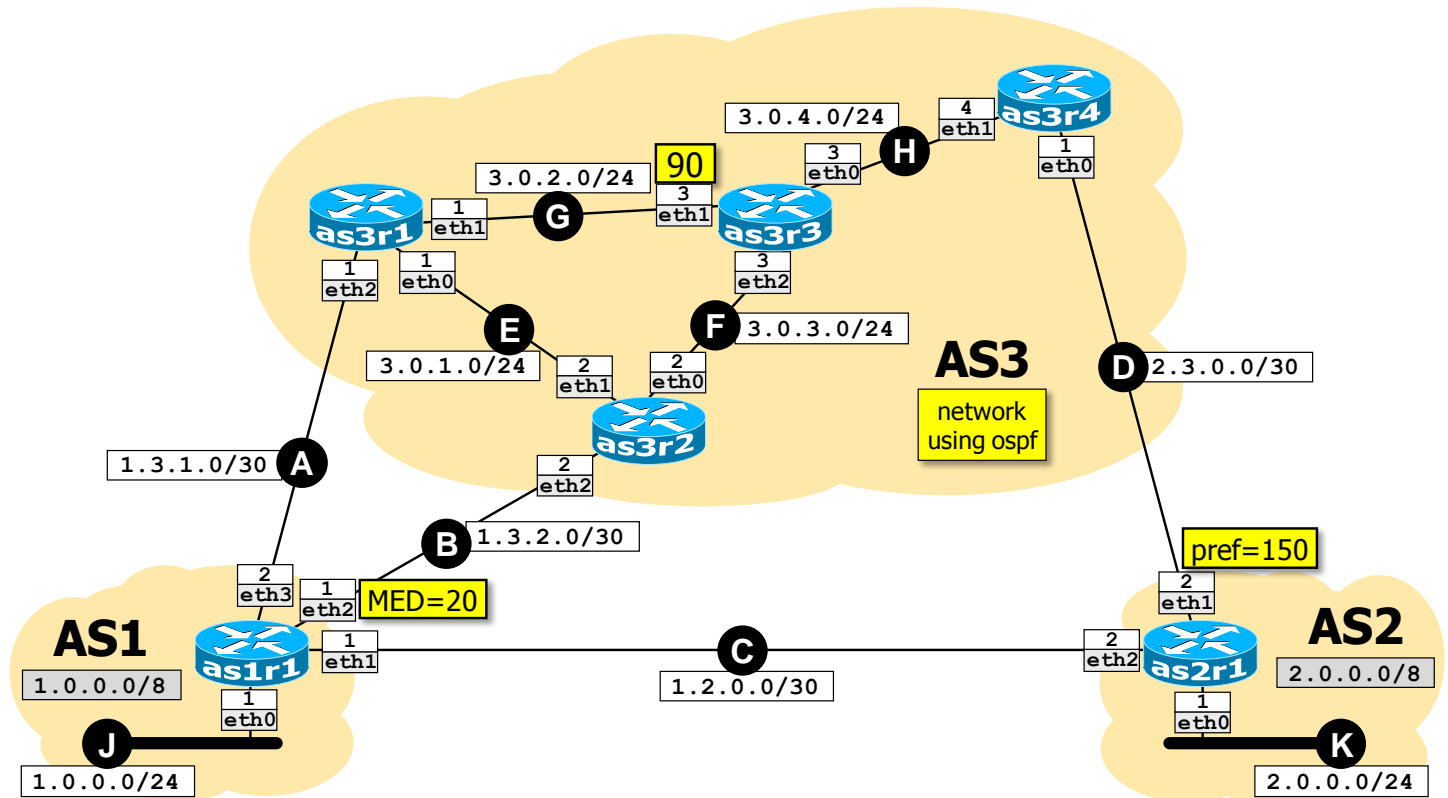




Available time: **80 minutes**.

