

Experiment Title: 2.4

Student Name:

Branch: CSE

Semester: 4

Subject Name: CN LAB

UID:

Section/Group:

Date of Performance: 04-04-2022

Subject Code: 20CSP-257

1. Aim/Overview of the practical:

Configure a network using Distance Vector routing Protocol using Packet Tracer or NS2..

2. Task to be done:

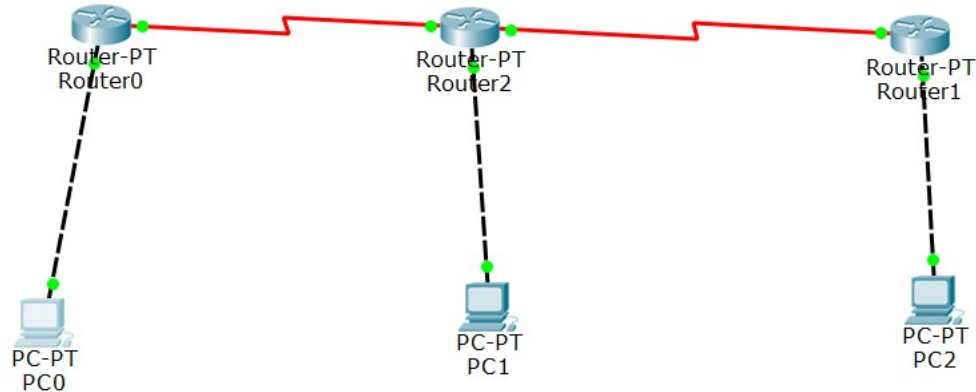
We need to send PDU from one end device to another end device with the help of router having different networks.

3. Apparatus/Simulator used (For applied/experimental sciences/materials-based labs): Cisco Packet Tracer

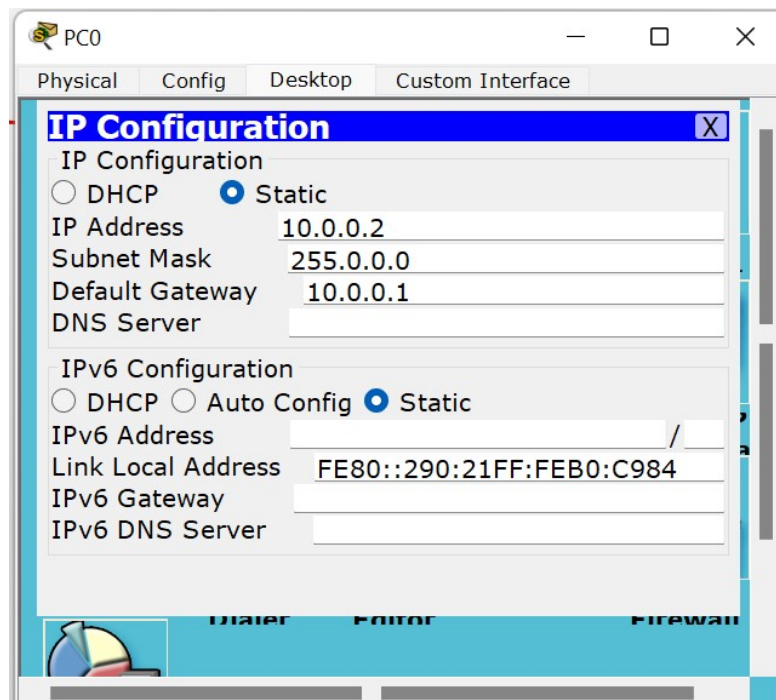
4. Algorithm/Flowchart (For programming-based labs):

