

LAB 2

Configure IP address to routers (one and three) in packet tracer. Explore the following messages: ping responses, destination unreachable, request timed out, reply.

OBSERVATION:

22/6/23 LAB-32

Q1. Create a topology and simulate sending a simple PDU from source to destination using simple router as connecting devices.

Goal - To create a topology and simulate sending PDU from source to destination using simple router as connecting devices. and demonstrate ping message.

i. Single Router multi end devices.
ii. Multi-Router multi end devices.

i. Topology

```
graph TD; Router[Router-PT  
Rat20] --- PC0[PC-PT  
PC0]; Router --- PC2[PC-PT  
PC2];
```

Procedure:-

1. Place one router (Router-PT) and 2 end devices.
- * Connect the end devices to the Router with appropriate cable
- * Set IP address and default gateway to each END device.
- * Configure the Router using the CLI.
 - enable
 - #Config terminal
 - Interface fastEthernet 0/0
 - IP address 10.0.0.10 255.0.0.0
 - NO shut

* Select PC0 & open the command prompt and ping the PC1 using its IP address

Observation:-

(PC1 replies from)

ping
PC>ping 20.0.0.1

Pinging 20.0.0.1 with 32 bytes of data:

Request timed out

Reply from 20.0.0.1 : bytes=32 time=0ms TTL=127

Reply from 20.0.0.1 : bytes=32 time=0ms TTL=127

Reply from 20.0.0.1 : bytes=32 time=1ms TTL=127

Ping statistics for 20.0.0.1:

Packets: Sent=4 Received=3, Lost=1 (25% Loss)

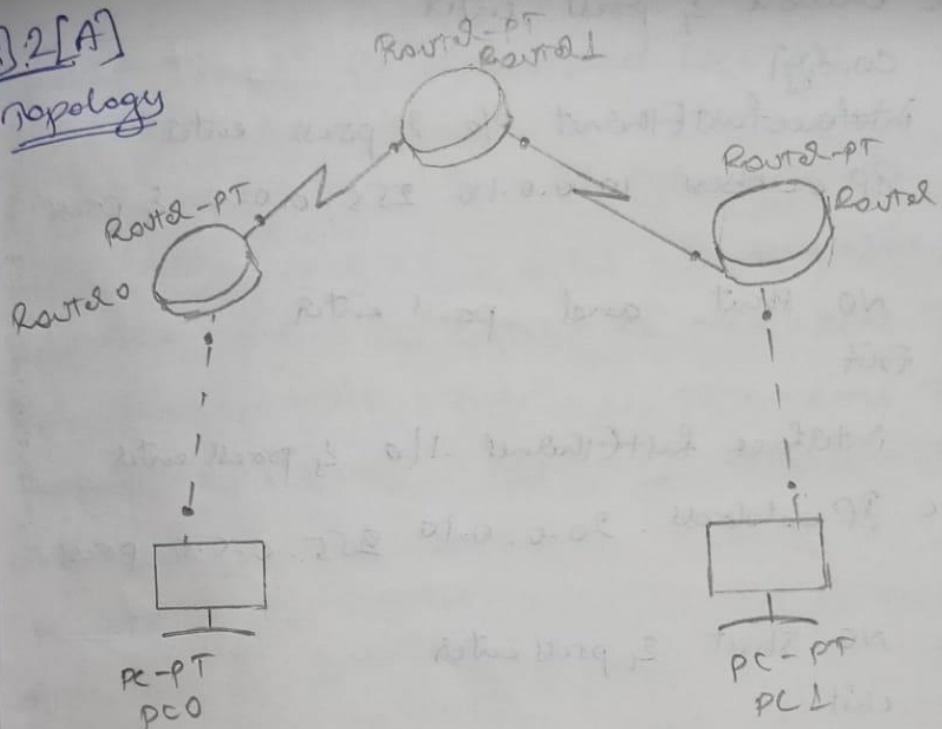
Approximate round trip times in milli-seconds:

Minimum=0ms, Maximum=1ms, Average=0ms.