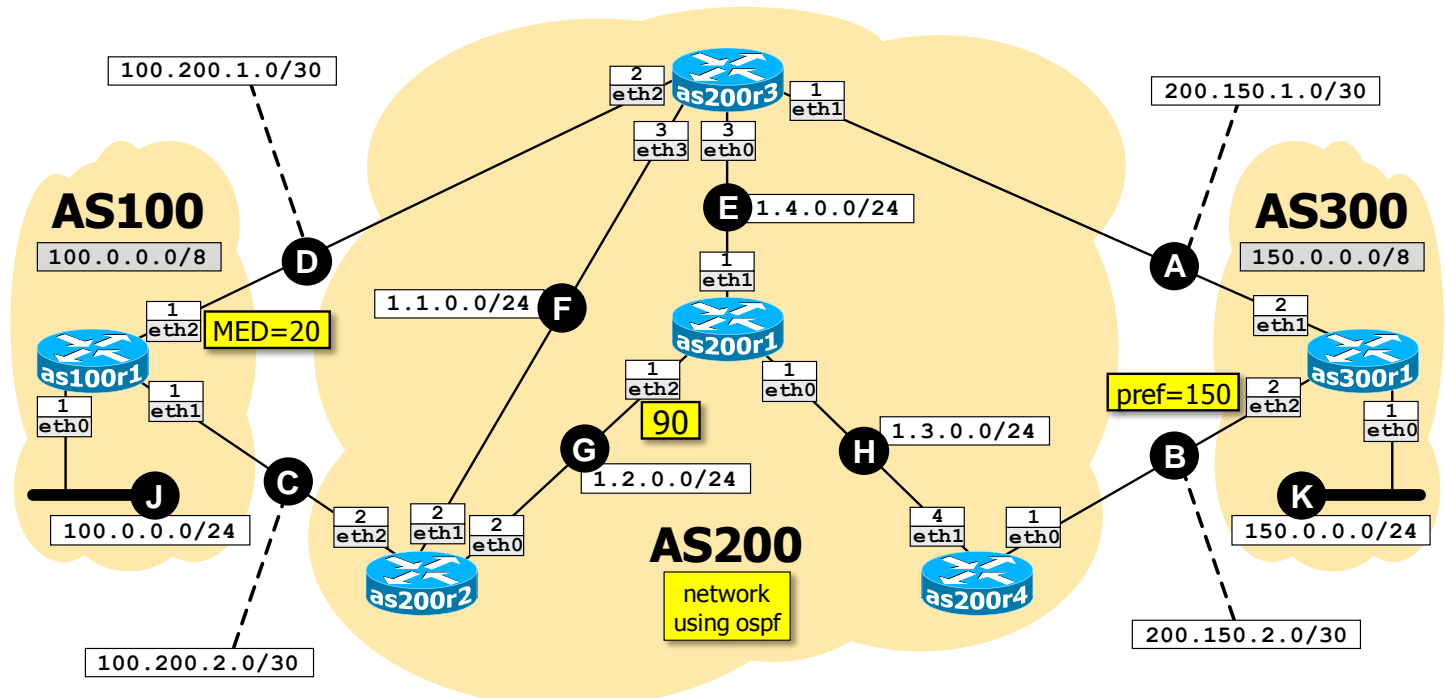


Using Netkit, implement the network depicted in the figure and described below.

- Routing within AS3 is implemented by using OSPF, with the following setup:
 - All the routers belong to the backbone area.
 - BGP is redistributed into OSPF (note: enabling redistribution automatically injects into OSPF only routes learned from E-BGP).
 - Interface **eth1** of **as3r3** is assigned the indicated cost.
- The BGP configuration is as follows:
 - Border routers within AS3 establish I-BGP peerings with each other (remember to establish the peerings between interfaces that are consistent with the internal routing of AS3).
 - All peering LANs are announced in BGP. Routers do not filter any updates. No routers announce the default route.
 - AS1's and AS2's border routers also announce their own subnet, as an aggregated prefix indicated in the gray box.
 - as1r1** sets the indicated Multi Exit Discriminator (MED) value on outgoing updates.
 - as2r1** sets the indicated local preference value on incoming updates.
- Warning:** it may take several minutes (up to 5) for the peerings to be established and for the routing protocols to converge, even if the configuration is correct!

