 address space to use in your network design. The network consists of the following segments:

- The network connected to router R1 will require enough IP addresses to support 15 hosts.
- The network connected to router R2 will require enough IP addresses to support 30 hosts.

• The link between router R1 and router R2 will require IP addresses at each end of the link.

Step 2: Consider the following questions when creating your network design.

How many subnets are needed for this network?

3 subnets are required for this network. One subnet for the network connected to router R1, second subnet for the link between R1 and R2, third subnet for the network connected to router R2.

What is the subnet mask for this network in dotted decimal format?

Given Network address: - 192.168.1.0/24

Last 8 bits can be used to identify host

Therefore number of usable hosts are: $2^n-2=2^8-2=256-2=254$

We need 3 subnets in this network. So we can use 2 subnet bits to get $2^2 = 4$ subnets.

First 24 bits are required for network identification.

Next 2 bits will be subnet bits

Next 6 bits will be host bits. Therefore each subnet can have maximum $2^6 = 64$ addresses.

Therefore remaining 6 bits will be used as host bits.

Therefore subnet mask in dotted decimal notation is 255.255.255.192

What is the subnet mask for the network in slash format?

Subnet mask in slash format is /26

How many usable hosts are there per subnet?

We have six bits for identifying the hosts. Therefore from 6 bits we can have $2^6 = 64$ addresses.

Therefore each subnet has 64 addresses.

The first address of the subnet is used as network identification and last one is the broadcast.

Each subnet has 64 addresses. Therefore the usable hosts are 64-2=62 hosts

Step 3: Assign sub-network addresses to the Topology Diagram.

- 1. Assign subnet 1 to the network attached to R1 = 192.168.1.64/26
- 2. Assign subnet 2 to the link between R1 and R2 = 192.168.1.128/26
- 3. Assign subnet 3 to the network attached to R2 = 192.168.1.192/26

Task 2: Determine Interface Addresses.

Step 1: Assign appropriate addresses to the device interfaces.

