

**OPTIMIZING NETWORK PERFORMANCE & SCALABILITY
WITH IPV6 IN A UNIVERSITY NETWORK MODEL**

BY

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This Report Presented in Partial Fulfillment of the Requirements for the
Degree of Bachelor of Science in Computer Science and Engineering

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DAFFODIL INTERNATIONAL UNIVERSITY

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APPROVAL

This Project/internship titled "Optimizing Network Performance & Scalability with IPv6 in a University Network Model", submitted by Prico Mohammad Murtoja, ID No: 201-15-13677 to the Department of Computer Science and Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Computer Science and Engineering and approved as to its style and contents. The presentation has been held on January 23, 2023.

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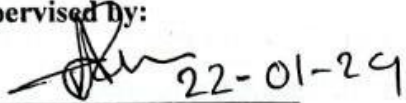
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DECLARATION

We hereby declare that, this project has been done by us under the supervision of **Tapasy Rabeya, Senior Lecturer, Department of CSE Daffodil International University**. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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ABSTRACT

In today's fast-paced digital era, universities and educational institutions play a pivotal role in shaping the future of our society. They serve as hubs of knowledge, research, and innovation, and their ability to harness the power of technology is critical for delivering high-quality education and staying competitive globally. One of the fundamental pillars of this technological advancement is the network infrastructure that connects students, faculty, researchers, and staff to the vast world of information available on the internet. With the exhaustion of IPv4 addresses, IPv6 offers a vast address space, improved security, and enhanced network performance. Yet, many educational institutions, including universities, are yet to fully embrace and optimize IPv6 within their network infrastructure. This report shows the deployment of ipv6 in a campus network with network technology, network equipment selection, and how they could be optimized, and gives the network topology diagram and implementation of the secure campus area network.

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CHAPTER 1

Introduction

1.1 Introduction

This is the era of IOT. We see everywhere the devices of the internet. Nowadays it is impossible to live without the internet. The Internet is used for calling, sending messages, controlling devices remotely, and also for study purposes. Universities are very blessed with the internet. Because the internet helps students to study online at anywhere, he/she want, helps in research or thesis, online classes, communication, and connectivity. But We all still use Ipv4 in our daily routine. Ipv4 has limited IP addresses and it's about to end soon. So, we need to upgrade to ipv6 as soon as possible to be one step ahead of all. This project aims to apply Ipv6 in the campus network.

1.2 Motivation

This project aims to enhance the efficiency and expand the capacity of a university's network infrastructure by implementing IPv6. The deployment of IPv6, and the development of strategies to optimize performance and scalability. By embracing IPv6, the project seeks to future-proof the university's network, accommodate the growing number of connected devices, and provide a seamless and robust connectivity experience for students, faculty, and staff. Ultimately, this endeavor ensures that the university's network remains reliable, efficient, and ready to support the evolving demands of modern education and research.

1.3 Objective

- ❖ Create a Network Model for a University
- ❖ Apply IPv6
- ❖ Separate VLAN For Administration, Teachers, Students & Workers
- ❖ Optimize the Network Model
- ❖ Remote Access to the Network
- ❖ Protected & Secure Network

1.4 Expected Outcome

- ❖ A Smooth Structured Network Model for A University
- ❖ Applied IPv6 properly & Efficiently
- ❖ Admin VLAN
- ❖ Teacher's VLAN
- ❖ Student's VLAN
- ❖ Optimized Network even on heavy load or any other circumstances
- ❖ This network model could be accessed remotely but securely.
- ❖ A well-protected & secure network for all.

1.5 Report Layout

In this report, I wrote about my project's necessary Background history, Related work, Scope of problems, and Challenges in my project in the Background chapter. Requirement specification, how I collect them in the Requirement specification chapter. Design specification of my project, Front-end design, and backend design of every device used in my project in the Design specification chapter. What are the Implementation requirements and how do I implement them in my project discussed in the Implementation and Testing chapter where I also mention the testing result of my project. In the last, I discussed about my project's conclusion with future scope.

