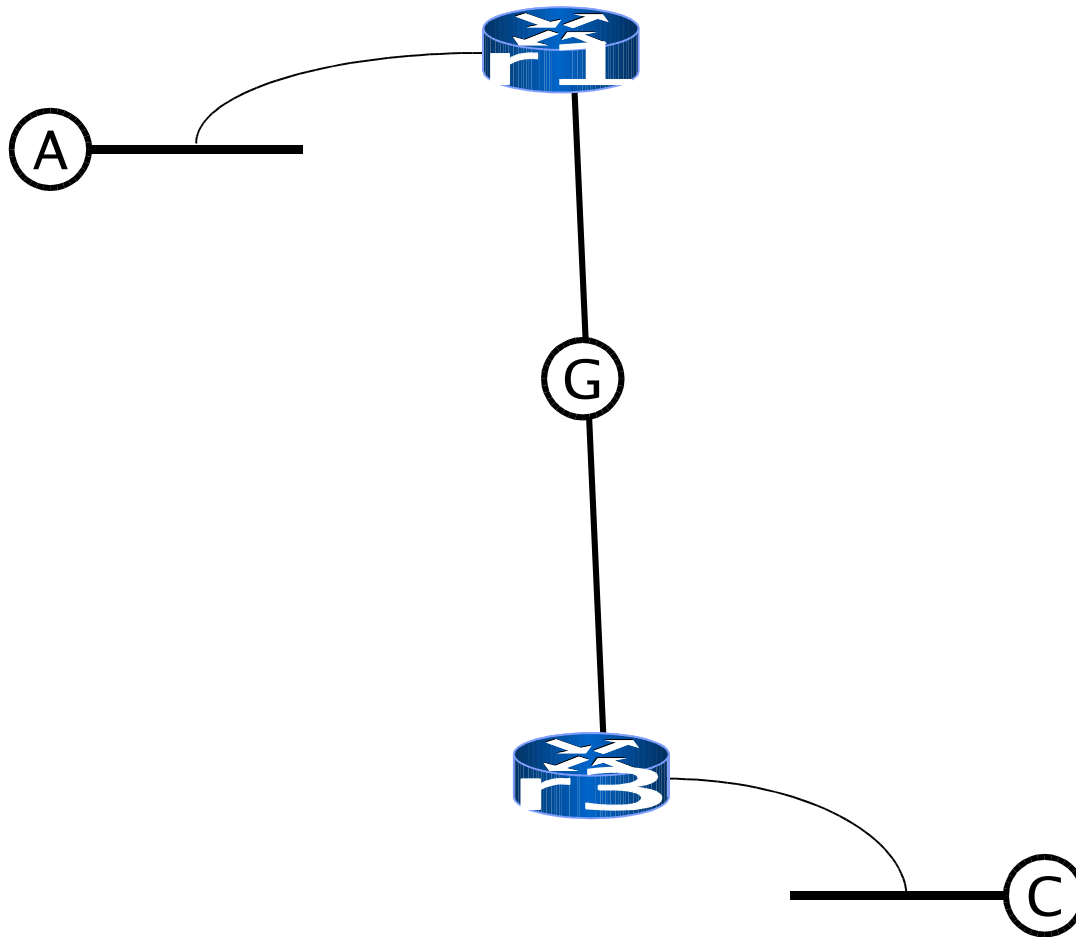



NetML example: rip-simple.xml

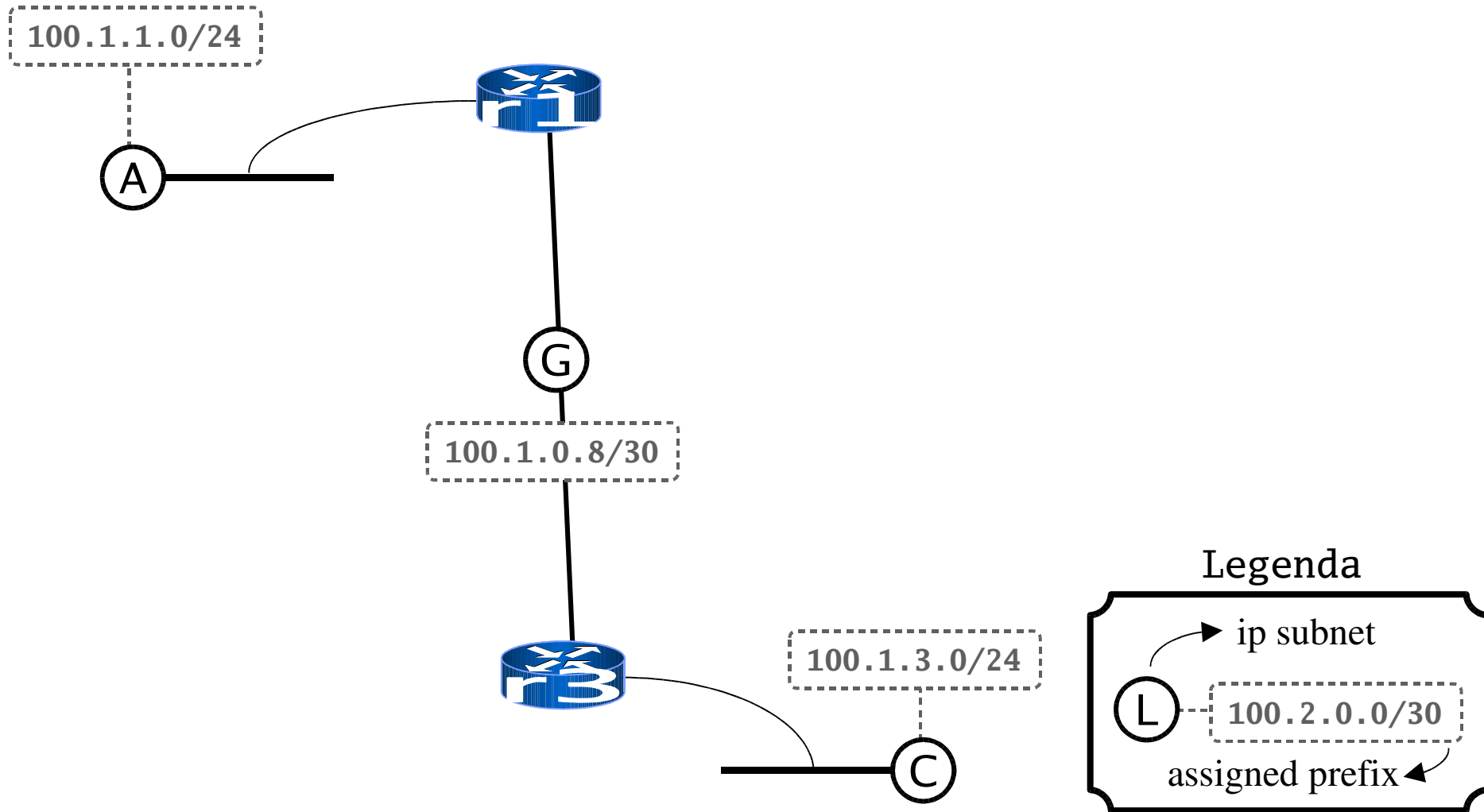
A simple network running RIP



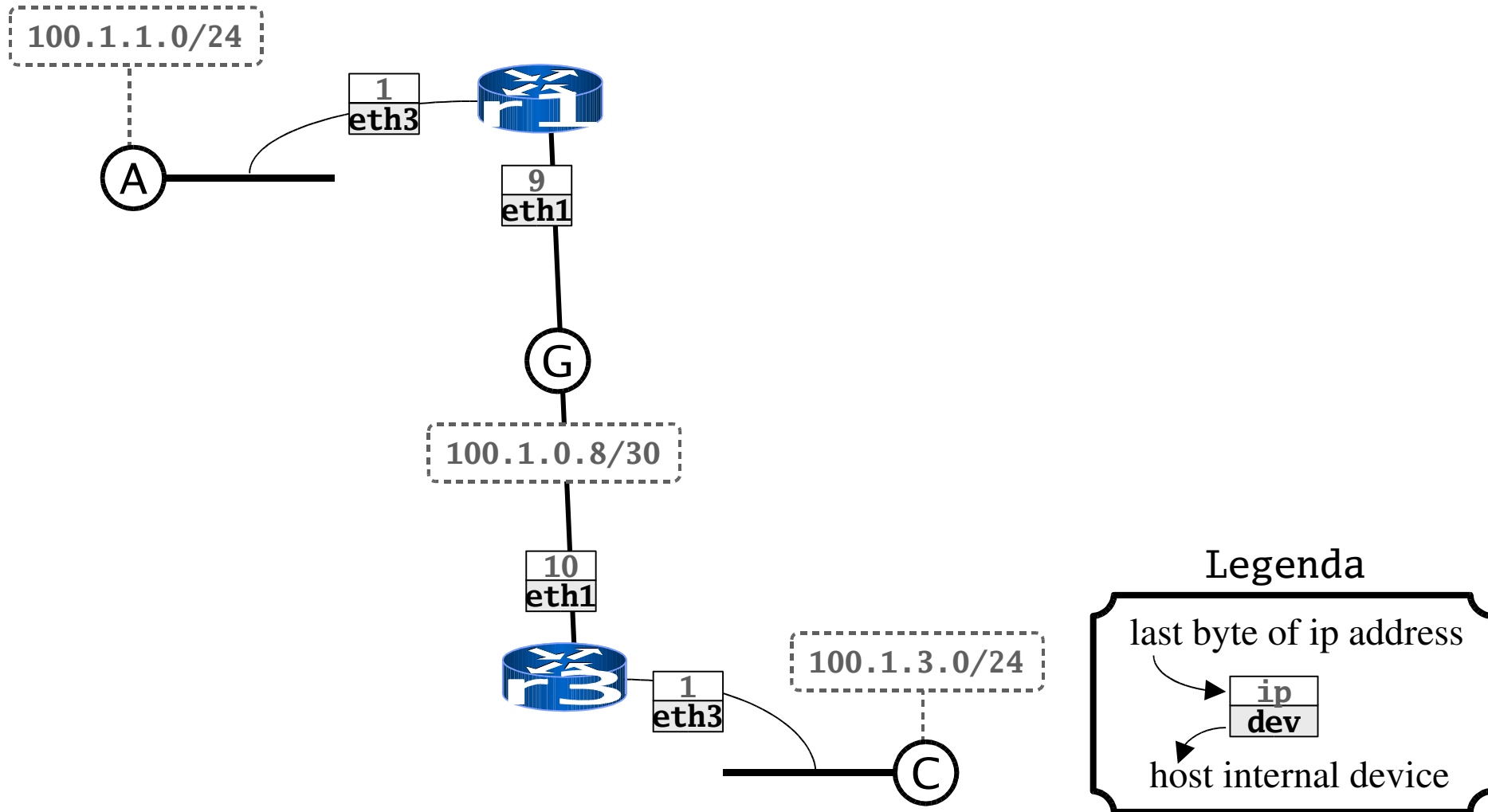
Legenda

each circle 
represents a subnet

assigning ip numbers to subnets



assigning ip numbers to interfaces



Without RIP...

```
r_1-r1:~# route
```

```
Kernel IP routing table
```

Destination	Gateway	Genmask	Flags	Metric	Ref	Use	Iface
100.1.0.8	*	255.255.255.252	U	0	0	0	eth1