1. Open the simulator.

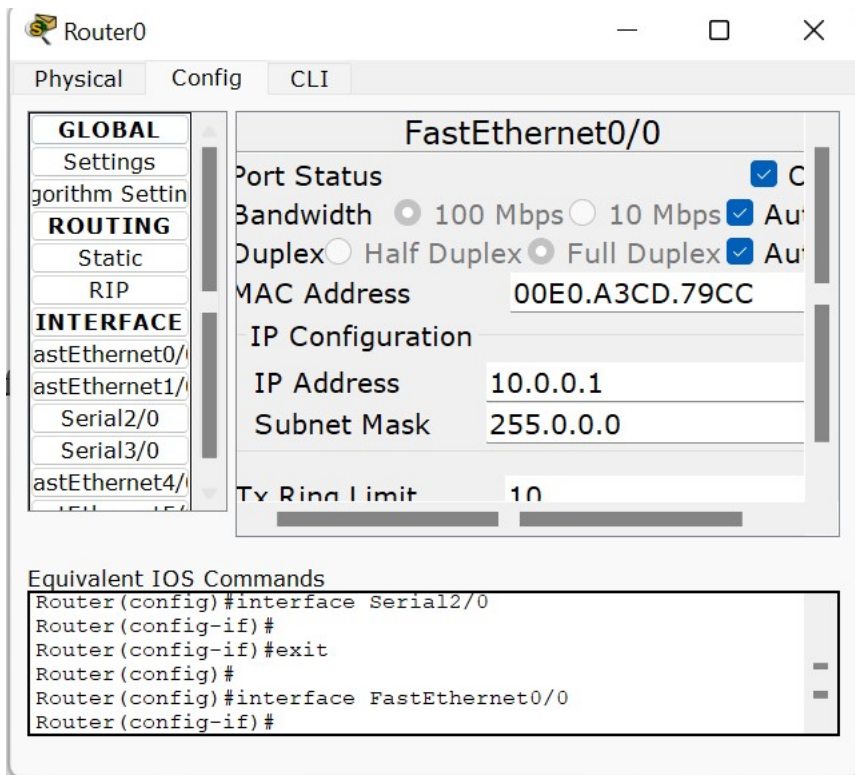
- Plot some generic routers and some end devices(PC's) where end devices to router is connected by Automatically Chosen wire and routers are connected each other by Serial DCE wire type.



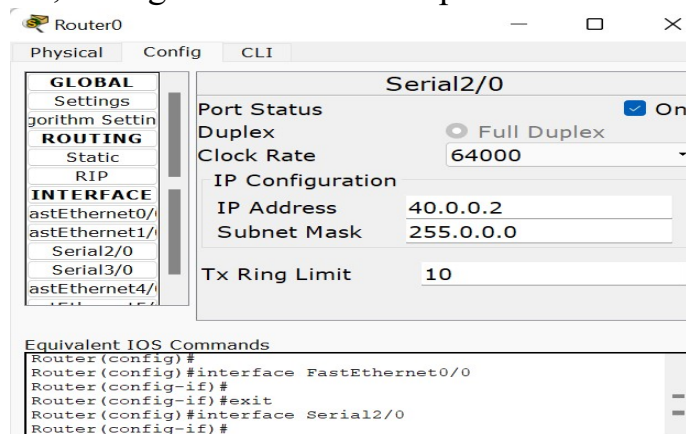
- Give Ip addresses to all the end devices and give default Ip address to router with default gateway