CHAPTER 2

Background

2.1 Introduction

In the dynamic landscape of higher education, universities are increasingly dependent on efficient network infrastructures to support the ultimate needs of students, faculty, administrative functions, and all. As the demand for high-speed connectivity, optimized network, scalability, and security, network administrators face a lot of hazards while ensuring seamless scalability and optimizing the performance of the network. Additionally, the transformation from IPv4 to IPv6 is the best decision for the lower addresses of IPv4 and the growing importance of networking devices for students and faculty. For a university network, there are multimedia classrooms, organized labs, Research centers, Faculty Offices, Administration offices, Admission centers, and worker factors to consider.

2.2 Related Work

As far as My study and research about optimizing network performance & scalability and Monitoring with ipv6 in a university network model, there is no such project done yet using the ipv6 address. However, I have found a lot of studies, journals, and research have been done about network implementation & optimizing it with IPv4. There are also some projects with Ipv6. There are:

1. University network model (Ipv4)
2. Banking Networking system.
3. Company/Organization network model.
4. Enterprise network model.

I have learned so many things about IPv6, the planning for the design of the project, the protocols, and the monitoring system from those research and study. The Cisco Certified Network Association course helped me a lot in this project.

2.3 Scope of the Problem

Internet Protocol Version 4 (IPv4) came in 1983 and used these IP addresses almost everywhere but in ipv4, it has only 32-bit IP addresses which are about to run out. To find the solution, Ipv6 IP addresses were invented in 1998 but not yet implemented widely because of their complexity. So, I think it is a great scope to make a project with ipv6 and optimize it and a monitoring system.

2.4 Challenges

There are so many challenges in completing the project. The challenges are given below:

- ❖ Planning for the campus network.
- ❖ Design and implement the networking Devices.
- ❖ Configure the ipv6 addresses for the campus.
- ❖ Coverage of the network.
- ❖ Security of the campus network.
- ❖ Selecting Monitoring system.

CHAPTER 3

Requirement Specification

3.1 Introduction

Mainly the resources that are going to be needed for doing this project are the Requirements of the project and the details form of requirement is the requirement specification. If someone wants to make a project then he has to study about the project's background, what he needs to know, and what he needs for his project. So, I just need to look after the project requirements and what are necessary things for completing my project.

3.2 Requirement Collection and Analysis

As I have completed my CCNA (Cisco Certified Network Association) course I have some knowledge about my project. To learn about the complete requirements of my project I visited the Data Center of Daffodil International University. By visiting the Data-center, I have gained full knowledge about all the required devices and what should I do to complete my project. I have learned about IPv6 configuration for routers, Switches, PCs, laptops, IP Phones, Printers, Servers, etc, for my project and learned about their behavior and channel calibration of wireless devices. I learned Adobe Illustrator & Now I'm enough confident to implement these in my project.

3.3 Design Requirements

For the design of my project, at first, I needed Adobe Illustrator to design the structure of the model where the devices would be placed. Then I need a Cisco packet Tracer for simulating. With the Cisco Packet Tracer, I can implement the networking devices and configure them.

The figure 3.1 is the interface of the Cisco Packet Tracer where I will implement all the networking devices and configure them.

