

## Lab 11.6.1: Basic OSPF Configuration Lab

### Learning Objectives

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

- Cable a network according to the Topology Diagram
- Erase the startup configuration and reload a router to the default state
- Perform basic configuration tasks on a router
- Configure and activate interfaces
- Configure OSPF routing on all routers
- Configure OSPF router IDs
- Verify OSPF routing using show commands
- Configure a static default route
- Propagate default route to OSPF neighbors
- Configure OSPF Hello and Dead Timers
- Configure OSPF on a Multi-access network
- Configure OSPF priority
- Understand the OSPF election process
- Document the OSPF configuration

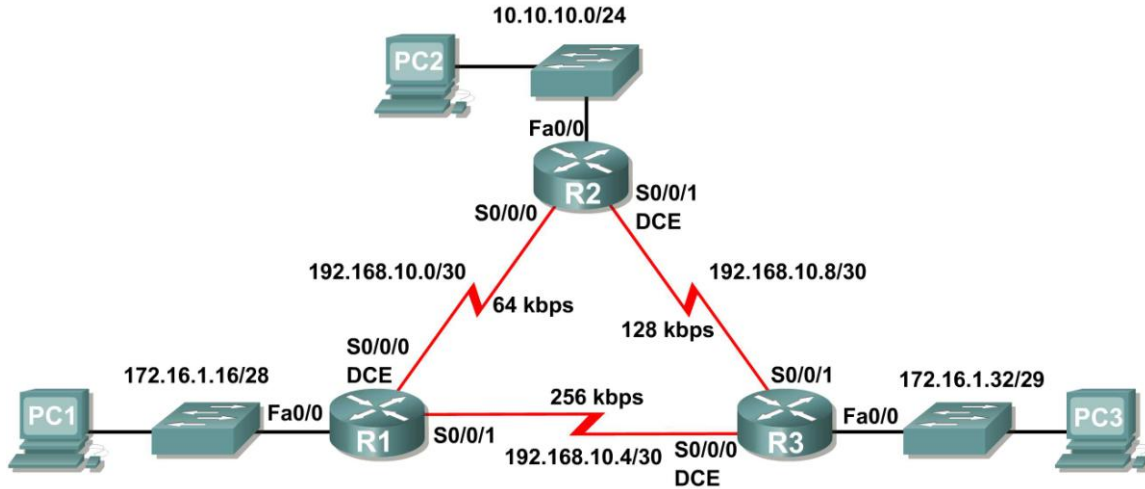
### Scenarios

In this lab activity, there are two separate scenarios. In the first scenario, you will learn how to configure the routing protocol OSPF using the network shown in the Topology Diagram in Scenario A. The segments of the network have been subnetted using VLSM. OSPF is a classless routing protocol that can be used to provide subnet mask information in the routing updates. This will allow VLSM subnet information to be propagated throughout the network.

In the second scenario, you will learn to configure OSPF on a multi-access network. You will also learn to use the OSPF election process to determine the designated router (DR), backup designated router (BDR), and DRother states.

## Scenario A: Basic OSPF Configuration

### Topology Diagram



### Addressing Table

Device	Interface	IP Address	Subnet Mask	Default Gateway
R1	Fa0/0	172.16.1.17	255.255.255.240	N/A
	S0/0/0	192.168.10.1	255.255.255.252	N/A
	S0/0/1	192.168.10.5	255.255.255.252	N/A
R2	Fa0/0	10.10.10.1	255.255.255.0	N/A
	S0/0/0	192.168.10.2	255.255.255.252	N/A
	S0/0/1	192.168.10.9	255.255.255.252	N/A
R3	Fa0/0	172.16.1.33	255.255.255.248	N/A
	S0/0/0	192.168.10.6	255.255.255.252	N/A
	S0/0/1	192.168.10.10	255.255.255.252	N/A
PC1	NIC	172.16.1.20	255.255.255.240	172.16.1.17
PC2	NIC	10.10.10.10	255.255.255.0	10.10.10.1
PC3	NIC	172.16.1.35	255.255.255.248	172.16.1.33

### Task 1: Prepare the Network.

#### Step 1: Cable a network that is similar to the one in the Topology Diagram.

You can use any current router in your lab as long as it has the required interfaces shown in the topology.