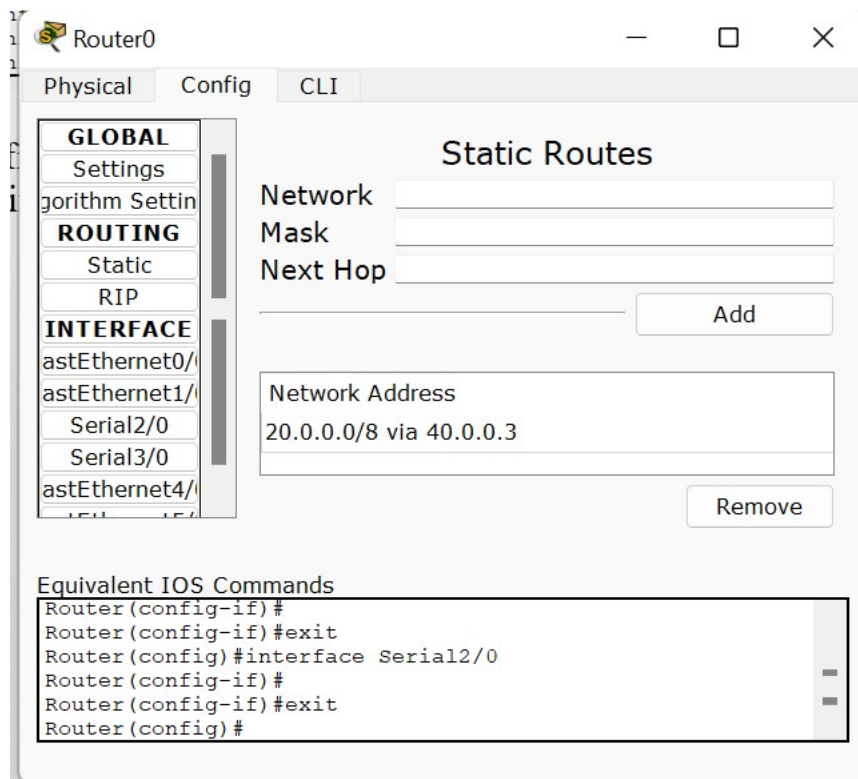
- Now, Configure router's fast ethernet with port status ON



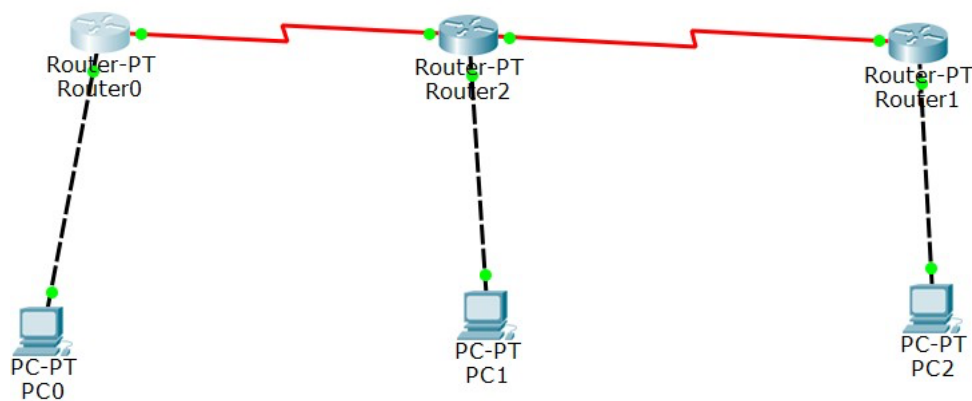
5. Now, configure router's serial port with clock rate 64000 and port status ON