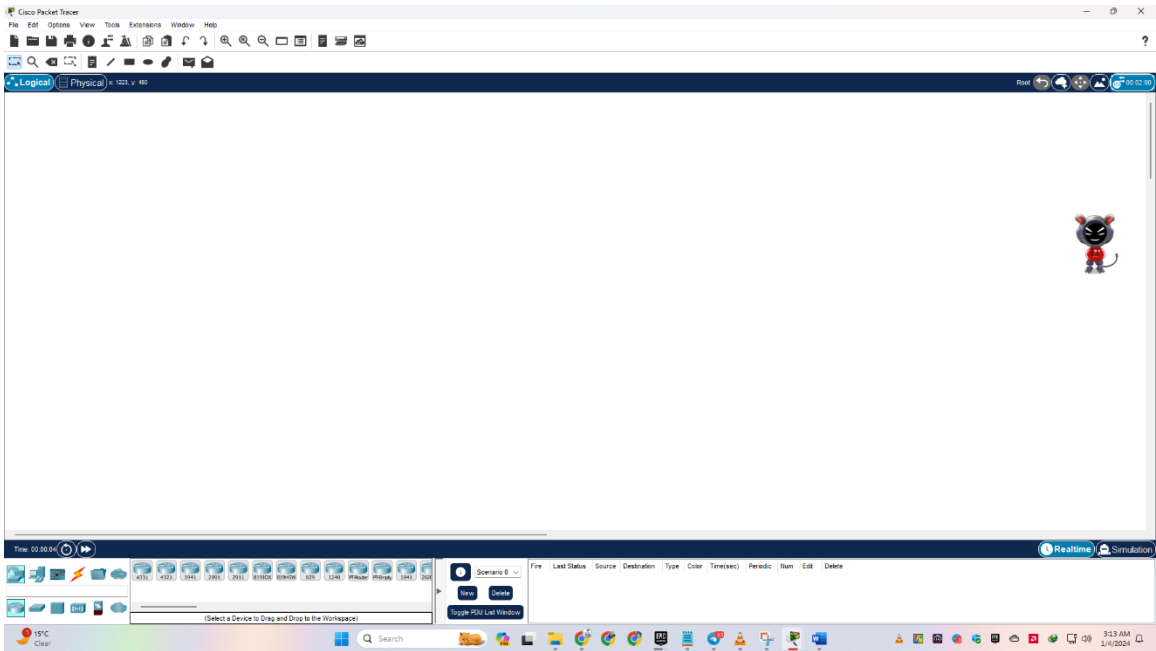


Figure 3.1: Cisco Packet Tracer

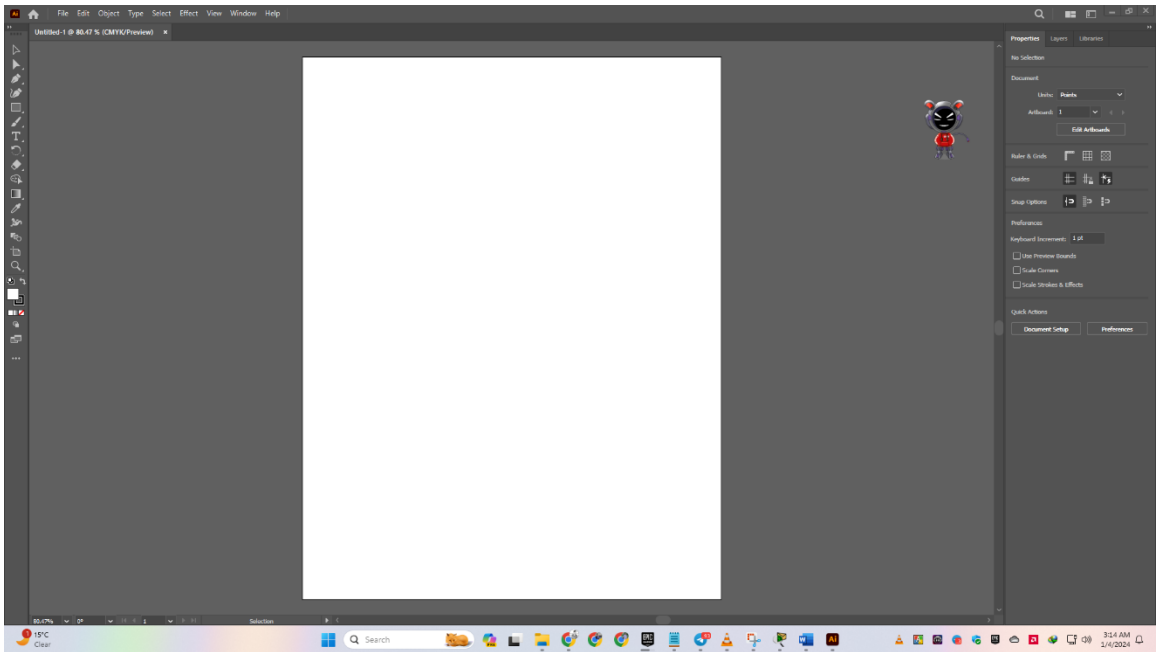


Figure 3.2: Adobe Illustrator

The figure 3.2 is the interface of Adobe Illustrator where I will create the structural design of my project.