**Note:** If you use 1700, 2500, or 2600 routers, the router outputs and interface descriptions will appear different.

**Step 2: Clear any existing configurations on the routers.**

### Task 2: Perform Basic Router Configurations.

Perform basic configuration of the R1, R2, and R3 routers according to the following guidelines:

1. Configure the router hostname.
2. Disable DNS lookup.
3. Configure a privileged EXEC mode password.
4. Configure a message-of-the-day banner.
5. Configure a password for console connections.
6. Configure a password for VTY connections.

### Task 3: Configure and Activate Serial and Ethernet Addresses.

#### Step 1: Configure interfaces on R1, R2, and R3.

Configure the interfaces on the R1, R2, and R3 routers with the IP addresses from the table under the Topology Diagram.

#### Step 2: Verify IP addressing and interfaces.

Use the **show ip interface brief** command to verify that the IP addressing is correct and that the interfaces are active.

When you have finished, be sure to save the running configuration to the NVRAM of the router.

#### Step 3: Configure Ethernet interfaces of PC1, PC2, and PC3.

Configure the Ethernet interfaces of PC1, PC2, and PC3 with the IP addresses and default gateways from the table under the Topology Diagram.

#### Step 4: Test the PC configuration by pinging the default gateway from the PC.

### Task 4: Configure OSPF on the R1 Router

**Step 1: Use the router ospf command in global configuration mode to enable OSPF on the R1 router.** Enter a process ID of 1 for the *process-ID* parameter.

```
R1(config)#router ospf 1
R1(config-router)#
```

#### Step 2: Configure the network statement for the LAN network.

Once you are in the Router OSPF configuration sub-mode, configure the LAN network 172.16.1.16/28 to be included in the OSPF updates that are sent out of R1.

The OSPF **network** command uses a combination of *network-address* and *wildcard-mask* similar to that which can be used by EIGRP. Unlike EIGRP, the wildcard mask in OSPF is required.

Use an area ID of 0 for the OSPF *area-id* parameter. 0 will be used for the OSPF area ID in all of the **network** statements in this topology.

```
R1(config-router)#network 172.16.1.16 0.0.0.15 area 0
R1(config-router)#
```

**Step 3: Configure the router to advertise the 192.168.10.0/30 network attached to the Serial0/0/0 interface.**

```
R1(config-router)# network 192.168.10.0 0.0.0.3 area 0
R1(config-router)#
```

**Step 4: Configure the router to advertise the 192.168.10.4/30 network attached to the Serial0/0/1 interface.**

```
R1(config-router)# network 192.168.10.4 0.0.0.3 area 0
R1(config-router)#
```

**Step 5: When you are finished with the OSPF configuration for R1, return to privileged EXEC mode.**

```
R1(config-router)#end
%SYS-5-CONFIG_I: Configured from console by console
R1#
```

## Task 5: Configure OSPF on the R2 and R3 Routers

**Step 1: Enable OSPF routing on the R2 router using the router ospf command.**  
Use a process ID of 1.

```
R2(config)#router ospf 1
R2(config-router)#
```

**Step 2: Configure the router to advertise the LAN network 10.10.10.0/24 in the OSPF updates.**

```
R2(config-router)#network 10.10.10.0 0.0.0.255 area 0
R2(config-router)#
```

**Step 3: Configure the router to advertise the 192.168.10.0/30 network attached to the Serial0/0/0 interface.**

```
R2(config-router)#network 192.168.10.0 0.0.0.3 area 0
R2(config-router)#
00:07:27: %OSPF-5-ADJCHG: Process 1, Nbr 192.168.10.5 on Serial0/0/0
from EXCHANGE to FULL, Exchange Done
```

Notice that when the network for the serial link from R1 to R2 is added to the OSPF configuration, the router sends a notification message to the console stating that a neighbor relationship with another OSPF router has been established.