* Each data packet sent across the network contains address information that a router can use to determine if the source and destination are on the same network.

Free

2.2[A] Topology



2.2.2

Ans- Configure IP address to three routers in packet tracer. Explore the following messages ping. ~~Response~~ destination, unreachable, requested timed out. reply.

Procedure

- Select one generic router and 2 generic pc's.
- Connect the pc's to router using copper cross-over cable.
- Set the IP address of both pc's by clicking on PC & config tab. Along with IP address set gate way in the settings options on config tab.
- To set the IP address of a router, click on it and go to CL2 tab and type the following commands

Step 11- Type NO & press enter.

→ type enable & press enter

→ type config

→ type interface fastEthernet 0/0 & press enter.

→ type IP address 10.0.0.10 255.0.0.0 & press enter.

→ type NO shut and press enter.

→ type exit.

→ Type interface fastEthernet 1/0 & press enter

→ Type IP address 20.0.0.10 255.0.0.0 press enter

→ type NO shut & press enter

→ type exit

→ type exit

→ type show IP route [to showing connection status]

→ close the tabs & click on PC to go to command prompt.

→ Type ping 20.0.0.1 to sent packet across.

→ At last send packets in simulation mode to get a successful transmission.

PING OUTPUT:-

output 1:-

Packet tracer PC command line 1.0

PC> ping 40.0.0.1

pinging 40.0.0.1 with 32 bytes of data

Reply from 10.0.0.10: Destination host unreachable(3)

Request timed out.

Ping statistics for 40.0.0.1

packets: sent = 4 Received = 0 Lost = 4 (100% loss)

output 2

Packet Tracer PC Command Line: 1.0.

PC's ping 10.0.0.1

pinging 10.0.0.1 with 32 bytes of data

Reply from 10.0.0.1 : bytes = 32 time = 2ms TTL = 125

Reply from 10.0.0.1 : bytes = 32 time = 8ms TTL = 125

Reply from 10.0.0.1 : bytes = 32 time = 2ms TTL = 125

Reply from 10.0.0.1 : bytes = 32 time = 2ms TTL = 125

ping statistics for 10.0.0.1

packets: sent = 4 Received = 4 Lost = 0 (0% loss)