CHAPTER 4

Design Specification

4.1 Introduction

In my network design Model, I select Daffodil International University's Knowledge Tower's floor structure as my model building structure. In my network design, there is a Server Room, Administration Room, Admission Room, Account Section, Faculty Room, Classroom, Lab room, and Library included. I have added five routers to connect them all according to their section to establish the network model. I use several switches which will help to extend the network in the future. I use the EIGRP protocol instead of the static protocol which is an advanced distance vector routing protocol. It will automatically make decisions and configure my network. It is very fast in responding and helps reduce the traffic by only enabling need-based updates. It also provides encryption for security. So, I decided to use the EIRGP protocol in my network model. We have connected all the devices with different kinds of wires, such as Copper Straight-Through, Copper Cross-Over, and Serial DTE. Copper straight-through is for different kinds of devices such as Router-to-Switch, Switch to PC, Laptops, printers, and IP phones. Copper cross-over for the same type of devices like switch to switch. Serial DTE is used for Router-to-router connection. I build all the networks in a single area network and internal network & use a firewall for the connection coming from ISP. I have used 2 ISP so that my network design never becomes unavailable.

4.2 Front-End Design

Here is the front-end design of my network model and every device I have used in my model.

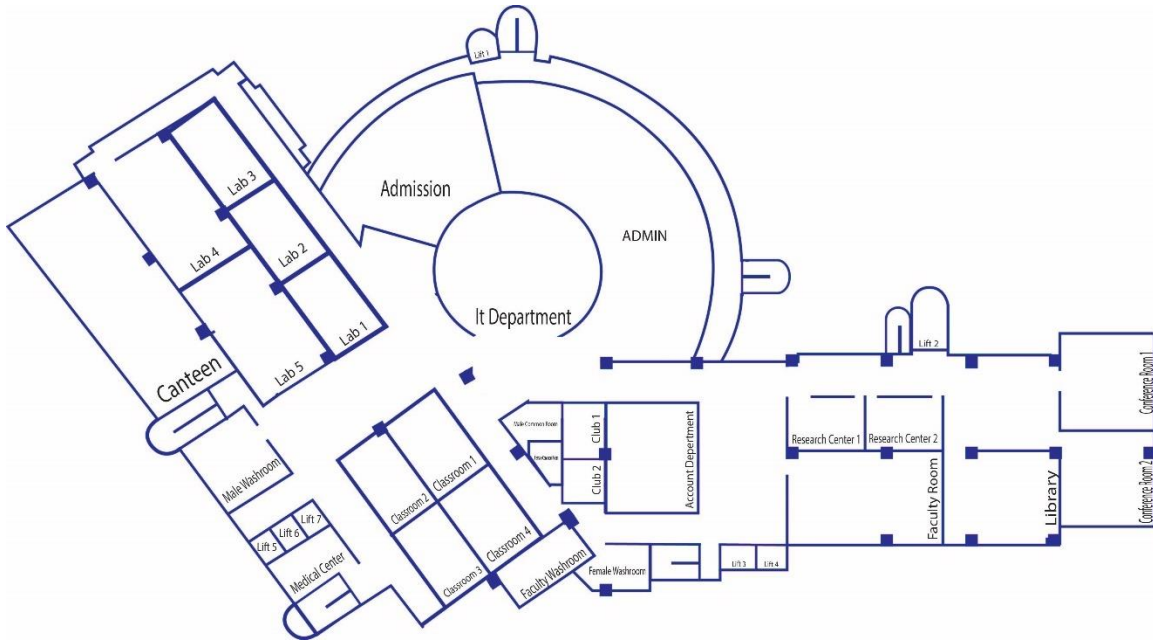


Figure 4.1: Structural Design

The figure 4.1 is the structural design of my model where I will implement and configure all the devices with ipv6.