**Step 4: Configure the router to advertise the 192.168.10.8/30 network attached to the Serial0/0/1 interface.**

When you are finished, return to privileged EXEC mode.

```
R2(config-router)#network 192.168.10.8 0.0.0.3 area 0
R2(config-router)#end
%SYS-5-CONFIG_I: Configured from console by console
R2#
```

**Step 5: Configure OSPF on the R3 router using the router ospf and network commands.**

Use a process ID of 1. Configure the router to advertise the three directly connected networks. When you are finished, return to privileged EXEC mode.

```
R3(config)#router ospf 1
R3(config-router)#network 172.16.1.32 0.0.0.7 area 0
R3(config-router)#network 192.168.10.4 0.0.0.3 area 0
R3(config-router)#
00:17:46: %OSPF-5-ADJCHG: Process 1, Nbr 192.168.10.5 on Serial0/0/0
from LOADING to FULL, Loading Done
R3(config-router)#network 192.168.10.8 0.0.0.3 area 0
R3(config-router)#
00:18:01: %OSPF-5-ADJCHG: Process 1, Nbr 192.168.10.9 on Serial0/0/1
from EXCHANGE to FULL, Exchange Done
R3(config-router)#end
%SYS-5-CONFIG_I: Configured from console by console
R3#
```

Notice that when the networks for the serial links from R3 to R1 and R3 to R2 are added to the OSPF configuration, the router sends a notification message to the console stating that a neighbor relationship with another OSPF router has been established.

**Task 6: Configure OSPF Router IDs**

The OSPF router ID is used to uniquely identify the router in the OSPF routing domain. A router ID is an IP address. Cisco routers derive the Router ID in one of three ways and with the following precedence:

1. IP address configured with the OSPF `router-id` command.
2. Highest IP address of any of the router's loopback addresses.
3. Highest active IP address on any of the router's physical interfaces.

**Step 1: Examine the current router IDs in the topology.**

Since no router IDs or loopback interfaces have been configured on the three routers, the router ID for each router is determined by the highest IP address of any active interface.

What is the router ID for R1? \_\_\_\_\_  
 What is the router ID for R2? \_\_\_\_\_  
 What is the router ID for R3? \_\_\_\_\_

The router ID can also be seen in the output of the **show ip protocols**, **show ip ospf**, and **show ip ospf interfaces** commands.

R3#**show ip protocols**

```
Routing Protocol is "ospf 1"
  Outgoing update filter list for all interfaces is not set
  Incoming update filter list for all interfaces is not set
  Router ID 192.168.10.10
  Number of areas in this router is 1. 1 normal 0 stub 0 nssa
  Maximum path: 4
```

<output omitted>

R3#**show ip ospf**

```
Routing Process "ospf 1" with ID 192.168.10.10
  Supports only single TOS(TOS0) routes
  Supports opaque LSA
  SPF schedule delay 5 secs, Hold time between two SPFs 10 secs
```

<output omitted>

R3#**show ip ospf interface**

```
FastEthernet0/0 is up, line protocol is up
  Internet address is 172.16.1.33/29, Area 0
  Process ID 1, Router ID 192.168.10.10, Network Type BROADCAST, Cost:
  1
  Transmit Delay is 1 sec, State DR, Priority 1
  Designated Router (ID) 192.168.10.10, Interface address 172.16.1.33
  No backup designated router on this network
  Timer intervals configured, Hello 10, Dead 40, Wait 40, Retransmit 5
    Hello due in 00:00:00
  Index 1/1, flood queue length 0
  Next 0x0(0)/0x0(0)
  Last flood scan length is 1, maximum is 1
  Last flood scan time is 0 msec, maximum is 0 msec
  Neighbor Count is 0, Adjacent neighbor count is 0
  Suppress hello for 0 neighbor(s)
```

<output omitted>

R3#

**Step 2: Use loopback addresses to change the router IDs of the routers in the topology.**

R1(config)#**interface loopback 0**

R1(config-if)#**ip address 10.1.1.1 255.255.255.255**

R2(config)#**interface loopback 0**

R2(config-if)#**ip address 10.2.2.2 255.255.255.255**

R3(config)#**interface loopback 0**

R3(config-if)#**ip address 10.3.3.3 255.255.255.255**

**Step 3: Reload the routers to force the new Router IDs to be used.**

When a new Router ID is configured, it will not be used until the OSPF process is restarted. Make sure that the current configuration is saved to NRAM, and then use the **reload** command to restart each of the routers..