1. Assign the first valid host address in subnet 1 to the LAN interface on R1.

$$Fa0/0 = 192.168.1.65$$

2. Assign the last valid host address in subnet 1 to PC1.

192.168.1.126

3. Assign the first valid host address in subnet 2 to the WAN interface on R1.

S0/0/0 = 192.168.1.129

4. Assign the last valid host address in subnet 2 to the WAN interface on R2.

S0/0/0 = 192.168.1.190

5. Assign the first valid host address in subnet 3 to the LAN interface of R2.

Fa0/0 = 192.168.1.193

6. Assign the last valid host address in subnet 3 to PC2.

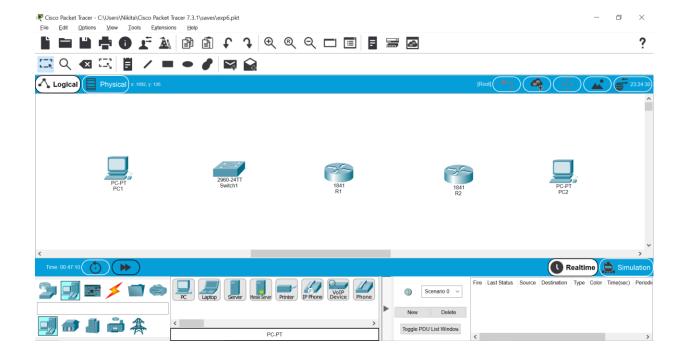
192.168.1.254

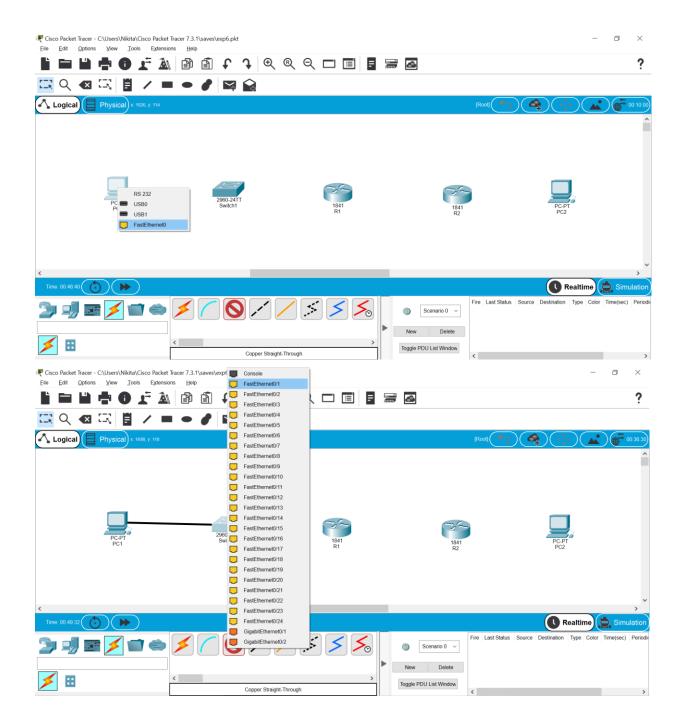
Network connected to router 1 requires 15 hosts. But subnet 1 can have 64 hosts. So in subnet 1 addresses from 192.168.1.65- 192.168.1.79 will be used.

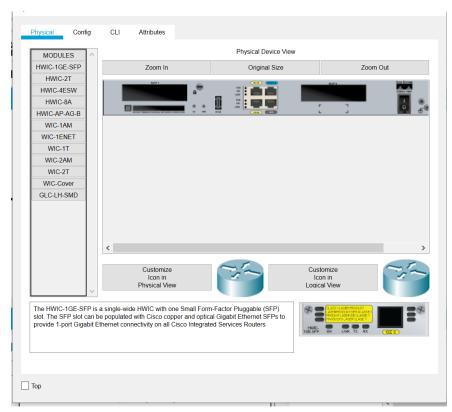
Network connected to router 2 requires 30 hosts. But subnet 3 can have 64 hosts. So in subnet 3 addresses from 192.168.1,193 - 192.168.1,222 will be used.

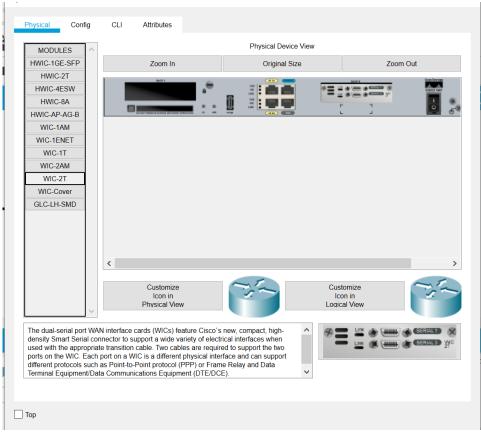
Step 2: Document the addresses to be used in the table provide under the Topology Diagram.

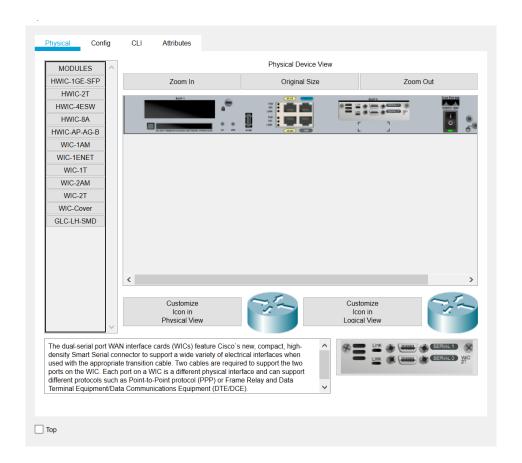
Task 3: Configure the Serial and FastEthernet Addresses.