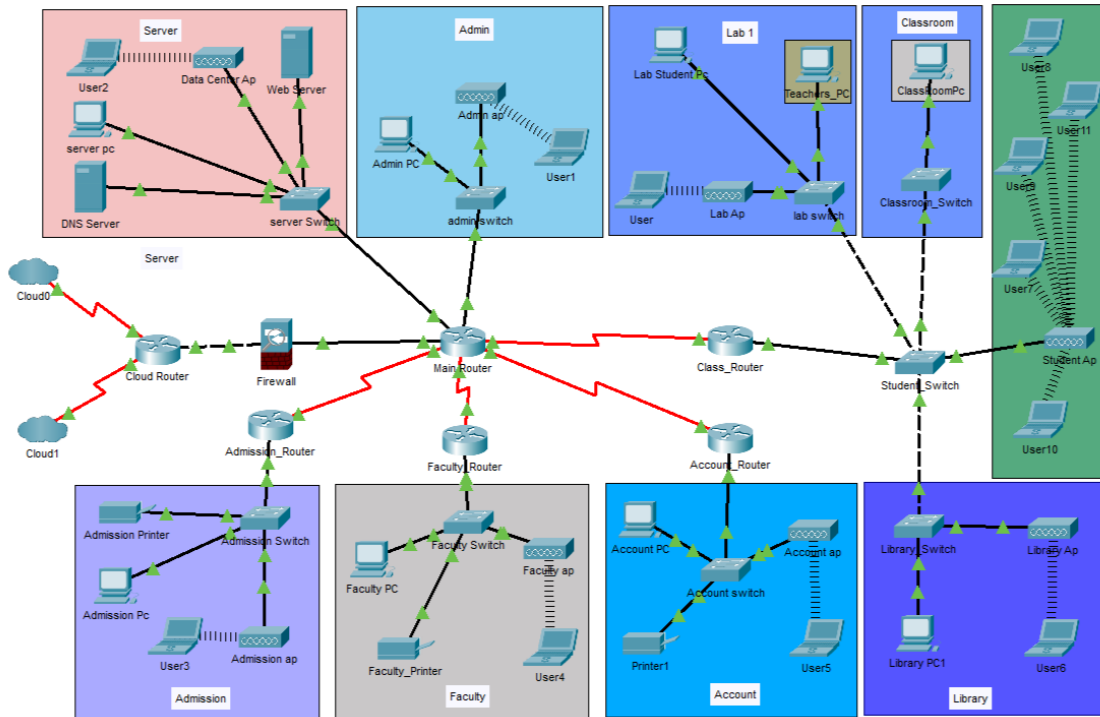


Figure 4.2: Structural Design (Networking Device)

The figure 4.2 is the implemented design of my model where I will configure all the devices with ipv6. Here, I use Cloud, Router, Switch, Firewall, PC, Laptop, Printer, Server, and Access Point to the design. The interfaces of them are shown in Figure 4.3



Figure 4.3: Interfaces of Devices

4.3 Back-end Design

In the Back-end design, we used to configure the devices for the network. I have added all the device's back-end designs figure in the below which I have used in my network model.