When the router is reloaded, what is the router ID for R1? \_\_\_\_\_  
 When the router is reloaded, what is the router ID for R2? \_\_\_\_\_  
 When the router is reloaded, what is the router ID for R3? \_\_\_\_\_

**Step 4: Use the show ip ospf neighbors command to verify that the router IDs have changed.**

R1#**show ip ospf neighbor**

Neighbor ID	Pri	State	Dead Time	Address
Interface				
10.3.3.3	0	FULL/ -	00:00:30	192.168.10.6
Serial0/0/1				
10.2.2.2	0	FULL/ -	00:00:33	192.168.10.2
Serial0/0/0				

R2#**show ip ospf neighbor**

Neighbor ID	Pri	State	Dead Time	Address
Interface				
10.3.3.3	0	FULL/ -	00:00:36	192.168.10.10
Serial0/0/1				
10.1.1.1	0	FULL/ -	00:00:37	192.168.10.1
Serial0/0/0				

R3#**show ip ospf neighbor**

Neighbor ID	Pri	State	Dead Time	Address
Interface				
10.2.2.2	0	FULL/ -	00:00:34	192.168.10.9
Serial0/0/1				
10.1.1.1	0	FULL/ -	00:00:38	192.168.10.5
Serial0/0/0				

**Step 5: Use the router-id command to change the router ID on the R1 router.**

**Note:** Some IOS versions do not support the **router-id** command. If this command is not available, continue to Task 7.

```
R1 (config)#router ospf 1
R1 (config-router)#router-id 10.4.4.4
Reload or use "clear ip ospf process" command, for this to take effect
```

If this command is used on an OSPF router process which is already active (has neighbors), the new router-ID is used at the next reload or at a manual OSPF process restart. To manually restart the OSPF process, use the **clear ip ospf process** command.

```
R1#(config-router)#end
R1#clear ip ospf process
Reset ALL OSPF processes? [no]:yes
R1#
```

**Step 6: Use the show ip ospf neighbor command on router R2 to verify that the router ID of R1 has been changed.**

```
R2#show ip ospf neighbor
```

Neighbor ID	Pri	State	Dead Time	Address
Interface				
10.3.3.3	0	FULL/ -	00:00:36	192.168.10.10
Serial0/0/1				
10.4.4.4	0	FULL/ -	00:00:37	192.168.10.1
Serial0/0/0				

**Step 7: Remove the configured router ID with the no form of the router-id command.**

```
R1(config)#router ospf 1
R1(config-router)#no router-id 10.4.4.4
Reload or use "clear ip ospf process" command, for this to take effect
```

**Step 8: Restart the OSPF process using the clear ip ospf process command.**

Restarting the OSPF process forces the router to use the IP address configured on the Loopback 0 interface as the Router ID.

```
R1(config-router)#end
R1#clear ip ospf process
Reset ALL OSPF processes? [no]:yes
R1#
```

### Task 7: Verify OSPF Operation

**Step 1: On the R1 router, Use the show ip ospf neighbor command to view the information about the OSPF neighbor routers R2 and R3.** You should be able to see the neighbor ID and IP address of each adjacent router, and the interface that R1 uses to reach that OSPF neighbor.

```
R1#show ip ospf neighbor
```

Neighbor ID	Pri	State	Dead Time	Address
Interface				
10.2.2.2	0	FULL/-	00:00:32	192.168.10.2
Serial0/0/0				
10.3.3.3	0	FULL/-	00:00:32	192.168.10.6
Serial0/0/1				

**Step 2: On the R1 router, use the show ip protocols command to view information about the routing protocol operation.**

Notice that the information that was configured in the previous Tasks, such as protocol, process ID, neighbor ID, and networks, is shown in the output. The IP addresses of the adjacent neighbors are also shown.