100.1.1.0	*	255.255.255.0	U	0	0	0	eth0

```
r_1-r1:~# ping 100.1.3.1
```

```
PING 100.1.3.1 (100.1.3.1): 56 data bytes
```

```
ping: sendto: Network is unreachable
```

```
ping: wrote 100.1.3.1 64 chars, ret=-1
```

```
ping: sendto: Network is unreachable
```

```
ping: wrote 100.1.3.1 64 chars, ret=-1
```

The host doesn't know
anything about this route!
(it's the 'hidden' interface
of router R2)

With RIP...

```
r_1-r1:~# route
```

```
Kernel IP routing table
```

Destination	Gateway	Genmask	Flags	Metric	Ref	Use	Iface
100.1.0.8	*	255.255.255.252	U	0	0	0	eth1
100.1.3.0	100.1.0.10	255.255.255.0	UG	2	0	0	eth1
100.1.1.0	*	255.255.255.0	U	0	0	0	eth0

```
r_1-r1:~# ping 100.1.3.1
```

```
PING 100.1.3.1 (100.1.3.1): 56 data bytes
```

```
64 bytes from 100.1.3.1: icmp_seq=0 ttl=255 time=0.8 ms
```

```
64 bytes from 100.1.3.1: icmp_seq=1 ttl=255 time=0.5 ms
```

The host has learned
the route via RIP