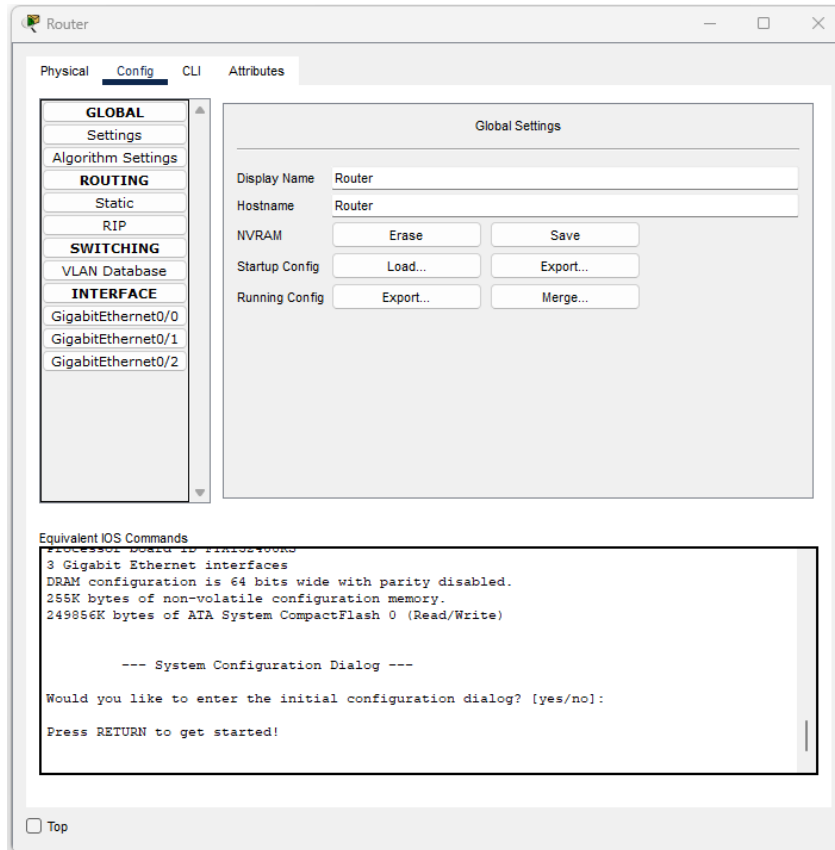


Figure 4.4: Back-end Design of a Router

The figure 4.4 is the back-end design of a Router. In here, I configure the route manually with ipv6.

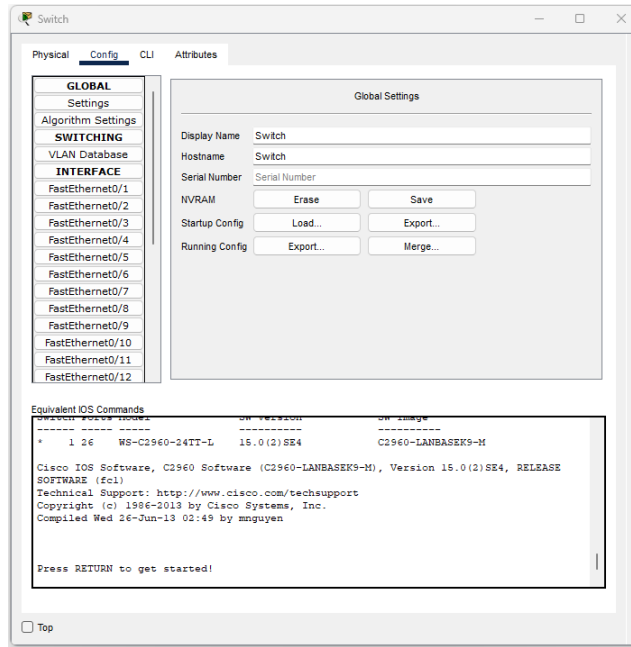


Figure 4.5: Back-end Design of a Switch

The figure 4.5 is the back-end design of a Switch. Here, I configure the VLAN and access mode manually.