R1#**show ip protocols**

```

Routing Protocol is "ospf 1"
  Outgoing update filter list for all interfaces is not set
  Incoming update filter list for all interfaces is not set
  Router ID 10.1.1.1
  Number of areas in this router is 1. 1 normal 0 stub 0 nssa
  Maximum path: 4
  Routing for Networks:
    172.16.1.16 0.0.0.15 area 0
    192.168.10.0 0.0.0.3 area 0
    192.168.10.4 0.0.0.3 area 0
  Routing Information Sources:
    Gateway         Distance      Last Update
    10.2.2.2         110          00:11:43
    10.3.3.3         110          00:11:43
  Distance: (default is 110)
  
```

R1#

Notice that the output specifies the process ID used by OSPF. Remember, the process ID must be the same on all routers for OSPF to establish neighbor adjacencies and share routing information.

### Task8: Examine OSPF Routes in the Routing Tables

View the routing table on the R1 router. OSPF routes are denoted in the routing table with an "O".

R1#**show ip route**

Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, B - BGP

D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area  
 N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2  
 E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP  
 i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS  
 inter area  
 \* - candidate default, U - per-user static route, o - ODR  
 P - periodic downloaded static route

Gateway of last resort is not set

```

      10.0.0.0/8 is variably subnetted, 2 subnets, 2 masks
C       10.1.1.1/32 is directly connected, Loopback0
O       10.10.10.0/24 [110/65] via 192.168.10.2, 00:01:02, Serial0/0/0
      172.16.0.0/16 is variably subnetted, 2 subnets, 2 masks
C       172.16.1.16/28 is directly connected, FastEthernet0/0
O       172.16.1.32/29 [110/65] via 192.168.10.6, 00:01:12, Serial0/0/1
      192.168.10.0/30 is subnetted, 3 subnets
C       192.168.10.0 is directly connected, Serial0/0/0
C       192.168.10.4 is directly connected, Serial0/0/1
O       192.168.10.8 [110/128] via 192.168.10.6, 00:01:12, Serial0/0/1
          [110/128] via 192.168.10.2, 00:01:02, Serial0/0/0
  
```

R1#

Notice that unlike RIPv2 and EIGRP, OSPF does not automatically summarize at major network boundaries.

### Task 9: Configure OSPF Cost

**Step 1: Use the show ip route command on the R1 router to view the OSPF cost to reach the 10.10.10.0/24 network.**

```
R1#show ip route
```

*<output omitted>*

```

    10.0.0.0/8 is variably subnetted, 2 subnets, 2 masks
C       10.1.1.1/32 is directly connected, Loopback0
O       10.10.10.0/24 [110/65] via 192.168.10.2, 00:16:56, Serial0/0/0
    172.16.0.0/16 is variably subnetted, 2 subnets, 2 masks
C       172.16.1.16/28 is directly connected, FastEthernet0/0
O       172.16.1.32/29 [110/65] via 192.168.10.6, 00:17:06, Serial0/0/1
    192.168.10.0/30 is subnetted, 3 subnets
C       192.168.10.0 is directly connected, Serial0/0/0
C       192.168.10.4 is directly connected, Serial0/0/1
O       192.168.10.8 [110/128] via 192.168.10.6, 00:17:06, Serial0/0/1
        [110/128] via 192.168.10.2, 00:16:56, Serial0/0/0
R1#
```

**Step 2: Use the show interfaces serial0/0/0 command on the R1 router to view the bandwidth of the Serial 0/0/0 interface.**

```
R1#show interfaces serial0/0/0
```

```

Serial0/0/0 is up, line protocol is up (connected)
  Hardware is HD64570
  Internet address is 192.168.10.1/30
  MTU 1500 bytes, BW 1544 Kbit, DLY 20000 usec, rely 255/255, load
  1/255
  Encapsulation HDLC, loopback not set, keepalive set (10 sec)
  Last input never, output never, output hang never
  Last clearing of "show interface" counters never
  Input queue: 0/75/0 (size/max/drops); Total output drops: 0
```

*<output omitted>*

On most serial links, the bandwidth metric will default to 1544 Kbits. If this is not the actual bandwidth of the serial link, the bandwidth will need to be changed so that the OSPF cost can be calculated correctly.