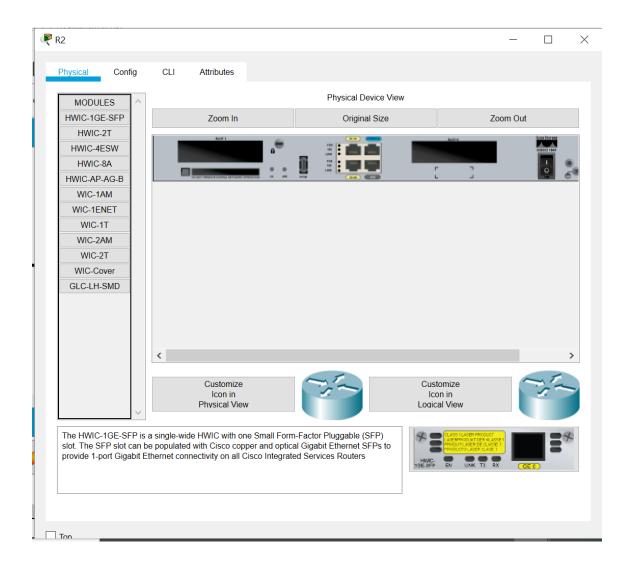


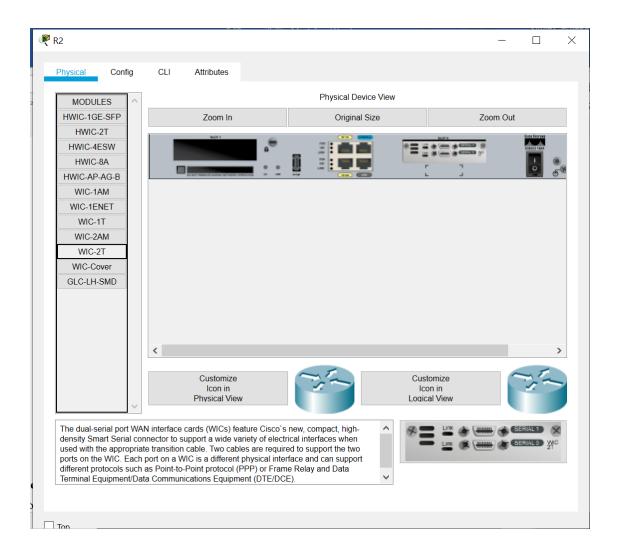


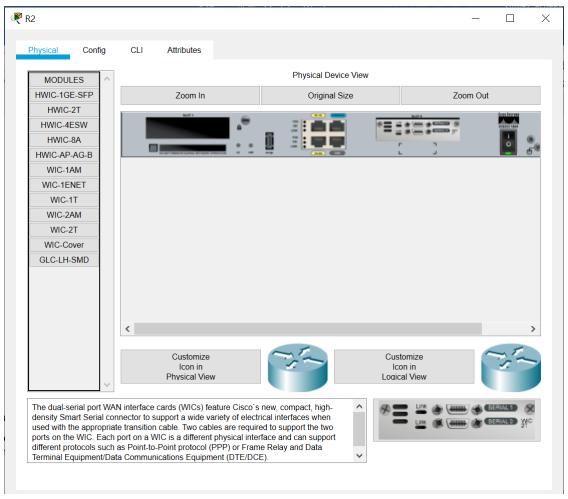


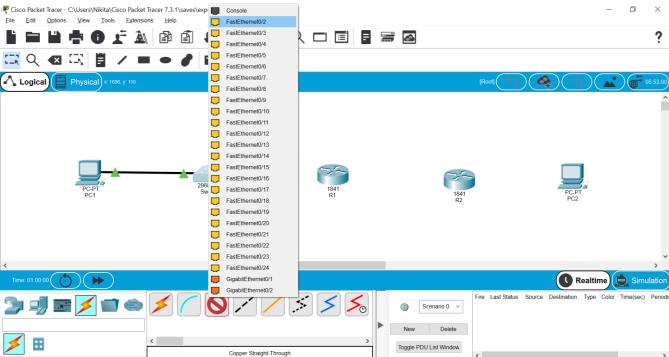


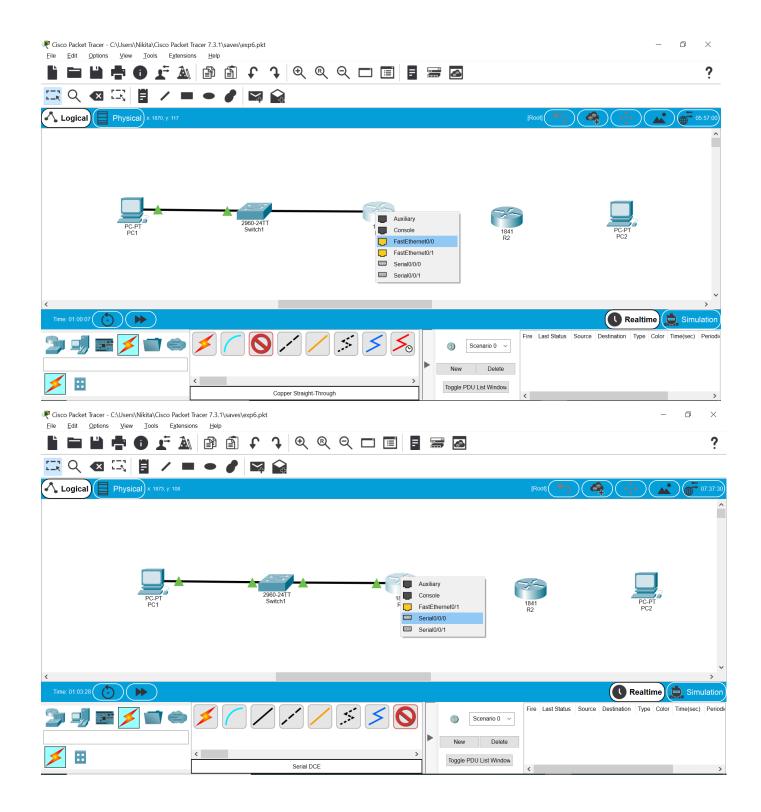


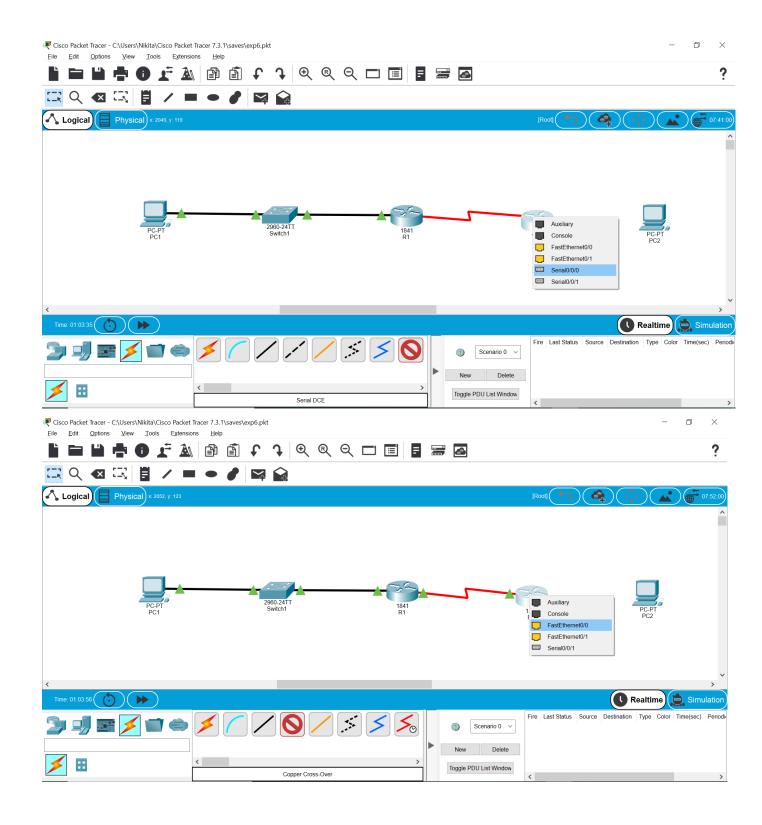


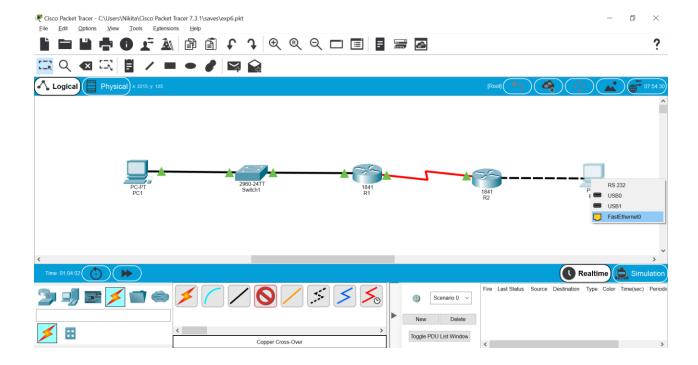