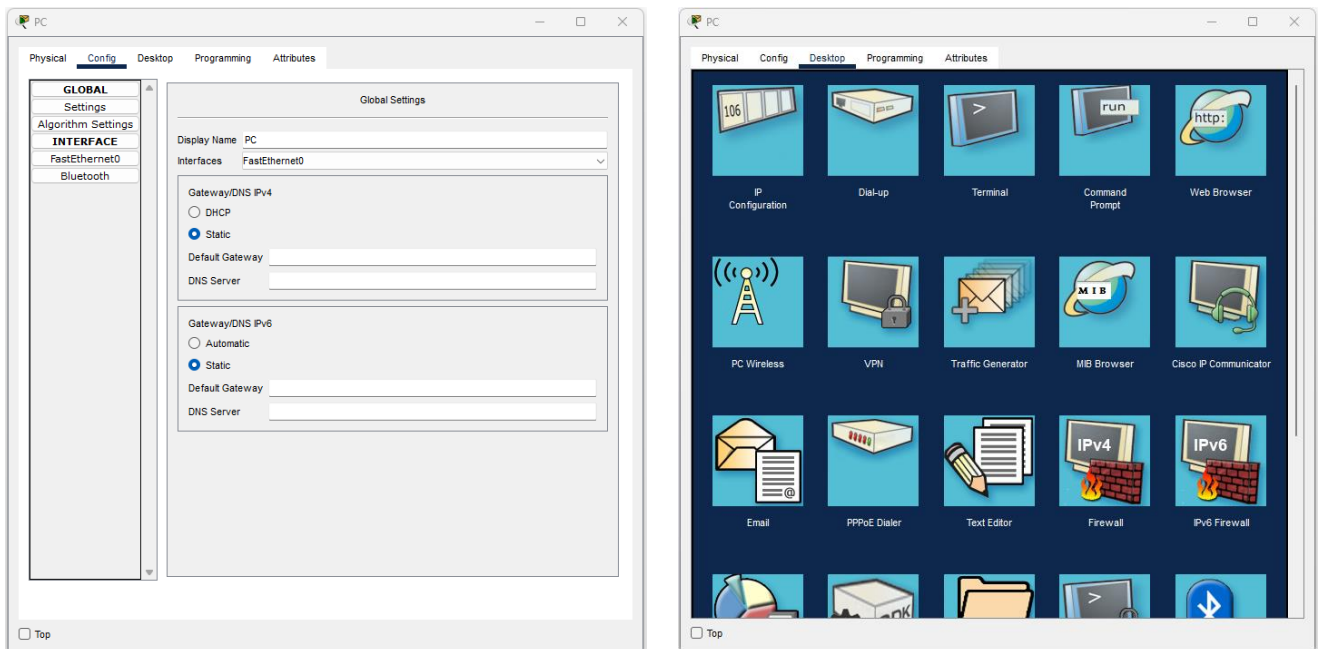


Figure 4.6: Back-end Design of a PC

The figure 4.6 is the back-end design of a PC. Here, I configure the Ip addresses Gateway & testing commands manually.

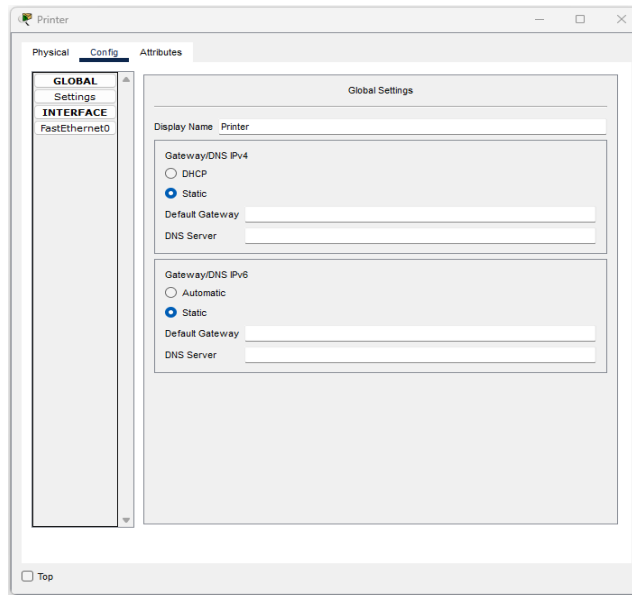


Figure 4.7: Back-end Design of a Printer

The figure 4.7 is the back-end design of a printer.

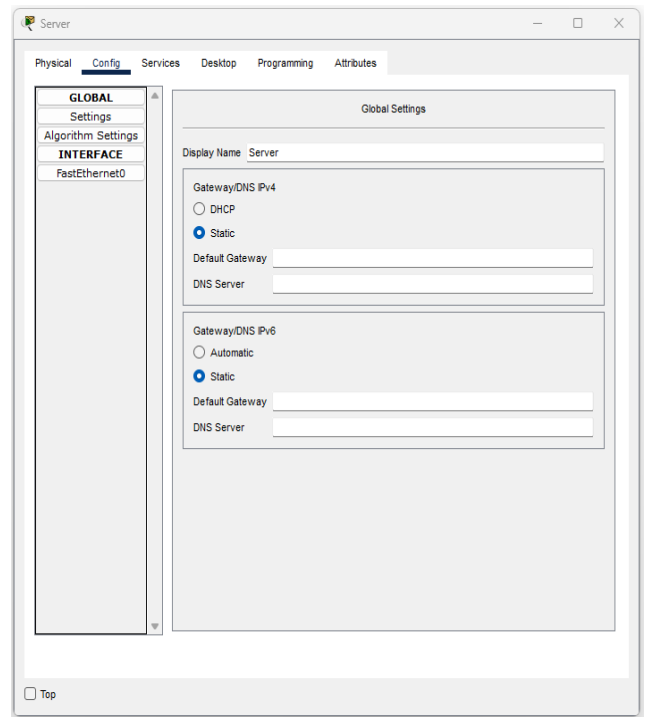
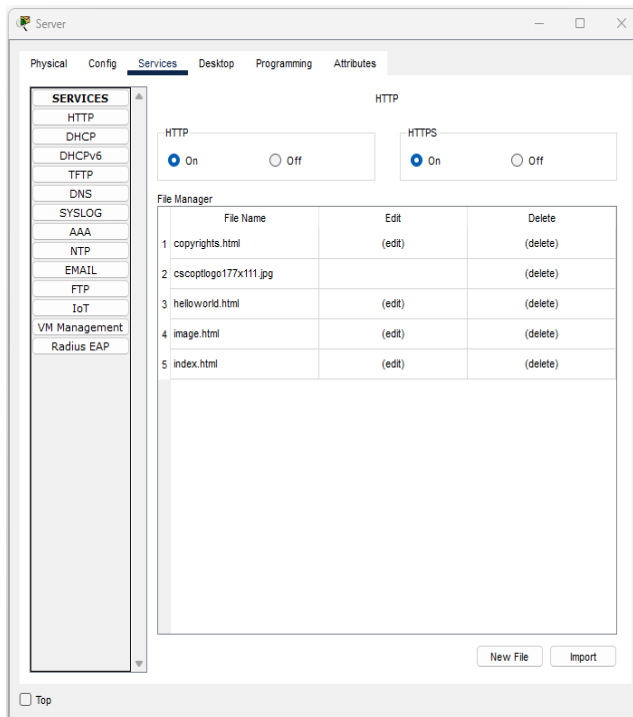