Goals: All BGP peerings as well as OSPF routing must operate correctly.
 Packets from **as2r1** to **1.0.0.1** must traverse routers **as3r4**, **as3r3**, **as3r2**, and **as3r1**.
 Internal routers of AS3 do not need to be visible from outside the AS.

Available time: **80 minutes**.



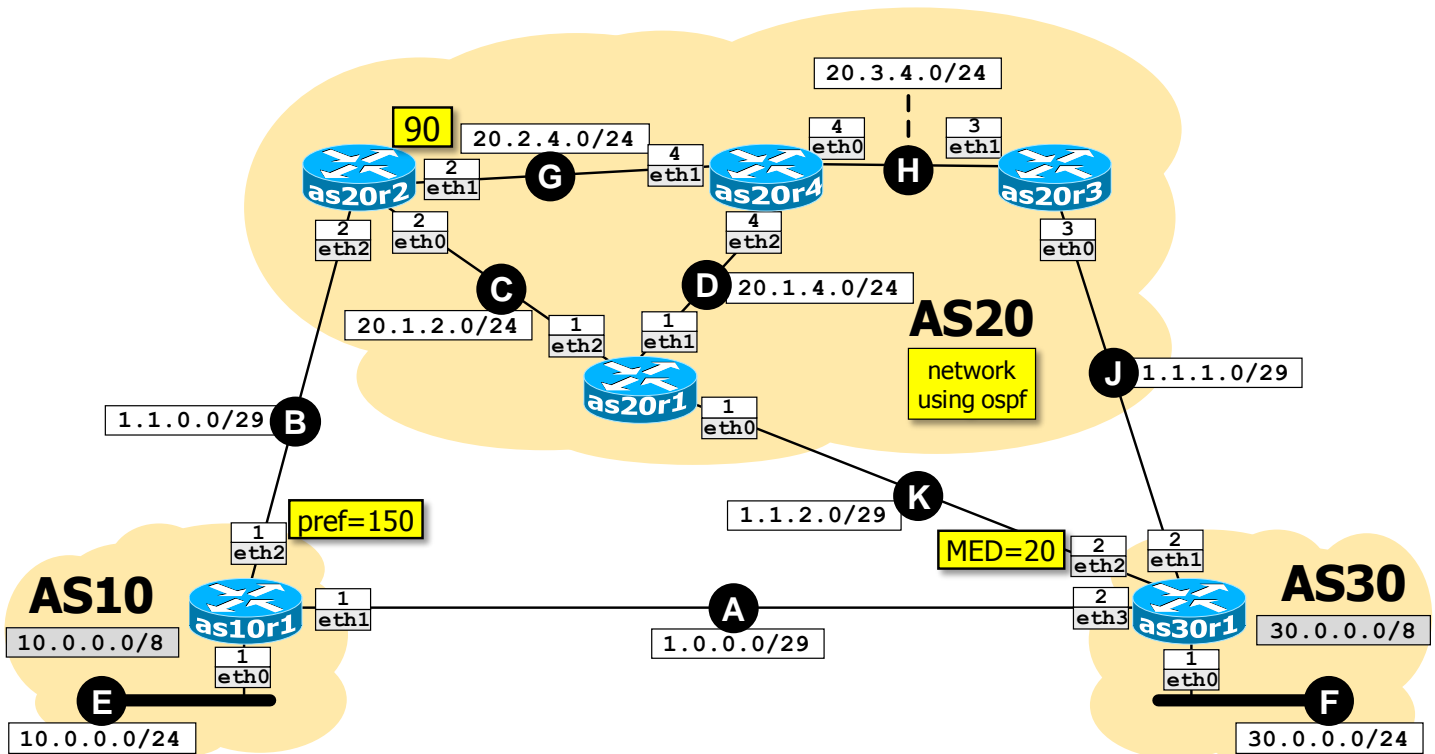
Using Netkit, implement the network depicted in the figure and described below.