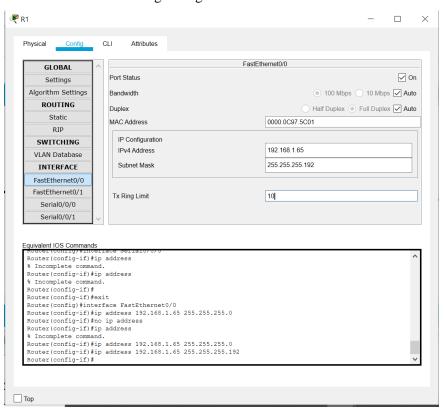


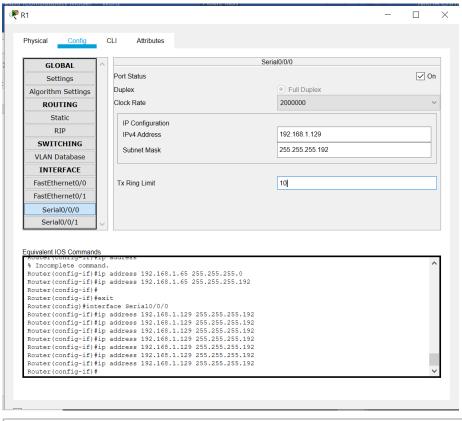


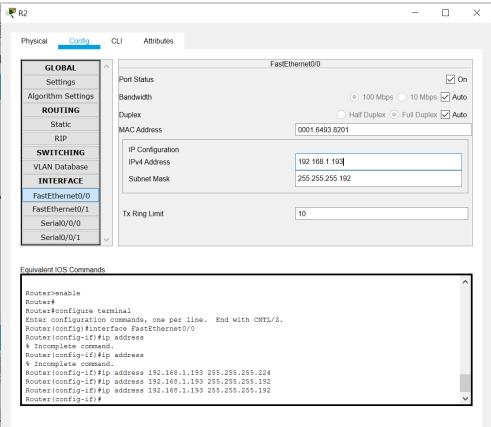


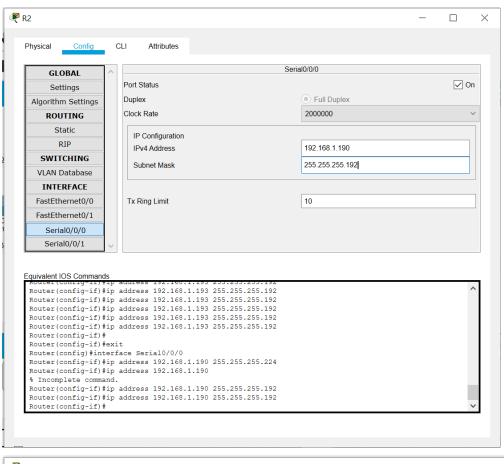
Step 1: Configure the router interfaces.

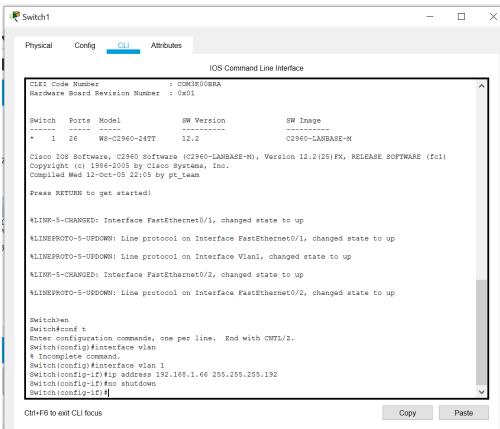
Configure the interfaces on the R1 and R2 routers with the IP addresses from your network design. Please note, to complete the activity in Packet Tracer you will be using the Config Tab. When you have finished, be sure to save the running configuration to the NVRAM of the router.