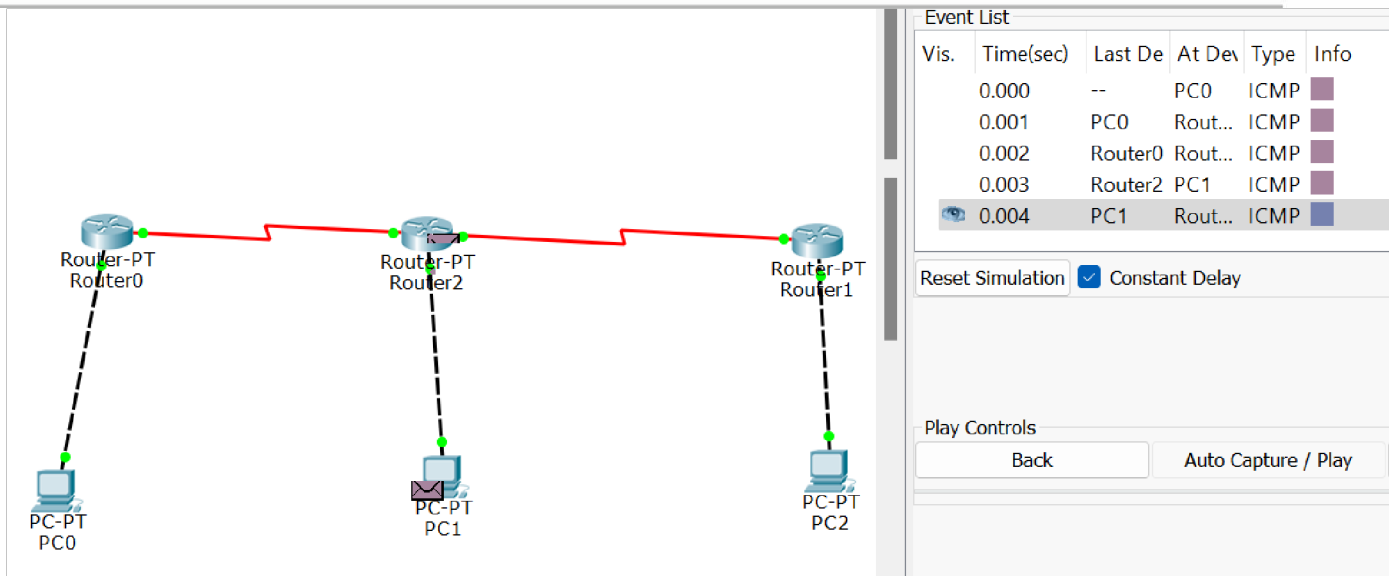
6. Now, configure static routing of router



- Also, now similarly setup other routers and end devices for perfect setup for experiment. And make sure all connections are green.



- Now, run stimulation in real time by PDU.
- Now, check successful status.