Approximate round trip times in ms

Min = 2ms Max = 8ms Average = 3ms

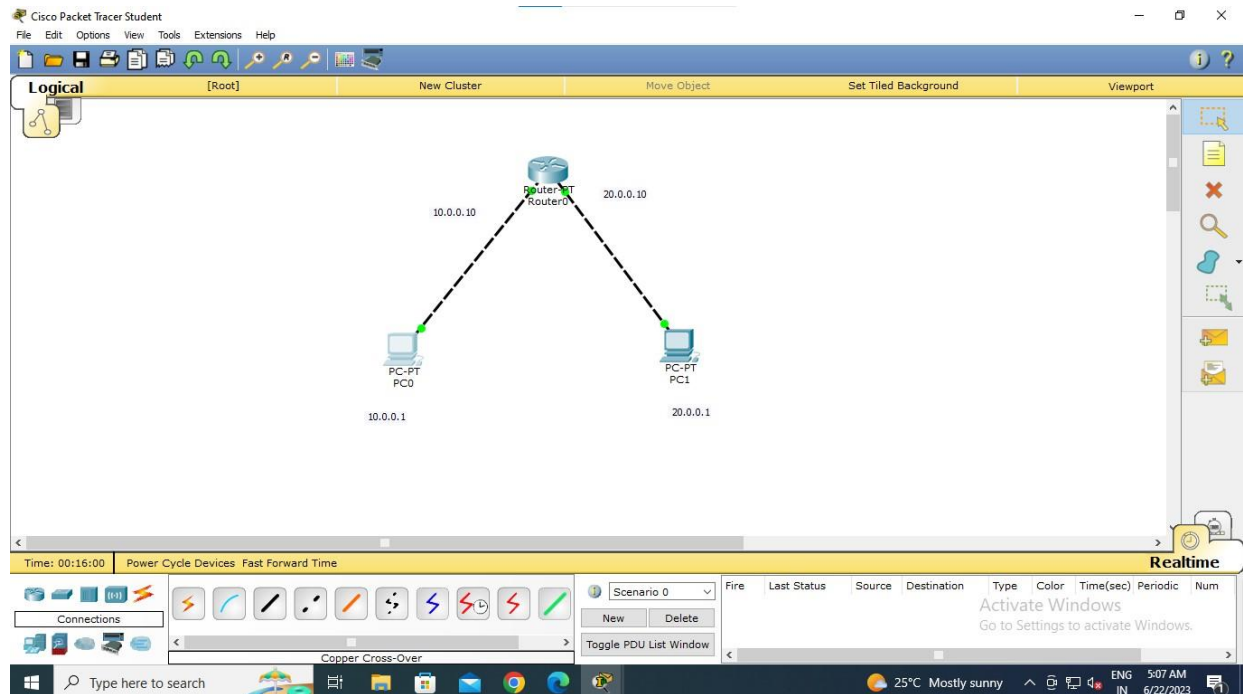
Observation:-

→ In program 2.1 when we ping the destination address we get allocated with 32 bytes. In this first 8 bytes are used to learn about the router and their address. Rest bytes are used for sending packets to destination address. Then again if we ping, all bytes are used for message sending and there will be no timed-out message.

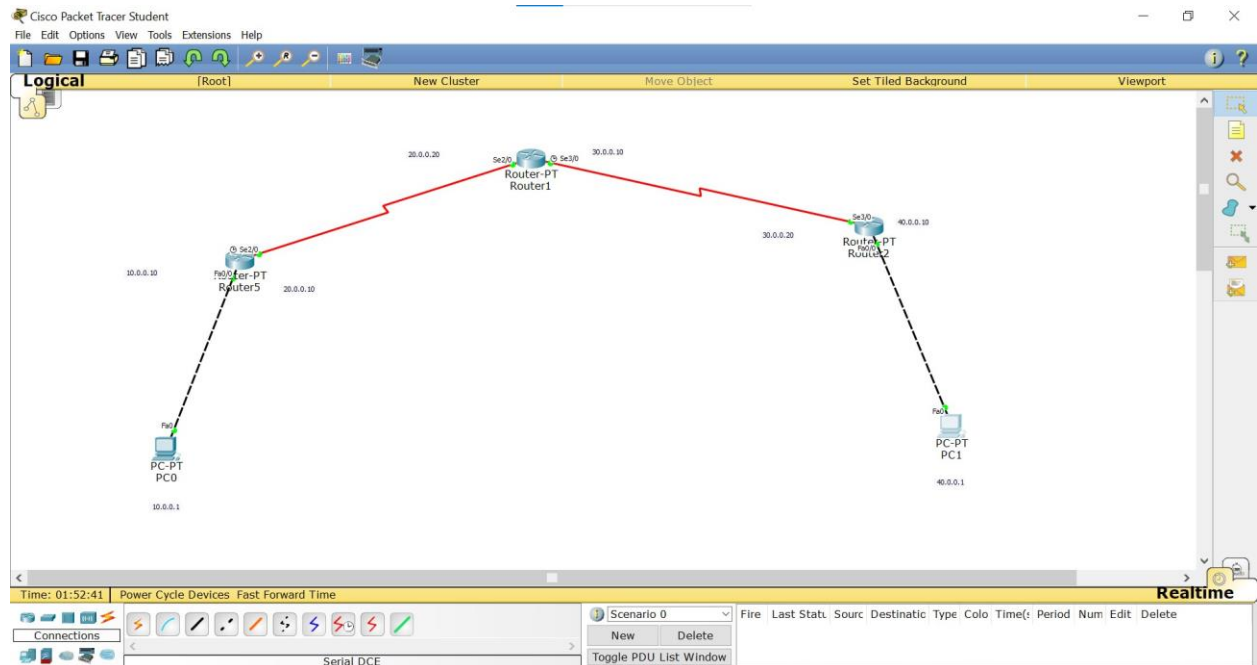
→ In program 2.2 when the router doesn't know about the remaining address and we ping a message we get host unreachable message and the routers have here access/knowledge about other addresses, message will be sent successfully.

