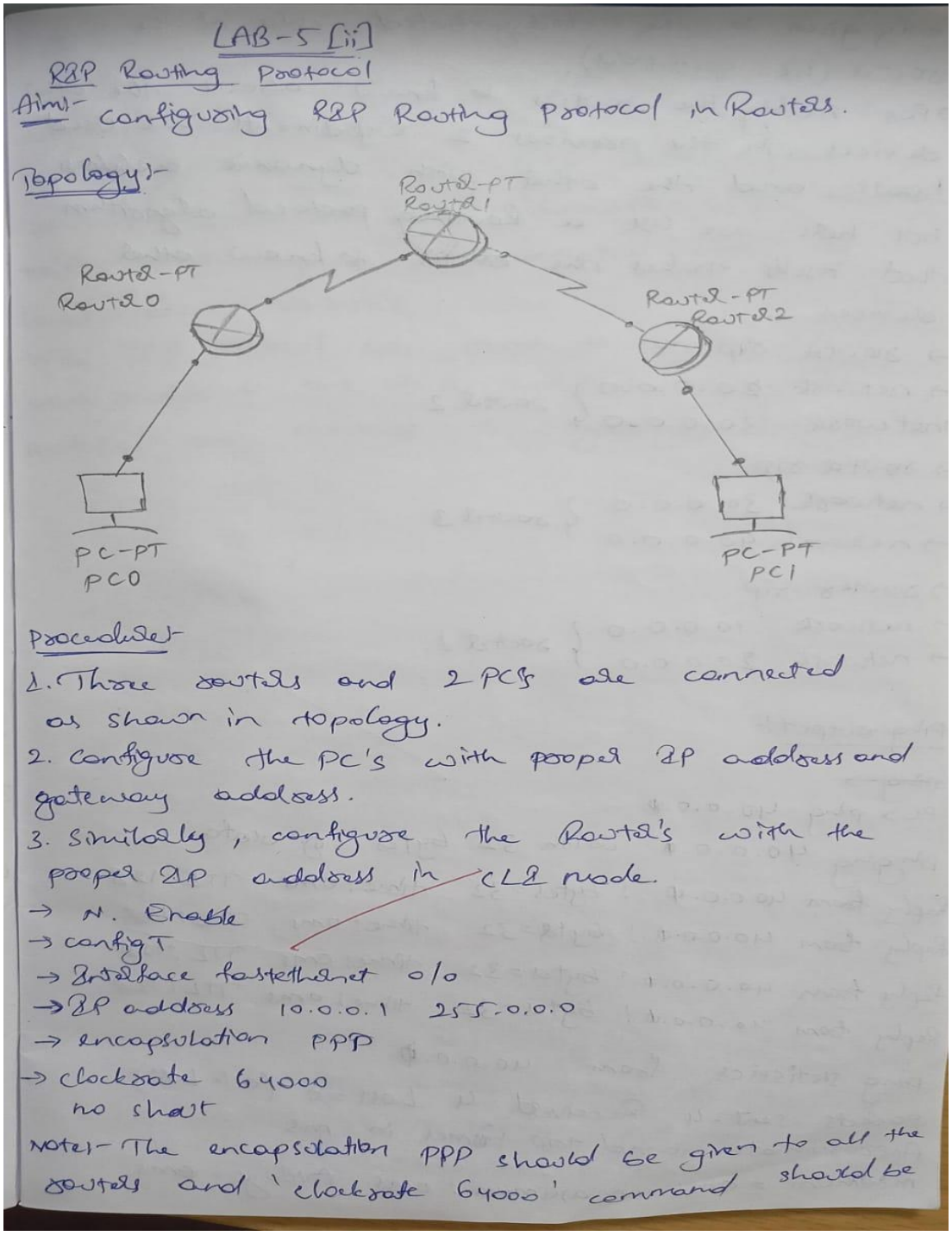
LAB 6

Configure RIP routing Protocol in Routers.

OBSERVATION:



only given to the clockwise/left sides of the router (i.e. open sides).

→ For making the routers to know about the other devices, in the previous 2 experiments we used 1 static and the other with dynamic address but here we use a Routing protocol algorithm that itself makes the router to know other devices.

→ router rip
→ network 20.0.0.0
→ network 30.0.0.0
} router 2

→ router rip
→ network 30.0.0.0
→ network 40.0.0.0
} router 3

→ router rip
→ network 10.0.0.0
→ network 20.0.0.0
} router 1.