- Routing within AS200 is implemented by using OSPF, with the following setup:
 - All the routers belong to the backbone area.
 - BGP is redistributed into OSPF (note: enabling redistribution automatically injects into OSPF only routes learned from E-BGP).
 - Interface `eth2` of `as200r1` is assigned the indicated cost.
- The BGP configuration is as follows:
 - Border routers within AS200 establish I-BGP peerings with each other (remember to establish the peerings between interfaces that are consistent with the internal routing of AS200).
 - All peering LANs are announced in BGP. Routers do not filter any updates. No routers announce the default route.
 - `as100r1` sets the indicated Multi Exit Discriminator (MED) value on outgoing updates.
 - `as300r1` sets the indicated local preference value on incoming updates.
- **Warning:** it may take several minutes (up to 5) for the peerings to be established and for the routing protocols to converge, even if the configuration is correct!

Goals: All BGP peerings as well as OSPF routing must operate correctly.
 Packets from `as300r1` to `100.0.0.1` must traverse routers `as200r4`, `as200r1`, `as200r3`, and `as200r2`.
 Internal routers of AS200 do not need to be visible from outside the AS.



Available time: 80 minutes.



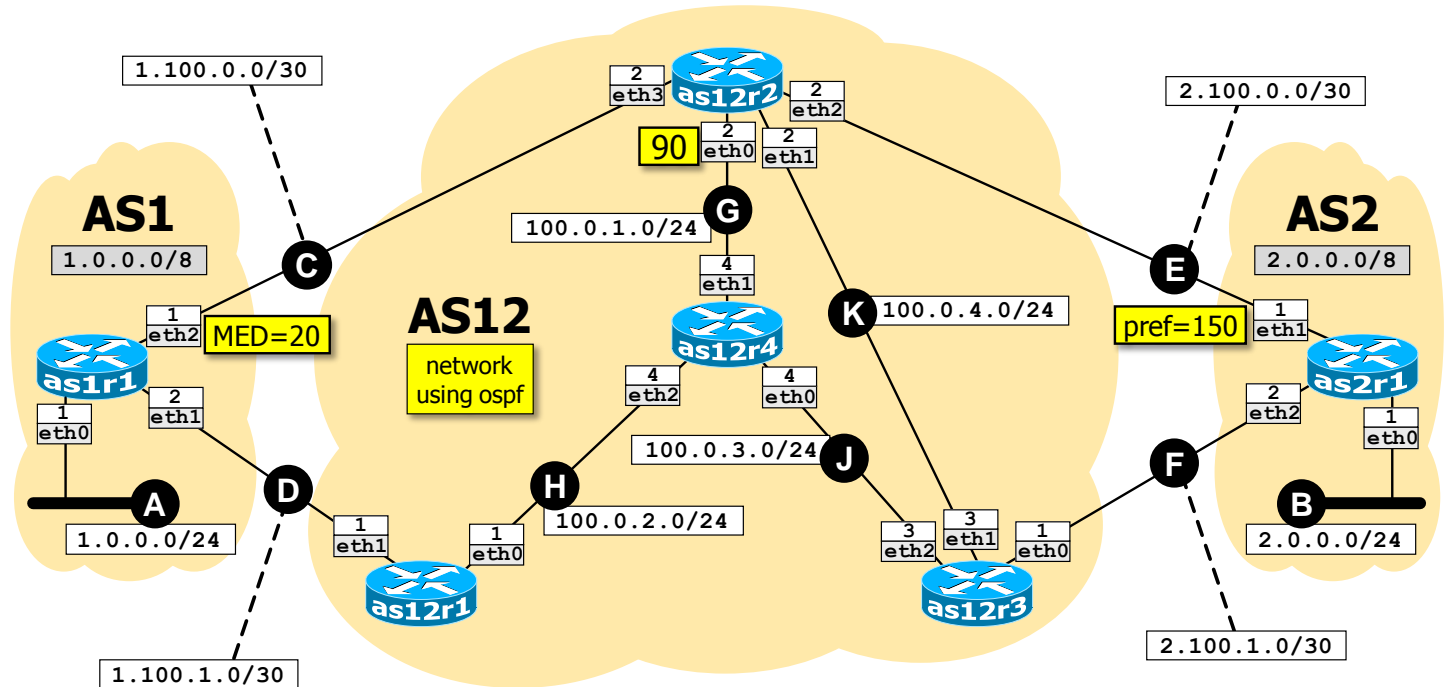
Using Netkit, implement the network depicted in the figure and described below.