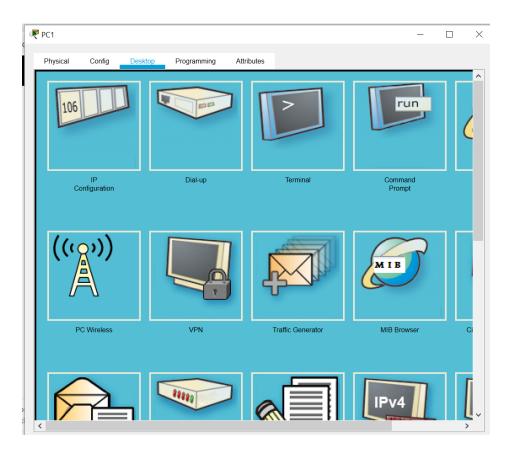


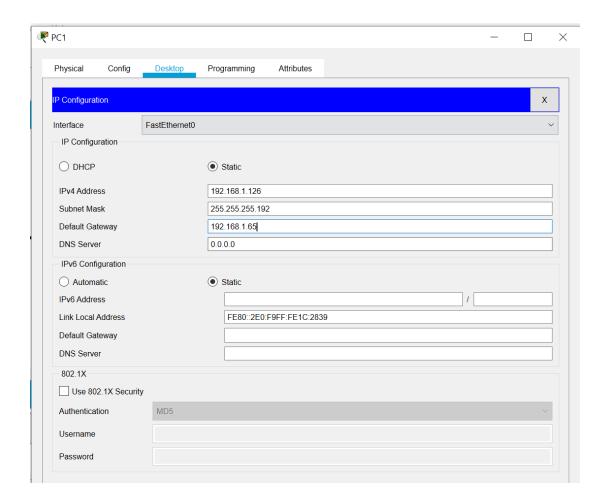


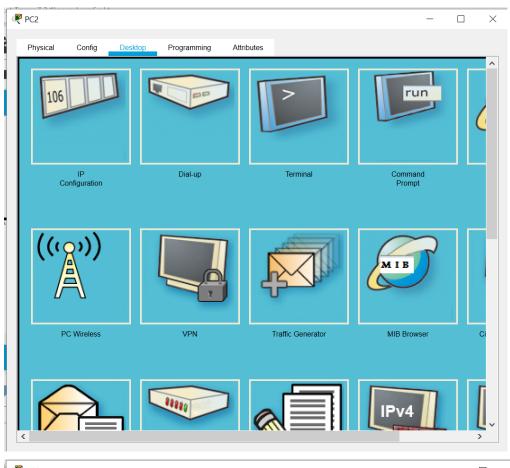
Switch#en
Switch#conf t
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config) #ip default-gateway 192.168.1.65
Switch(config)#

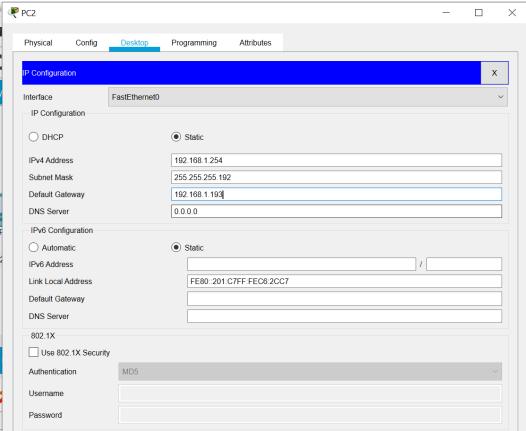
Step 2: Configure the PC interfaces.

Configure the Ethernet interfaces of PC1 and PC2 with the IP addresses and default gateways from your network design.