TOPOLOGY:

PROGRAM 2.1



PROGRAM 2.2



OUTPUT:

PROGRAM 2.1

The image displays a Cisco Packet Tracer simulation environment. The top window shows a PC command prompt with the following output:

```
Packet Tracer PC Command Line 1.0
PC>ping 20.0.0.1

Pinging 20.0.0.1 with 32 bytes of data:

Request timed out.
Reply from 20.0.0.1: bytes=32 time=0ms TTL=127
Reply from 20.0.0.1: bytes=32 time=0ms TTL=127
Reply from 20.0.0.1: bytes=32 time=10ms TTL=127

Ping statistics for 20.0.0.1:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 10ms, Average = 3ms
PC>
```

The bottom window shows the network topology. A central router (Router0) is connected to two PCs (PC0 and PC1). The IP addresses are 10.0.0.10 for Router0, 10.0.0.1 for PC0, and 20.0.0.1 for PC1. The simulation panel on the right shows the Event List with the following data:

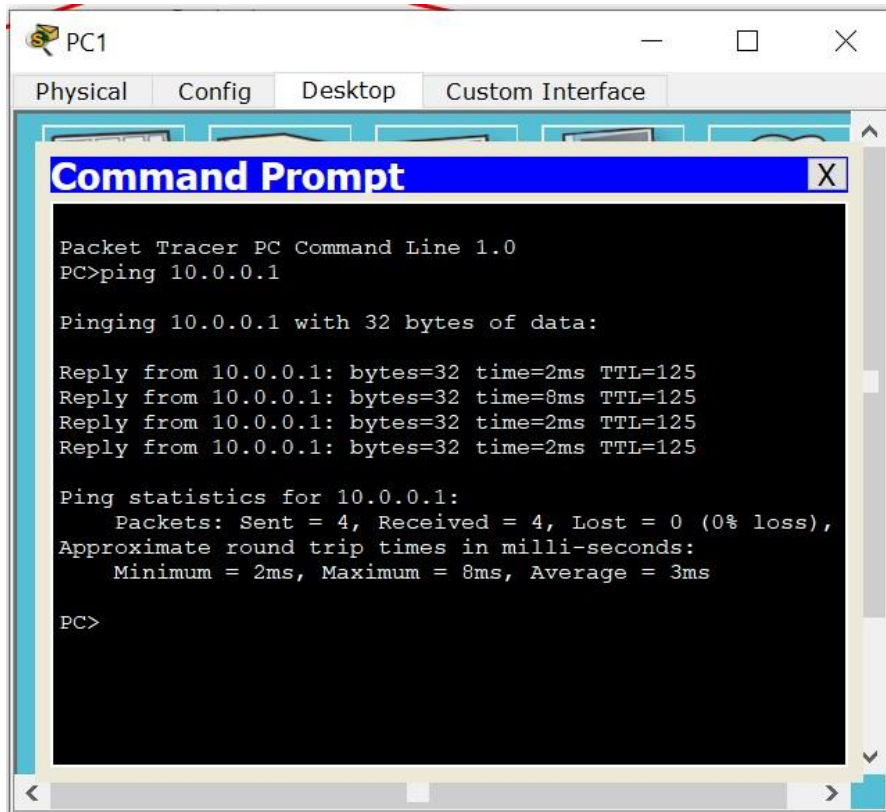
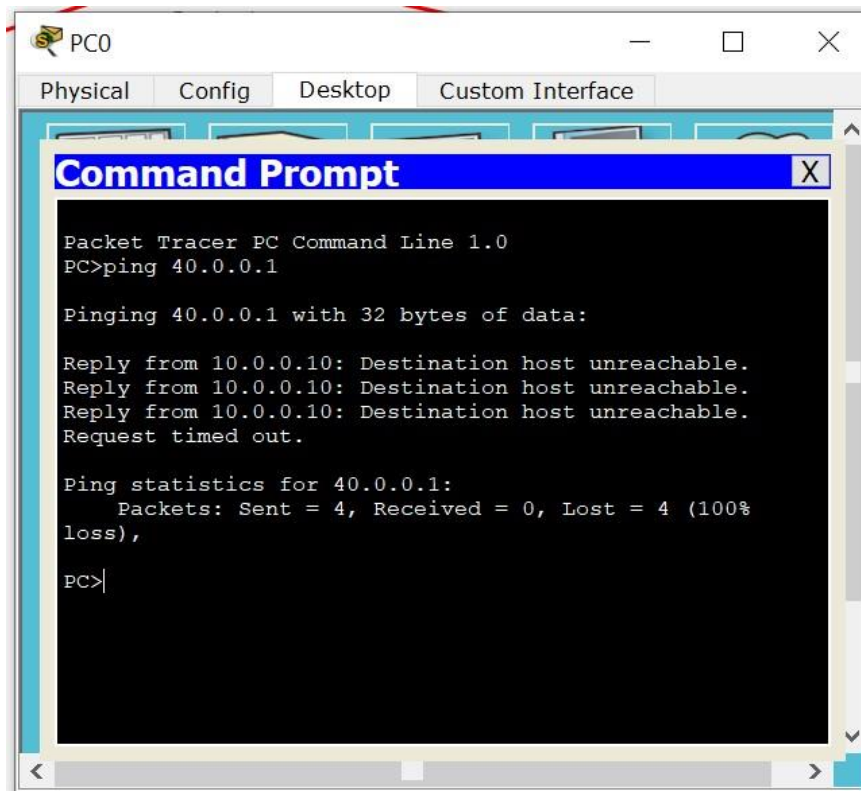
Vis.	Time(sec)	Last Device	At Device	Type	Info
	465.354	Router0	PC1	CDP	
	525.353	--	Router0	CDP	
	525.353	--	Router0	CDP	
	525.354	Router0	PC0	CDP	
	525.354	Router0	PC1	CDP	
	585.355	--	Router0	CDP	
	585.355	--	Router0	CDP	
	585.356	Router0	PC0	CDP	
	585.356	Router0	PC1	CDP	