Ping output:-

~~ping~~ →

PC> ping 40.0.0.1

Pinging 40.0.0.1 with 32 bytes of data

Reply from 40.0.0.1 : bytes=32 time=0ms TTL=128
Reply from 40.0.0.1 : bytes=32 time=0ms TTL=128
Reply from 40.0.0.1 : bytes=32 time=0ms TTL=128
Reply from 40.0.0.1 : bytes=32 time=0ms TTL=128

Ping statistics from 40.0.0.1

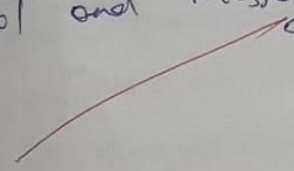
Packets sent=4 Received 4 Lost=0 (0% Loss)
Approximate round trip times in ms

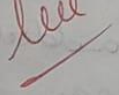
Minimum = 0ms, Maximum = 0ms Average = 0ms

Observation:-

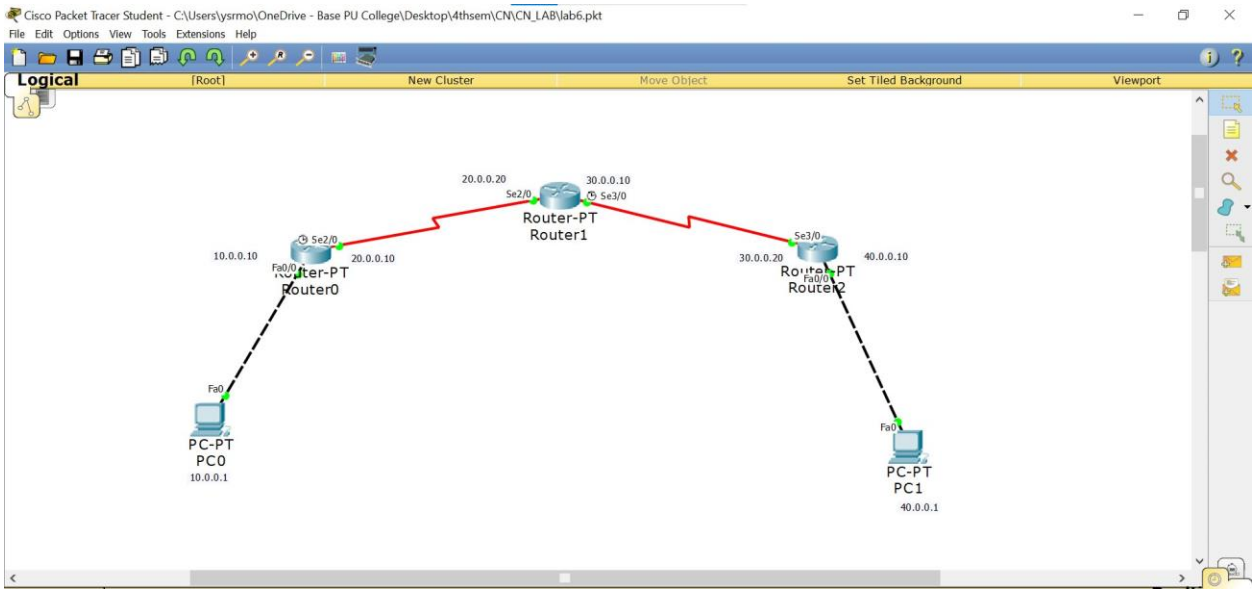
RIP is the Routing Information Protocol is a distance vector protocol that uses hop count as its primary metric. RIP defines how routers should be share information when moving traffic among an interconnected group of local area networks.

→ The RIP protocol here, used to connect the ~~other~~ routers to one other and PC's using RIP protocol and message is pinged successfully.