10. Now stop stimulation after successful output for experiment

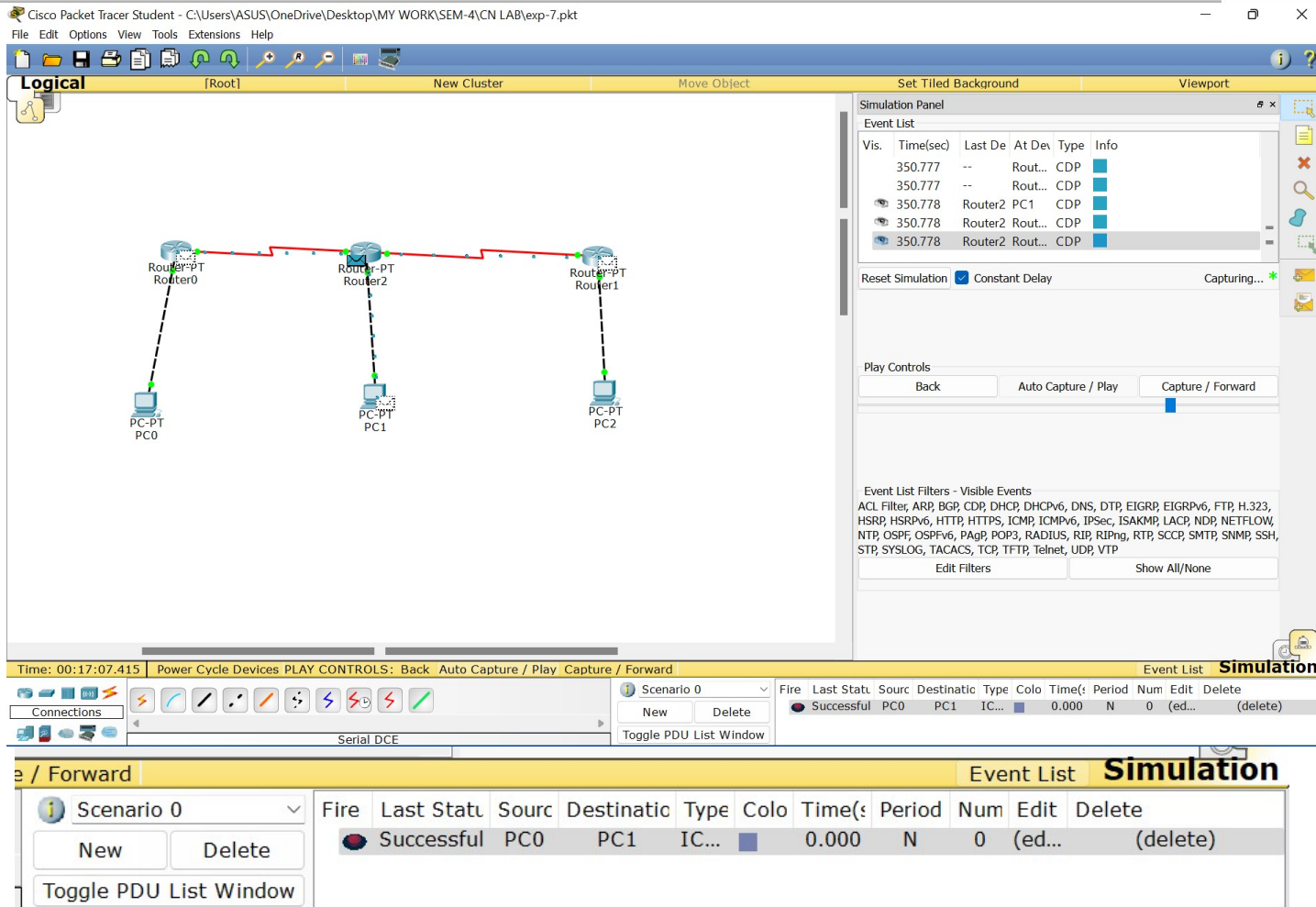
Scenario 0		Simulation									
Fire	Last Statu	Sourc	Destinatic	Type	Colo	Time(s)	Period	Num	Edit	Delete	
<input checked="" type="checkbox"/>	Successful	PC0	PC1	IC...		0.000	N	0	(ed...	(delete)	

Toggle PDU List Window

5. Circuit SnapShot:

6. Result/Output/Writing Summary:

understand how packet travels in network if RIP is configured as routing protocol.



The screenshot displays the Cisco Packet Tracer Student interface. The main workspace shows a network topology with three routers (Router0, Router2, Router1) connected in a line. Each router is connected to a PC (PC0, PC1, PC2). The interface includes a menu bar, a toolbar, and several panels. The Simulation Panel on the right shows the Event List with the following data:

Vis.	Time(sec)	Last De	At Dev	Type	Info
	350.777	--	Rout...	CDP	
	350.777	--	Rout...	CDP	
	350.778	Router2	PC1	CDP	
	350.778	Router2	Rout...	CDP	
	350.778	Router2	Rout...	CDP	

The Event List Filters - Visible Events section lists various protocols and services. The bottom panel shows the Event List Simulation table with the following data:

Fire	Last Statu	Sourc	Destinatio	Type	Colo	Time(s)	Period	Num	Edit	Delete
	Successful	PC0	PC1	IC...		0.000	N	0	(ed...	(delete)

Learning outcomes (What I have learnt):

1. Know about how the data is transfer through computers.
2. Uses of switches(Can be used) and routers.
3. Knowledge abouts address like Ip, default, static routing, etc.
4. Some knowledge about port status, subnet mask.
5. We get to know about static and serial status.
6. We also know about clock frequency.

Evaluation Grid (To be created as per the SOP and Assessment guidelines by the faculty):

Sr. No.	Parameters	Marks Obtained	Maximum Marks
1.			
2.			
3.			
4.			