The simulation panel also includes a table for the Event List:

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num
	Successful	PC0	PC1	ICMP	Win	0.000	N	0

The bottom status bar shows the time as 00:27:16.137, the temperature as 25°C, and the date as 6/22/2023.

PROGRAM 2.2



Cisco Packet Tracer Student

File Edit Options View Tools Extensions Help

Logical [Root] New Cluster Move Object Set Tiled Background Viewport

Time: 01:54:00.015 Power Cycle Devices PLAY CONTROLS: Back Auto Capture / Play Capture / Forward

Connections

Serial DCE

Simulation Panel

Event List

Vis.	Time(sec)	Last De	At Dev	Type	Info
	28.315	--	Rout...	CDP	
	28.316		Router5	PC0	CDP
	28.316		Router5	Rout...	CDP
	45.862	--	Rout...	CDP	
	45.862	--	Rout...	CDP	

Reset Simulation ☒ Constant Delay Captured to: 45.862 s

Play Controls

Back Auto Capture / Play Capture / Forward

Event List Filters - Visible Events

ACL Filter, AR, BGP, CD, DHCP, DHCPv6, DNS, DTP, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, LACP, NTP, NETFLOW, NTP, OSPF, OSPFv6, PAg, POP3, RADIUS, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, VTP

Edit Filters Show All/None

Scenario 0

New Delete

Toggle PDU List Window

Simulation

Fire	Last Stat	Source	Destination	Type	Color	Time(s)	Period	Num	Edit	Delete
	Successful	PC0	PC1	IC...		0.000	N	0	(ed...	(delete)