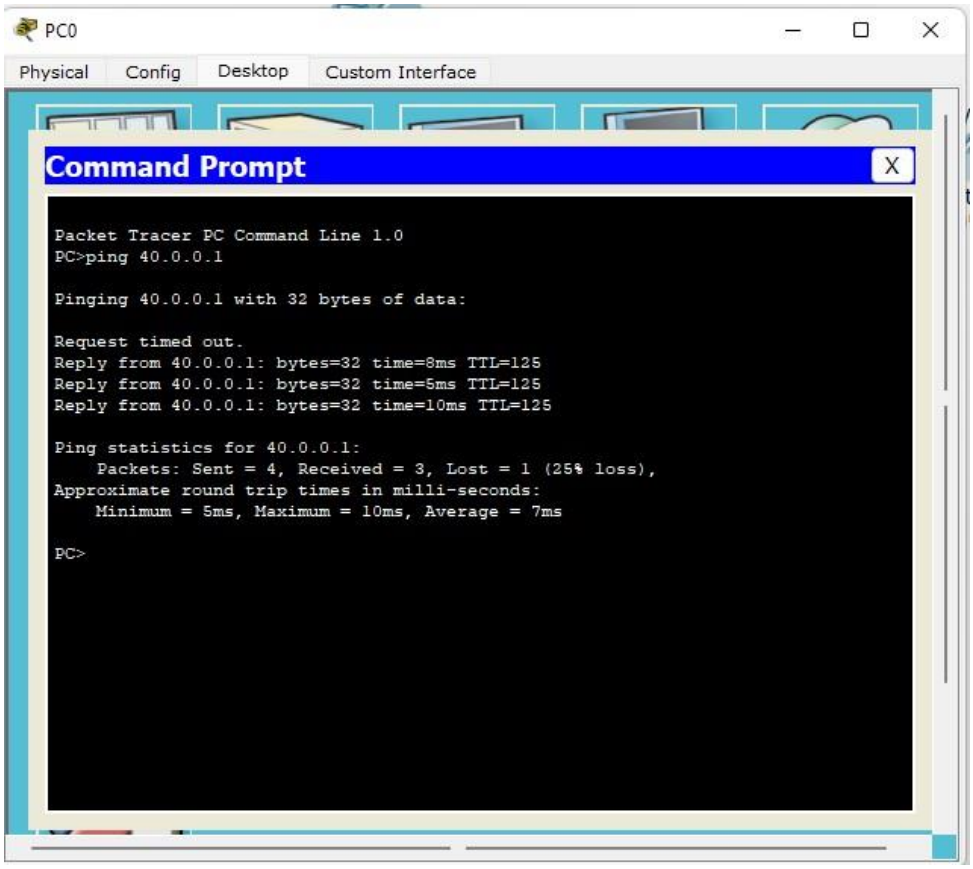


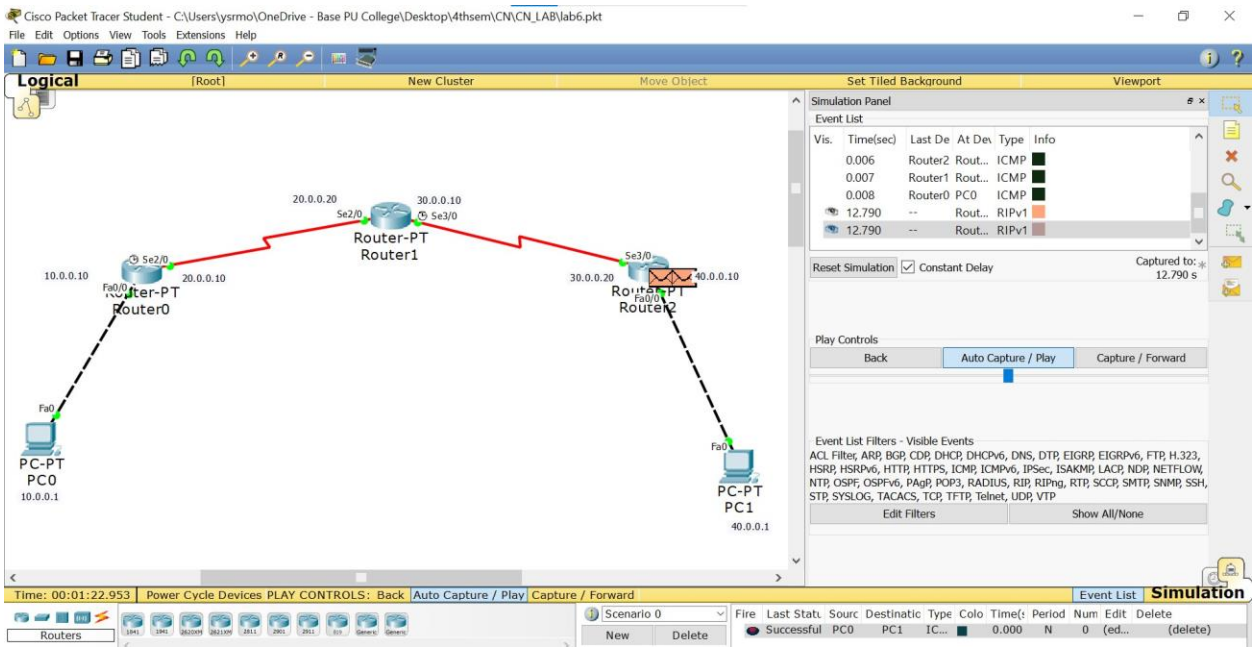


TOPOLOGY:



OUTPUT:




Cisco Packet Tracer Student - C:\Users\ysrmo\OneDrive - Base PU College\Desktop\4thsem\CN\CN_LAB\lab6.pkt
File Edit Options View Tools Extensions Help
Logical
[Root]
New Cluster
Move Object
Set Tiled Background
Viewport
Router-PT
Router1
Router-PT
Router0
Router-PT
Router2
PC-PT
PC0
PC-PT
PC1
20.0.0.20
30.0.0.10
Se2/0
Se3/0
10.0.0.10
20.0.0.10
30.0.0.20
40.0.0.10
Fa0/0
Fa0
10.0.0.1
40.0.0.1
Simulation Panel
Event List
Vis. Time(sec) Last De At De Type Info
0.006 Router2 Rout... ICMP
0.007 Router1 Rout... ICMP
0.008 Router0 PC0 ICMP
12.790 -- Rout... RIPv1
12.790 -- Rout... RIPv1
Reset Simulation
Constant Delay
Captured to: 12.790 s
Play Controls
Back
Auto Capture / Play
Capture / Forward
Event List Filters - Visible Events
ACL Filter, ARP, BGP, CDP, DHCP, DHCPv6, DNS, DTP, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPSec, ISAKMP, LACP, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, RADIUS, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, VTP
Edit Filters
Show All/None
Time: 00:01:22.953
Power Cycle Devices PLAY CONTROLS: Back
Auto Capture / Play
Capture / Forward
Event List
Simulation
Routers
Scenario 0
New
Delete
Fire Last Statu Sourc Destinatic Type Colo Time(s Period Num Edit Delete
Successful PC0 PC1 IC... 0.000 N 0 (ed... (delete)