**Step 3: Use the bandwidth command to change the bandwidth of the serial interfaces of the R1 and R2 routers to the actual bandwidth, 64 kbps.**

R1 router:

```

R1(config)#interface serial0/0/0
R1(config-if)#bandwidth 64
R1(config-if)#interface serial0/0/1
R1(config-if)#bandwidth 64
```

R2 router:

```
R2(config)#interface serial0/0/0
R2(config-if)#bandwidth 64
R2(config)#interface serial0/0/1
R2(config-if)#bandwidth 64
```

**Step 4: Use the `show ip ospf interface` command on the R1 router to verify the cost of the serial links.**

The cost of each of the Serial links is now 1562, the result of the calculation:  $10^8/64,000$  bps.

```
R1#show ip ospf interface
```

*<output omitted>*

```
Serial0/0/0 is up, line protocol is up
  Internet address is 192.168.10.1/30, Area 0
  Process ID 1, Router ID 10.1.1.1, Network Type POINT-TO-POINT, Cost:
1562
  Transmit Delay is 1 sec, State POINT-TO-POINT,
  Timer intervals configured, Hello 10, Dead 40, Wait 40, Retransmit 5
  Hello due in 00:00:05
  Index 2/2, flood queue length 0
  Next 0x0(0)/0x0(0)
  Last flood scan length is 1, maximum is 1
  Last flood scan time is 0 msec, maximum is 0 msec
  Neighbor Count is 1 , Adjacent neighbor count is 1
    Adjacent with neighbor 10.2.2.2
  Suppress hello for 0 neighbor(s)
Serial0/0/1 is up, line protocol is up
  Internet address is 192.168.10.5/30, Area 0
  Process ID 1, Router ID 10.1.1.1, Network Type POINT-TO-POINT, Cost:
1562
  Transmit Delay is 1 sec, State POINT-TO-POINT,
```

*<output omitted>*

**Step 5: Use the `ip ospf cost` command to configure the OSPF cost on the R3 router.**

An alternative method to using the `bandwidth` command is to use the `ip ospf cost` command, which allows you to directly configure the cost. Use the `ip ospf cost` command to change the bandwidth of the serial interfaces of the R3 router to 1562.

```
R3(config)#interface serial0/0/0
R3(config-if)#ip ospf cost 1562
R3(config-if)#interface serial0/0/1
R3(config-if)#ip ospf cost 1562
```

**Step 6: Use the `show ip ospf interface` command on the R3 router to verify that the cost of the link the cost of each of the Serial links is now 1562.**

```
R3#show ip ospf interface
```

*<output omitted>*

```
Serial0/0/1 is up, line protocol is up
  Internet address is 192.168.10.10/30, Area 0
  Process ID 1, Router ID 10.3.3.3, Network Type POINT-TO-POINT, Cost:
1562
  Transmit Delay is 1 sec, State POINT-TO-POINT,
  Timer intervals configured, Hello 10, Dead 40, Wait 40, Retransmit 5
  Hello due in 00:00:06
  Index 2/2, flood queue length 0
  Next 0x0(0)/0x0(0)
  Last flood scan length is 1, maximum is 1
  Last flood scan time is 0 msec, maximum is 0 msec
  Neighbor Count is 1 , Adjacent neighbor count is 1
    Adjacent with neighbor 10.2.2.2
  Suppress hello for 0 neighbor(s)
Serial0/0/0 is up, line protocol is up
  Internet address is 192.168.10.6/30, Area 0
  Process ID 1, Router ID 10.3.3.3, Network Type POINT-TO-POINT, Cost:
1562
  Transmit Delay is 1 sec, State POINT-TO-POINT,

<output omitted>
```

## Task 10: Redistribute an OSPF Default Route

### Step 1: Configure a loopback address on the R1 router to simulate a link to an ISP.

```
R1(config)#interface loopback1
```

```
%LINK-5-CHANGED: Interface Loopback1, changed state to up
%LINEPROTO-5-UPDOWN: Line protocol on Interface Loopback1, changed
state to up
```

```
R1(config-if)#ip address 172.30.1.1 255.255.255.252
```