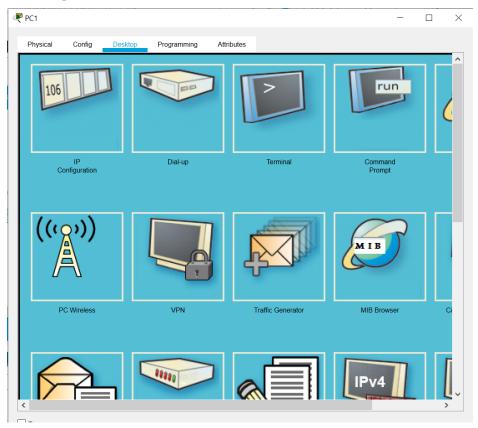




Task 4: Verify the Configurations.

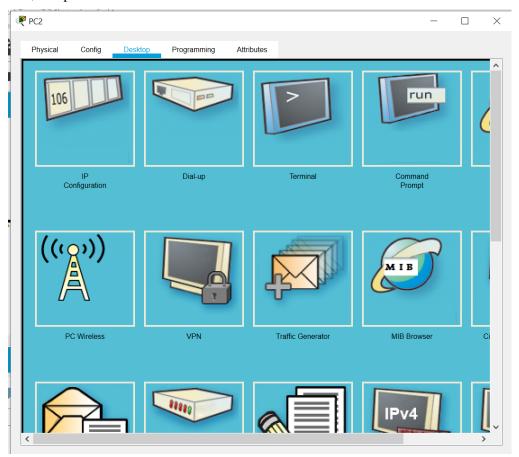
Answer the following questions to verify that the network is operating as expected.

From the host attached to R1, is it possible to ping the default gateway?