- Routing within AS20 is implemented by using OSPF, with the following setup:
 - All the routers belong to the backbone area.
 - BGP is redistributed into OSPF (note: enabling redistribution automatically injects into OSPF only routes learned from E-BGP).
 - Interface **eth1** of **as20r2** is assigned the indicated cost.
- The BGP configuration is as follows:
 - Border routers within AS20 establish I-BGP peerings with each other (remember to establish the peerings between interfaces that are consistent with the internal routing of AS20; in particular, use the IP address of **as20r2**'s **eth0** interface for the peering between **as20r2** and **as20r3**).
 - All peering LANs are announced in BGP. Routers do not filter any updates. No routers announce the default route.
 - AS10's and AS30's border routers also announce their own subnet, as an aggregated prefix indicated in the gray box.
 - as30r1** sets the indicated Multi Exit Discriminator (MED) value on outgoing updates.
 - as10r1** sets the indicated local preference value on incoming updates.
- Warning:** it may take several minutes (up to 5) for the peerings to be established and for the routing protocols to converge, even if the configuration is correct!

Goals: All BGP peerings as well as OSPF routing must operate correctly.
 Packets from **as10r1** to **30.0.0.1** must traverse routers **as20r2**, **as20r1**, **as20r4**, and **as20r3**.
 Internal routers of AS20 do not need to be visible from outside the AS.



Available time: **80 minutes**.



Using Netkit, implement the network depicted in the figure and described below.

- Routing within AS12 is implemented by using OSPF, with the following setup:
 - All the routers belong to the backbone area.
 - BGP is redistributed into OSPF (note: enabling redistribution automatically injects into OSPF only routes learned from E-BGP).
 - Interface `eth0` of `as12r2` is assigned the indicated cost.
- The BGP configuration is as follows:
 - Border routers within AS12 establish I-BGP peerings with each other (remember to establish the peerings between interfaces that are consistent with the internal routing of AS12; in particular, use the IP address of `as12r2`'s `eth1` interface for all the peerings with `as12r2`).
 - All peering LANs are announced in BGP. Routers do not filter any updates. No routers announce the default route.
 - AS1's and AS2's border routers also announce their own subnet, as an aggregated prefix indicated in the gray box.
 - `as1r1` sets the indicated Multi Exit Discriminator (MED) value on outgoing updates.
 - `as2r1` sets the indicated local preference value on incoming updates.
- Warning:** it may take several minutes (up to 5) for the peerings to be established and for the routing protocols to converge, even if the configuration is correct!

Goals: All BGP peerings as well as OSPF routing must operate correctly.
 Packets from `as2r1` to `1.0.0.1` must traverse routers `as12r2`, `as12r3`, `as12r4`, and `as12r1`.
 Internal routers of AS12 do not need to be visible from outside the AS.