### Step 2: Configure a static default route on the R1 router.

Use the loopback address that has been configured to simulate a link to an ISP as the exit interface.

```
R1(config)#ip route 0.0.0.0 0.0.0.0 loopback1
R1(config)#
```

### Step 3: Use the `default-information originate` command to include the static route in the OSPF updates that are sent from the R1 router.

```
R1(config)#router ospf 1
R1(config-router)#default-information originate
R1(config-router)#
```

**Step 4: View the routing table on the R2 router to verify that the static default route is being redistributed via OSPF.**

R2#**show ip route**

<output omitted>

```

Gateway of last resort is 192.168.10.1 to network 0.0.0.0

    10.0.0.0/8 is variably subnetted, 2 subnets, 2 masks
C       10.2.2.2/32 is directly connected, Loopback0
C       10.10.10.0/24 is directly connected, FastEthernet0/0
    172.16.0.0/16 is variably subnetted, 2 subnets, 2 masks
O       172.16.1.16/28 [110/1563] via 192.168.10.1, 00:29:28,
Serial0/0/0
O       172.16.1.32/29 [110/1563] via 192.168.10.10, 00:29:28,
Serial0/0/1
    192.168.10.0/30 is subnetted, 3 subnets
C       192.168.10.0 is directly connected, Serial0/0/0
O       192.168.10.4 [110/3124] via 192.168.10.10, 00:25:56,
Serial0/0/1
                                     [110/3124] via 192.168.10.1, 00:25:56, Serial0/0/0
C       192.168.10.8 is directly connected, Serial0/0/1
O*E2 0.0.0.0/0 [110/1] via 192.168.10.1, 00:01:11, Serial0/0/0
R2#
  
```

**Task 11: Configure Additional OSPF Features**

**Step 1: Use the `auto-cost reference-bandwidth` command to adjust the reference bandwidth value.**

Increase the reference bandwidth to 10000 to simulate 10GigE speeds. Configure this command on all routers in the OSPF routing domain.

```

R1(config-router)#auto-cost reference-bandwidth 10000
% OSPF: Reference bandwidth is changed.
    Please ensure reference bandwidth is consistent across all
routers.
  
```

```

R2(config-router)#auto-cost reference-bandwidth 10000
% OSPF: Reference bandwidth is changed.
    Please ensure reference bandwidth is consistent across all
routers.
  
```

```

R3(config-router)#auto-cost reference-bandwidth 10000
% OSPF: Reference bandwidth is changed.
    Please ensure reference bandwidth is consistent across all
routers.
  
```

**Step 2: Examine the routing table on the R1 router to verify the change in the OSPF cost metric.**

Notice that the values are much larger cost values for OSPF routes.

R1#**show ip route**

<output omitted>

Gateway of last resort is 0.0.0.0 to network 0.0.0.0

```

    10.0.0.0/8 is variably subnetted, 2 subnets, 2 masks
C       10.1.1.1/32 is directly connected, Loopback0
O       10.10.10.0/24 [110/65635] via 192.168.10.2, 00:01:01,
Serial0/0/0
    172.16.0.0/16 is variably subnetted, 2 subnets, 2 masks
C       172.16.1.16/28 is directly connected, FastEthernet0/0
O       172.16.1.32/29 [110/65635] via 192.168.10.6, 00:00:51,
Serial0/0/1
    172.30.0.0/30 is subnetted, 1 subnets
C       172.30.1.0 is directly connected, Loopback1
    192.168.10.0/30 is subnetted, 3 subnets
C       192.168.10.0 is directly connected, Serial0/0/0
C       192.168.10.4 is directly connected, Serial0/0/1
O       192.168.10.8 [110/67097] via 192.168.10.2, 00:01:01,
Serial0/0/0
S*    0.0.0.0/0 is directly connected, Loopback1
R1#
  