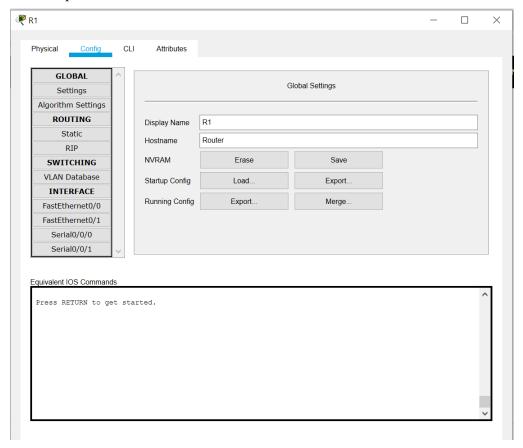
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₽PC1
                                                                                                                                             \times
                                 Desktop
    Physical
                    Config
                                                 Programming
                                                                     Attributes
     Command Prompt
                                                                                                                                                 Χ
      Packet Tracer PC Command Line 1.0
      C:\>ping 192.168.1.65
      Pinging 192.168.1.65 with 32 bytes of data:
      Reply from 192.168.1.65: bytes=32 time=1ms TTL=255
     Reply from 192.168.1.65: bytes=32 time=10ms TTL=255
Reply from 192.168.1.65: bytes=32 time<1ms TTL=255
Reply from 192.168.1.65: bytes=32 time<1ms TTL=255
      Ping statistics for 192.168.1.65:
      Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds:
           Minimum = 0ms, Maximum = 10ms, Average = 2ms
      C:\>
```

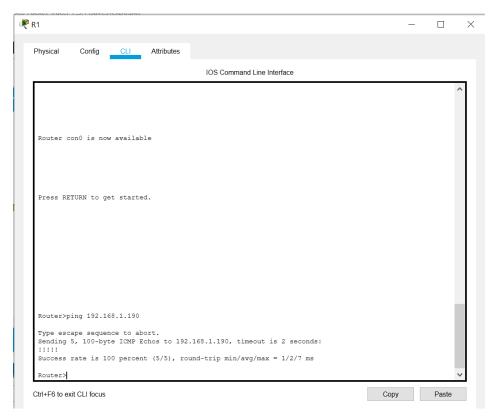
From the host attached to R2, is it possible to ping the default gateway?



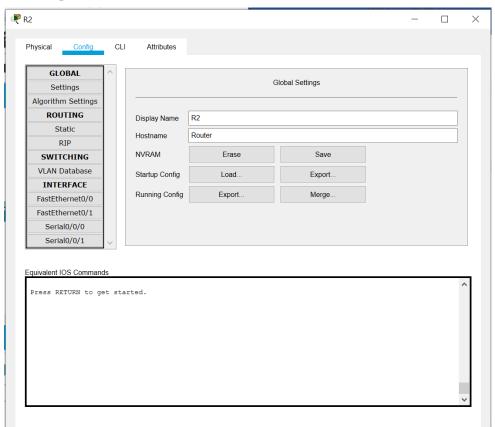
```
PC2
                                                                                                                  Physical
                Config
                                                        Attributes
                                       Programming
   Command Prompt
                                                                                                                      Х
     Packet Tracer PC Command Line 1.0
     C:\>ping 192.168.1.193
     Pinging 192.168.1.193 with 32 bytes of data:
     Reply from 192.168.1.193: bytes=32 time=1ms TTL=255 Reply from 192.168.1.193: bytes=32 time<1ms TTL=255
     Reply from 192.168.1.193: bytes=32 time<1ms TTL=255
     Reply from 192.168.1.193: bytes=32 time<1ms TTL=255
     Ping statistics for 192.168.1.193:
         Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
     Approximate round trip times in milli-seconds:
         Minimum = 0ms, Maximum = 1ms, Average = 0ms
     C:\>
```

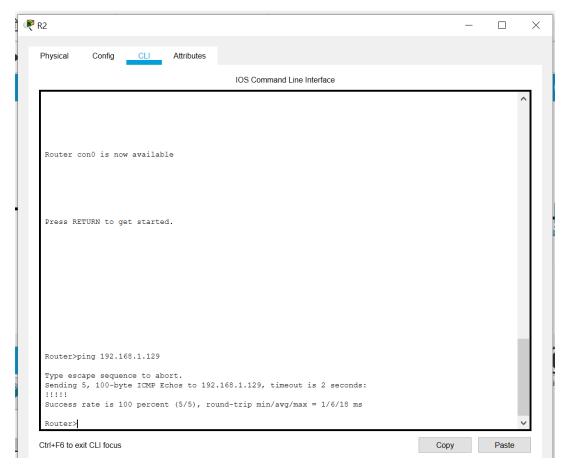
From the router R1, is it possible to ping the Serial 0/0/0 interface of R2?





From the router R2, is it possible to ping the Serial 0/0/0 interface of R1?



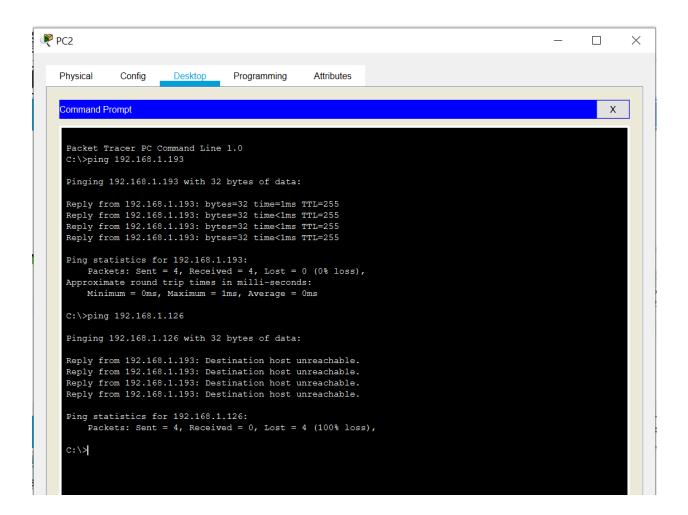


The answer to the above questions should be **yes**. If any of the above pings failed, check your physical connections and configurations.

Task 5: Reflection

Are there any devices on the network that cannot ping each other?

Devices form different networks cannot ping each other.



What is missing from the network that is preventing communication between these devices?



The above routing table only has addresses of devices which are directly connected to the router's interface

We cannot ping these devices because we have not configured routing.

The routing needs to have either static or dynamic routing to determine path to which the packet is to be forwarded.

Static Routing:- Routing table is not changed until network administrator changes it.

Dynamic Routing:- Routing table is changed once any changes to network occurs or network topology changes.