```

**Step 3: Use the `show ip ospf neighbor` command on R1 to view the Dead Time counter.**  
 The Dead Time counter is counting down from the default interval of 40 seconds.

```

R1#show ip ospf neighbor
Neighbor ID      Pri   State           Dead Time   Address
Interface
10.2.2.2         0    FULL/-          00:00:34   192.168.10.2
Serial0/0/0
10.3.3.3         0    FULL/-          00:00:34   192.168.10.6
Serial0/0/1
  
```

**Step 4: Configure the OSPF Hello and Dead intervals.**

The OSPF Hello and Dead intervals can be modified manually using the `ip ospf hello-interval` and `ip ospf dead-interval` interface commands. Use these commands to change the hello interval to 5 seconds and the dead interval to 20 seconds on the Serial 0/0/0 interface of the R1 router.

```

R1(config)#interface serial0/0/0
R1(config-if)#ip ospf hello-interval 5
R1(config-if)#ip ospf dead-interval 20
R1(config-if)#
01:09:04: %OSPF-5-ADJCHG: Process 1, Nbr 10.2.2.2 on Serial0/0/0 from
FULL to DOWN, Neighbor Down: Dead timer expired
01:09:04: %OSPF-5-ADJCHG: Process 1, Nbr 10.2.2.2 on Serial0/0/0 from
FULL to Down: Interface down or detached
  
```

After 20 seconds the Dead Timer on R1 expires. R1 and R2 lose adjacency because the Dead Timer and Hello Timers must be configured identically on each side of the serial link between R1 and R2.

**Step 5: Modify the Dead Timer and Hello Timer intervals.**

Modify the Dead Timer and Hello Timer intervals on the Serial 0/0/0 interface in the R2 router to match the intervals configured on the Serial 0/0/0 interface of the R1 router.

```
R2(config)#interface serial0/0/0
R2(config-if)#ip ospf hello-interval 5
R2(config-if)#ip ospf dead-interval 20
R2(config-if)#
01:12:10: %OSPF-5-ADJCHG: Process 1, Nbr 10.1.1.1 on Serial0/0/0 from
EXCHANGE to FULL, Exchange Done
```

Notice that the IOS displays a message when adjacency has been established with a state of Full.

**Step 5: Use the show ip ospf interface serial0/0/0 command to verify that the Hello Timer and Dead Timer intervals have been modified.**

```
R2#show ip ospf interface serial0/0/0
Serial0/0/0 is up, line protocol is up
  Internet address is 192.168.10.2/30, Area 0
  Process ID 1, Router ID 10.2.2.2, Network Type POINT-TO-POINT, Cost:
1562
  Transmit Delay is 1 sec, State POINT-TO-POINT,
  Timer intervals configured, Hello 5, Dead 20, Wait 20, Retransmit 5
  Hello due in 00:00:00
  Index 3/3, flood queue length 0
  Next 0x0(0)/0x0(0)
  Last flood scan length is 1, maximum is 1
  Last flood scan time is 0 msec, maximum is 0 msec
  Neighbor Count is 1 , Adjacent neighbor count is 1
  Adjacent with neighbor 10.1.1.1
  Suppress hello for 0 neighbor(s)
R2#
```

**Step 6: Use the show ip ospf neighbor command on R1 to verify that the neighbor adjacency with R2 has been restored.**

Notice that the Dead Time for Serial 0/0/0 is now much lower since it is counting down from 20 seconds instead of the default 40 seconds. Serial 0/0/1 is still operating with default timers.

```
R1#show ip ospf neighbor
Neighbor ID      Pri   State           Dead Time   Address
Interface
10.2.2.2         0    FULL/-          00:00:19   192.168.10.2
Serial0/0/0
10.3.3.3         0    FULL/-          00:00:34   192.168.10.6
Serial0/0/1
R1#
```

**Task 12: Document the Router Configurations.**

On each router, capture the following command output to a text file and save for future reference:

- Running configuration
- Routing table
- Interface summarization
- Output from **show ip protocols**

### **Task 11: Clean Up.**

Erase the configurations and reload the routers. Disconnect and store the cabling. For PC hosts that are normally connected to other networks (such as the school LAN or to the Internet), reconnect the appropriate cabling and restore the TCP/IP settings.