Figure 4.8: Back-end Design of a Server

The figure 4.8 is the back-end design of a Server where IP address and service of servers will be configured.

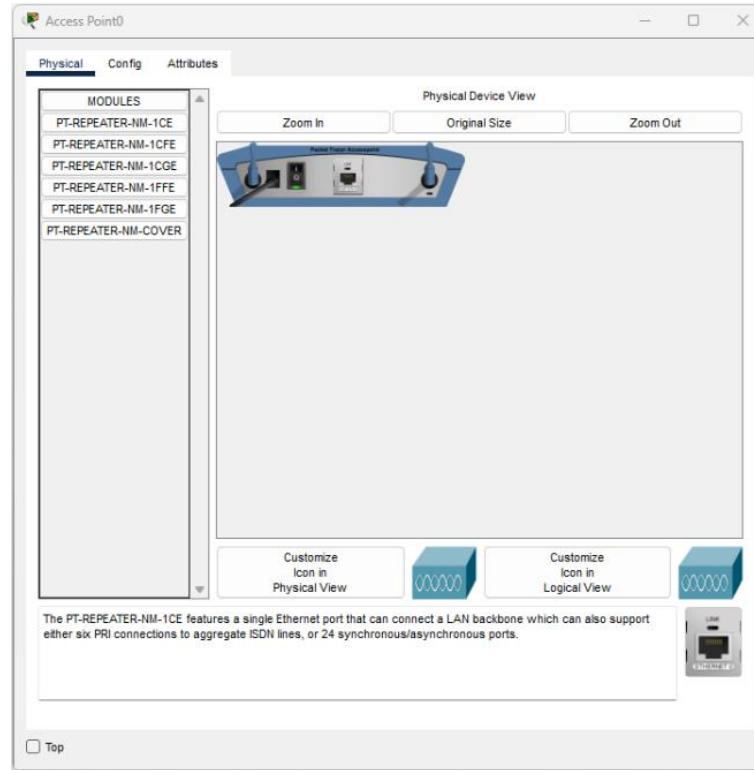


Figure 4.9: Back-end Design of an Access Point

The figure 4.9 is the back-end design of an Access Point which will provide wireless networks to the devices.

4.4 Implementation Requirements

For implementing my model, I used a Cisco Packet tracer. Cisco Packet Tracer is a simulator where networking devices can be configured and troubleshooted in real time. The CISCO PACKET TRACER 8.1 has many more functions like physical mode and logical mode which helps a lot to define and implement the devices.

CHAPTER 5

Implementation and Testing

5.1 Implementation of Front-end Design

For the implementation of my model, first I have to set the network addresses for the connections. So, I noted the network addresses on packet tracer.

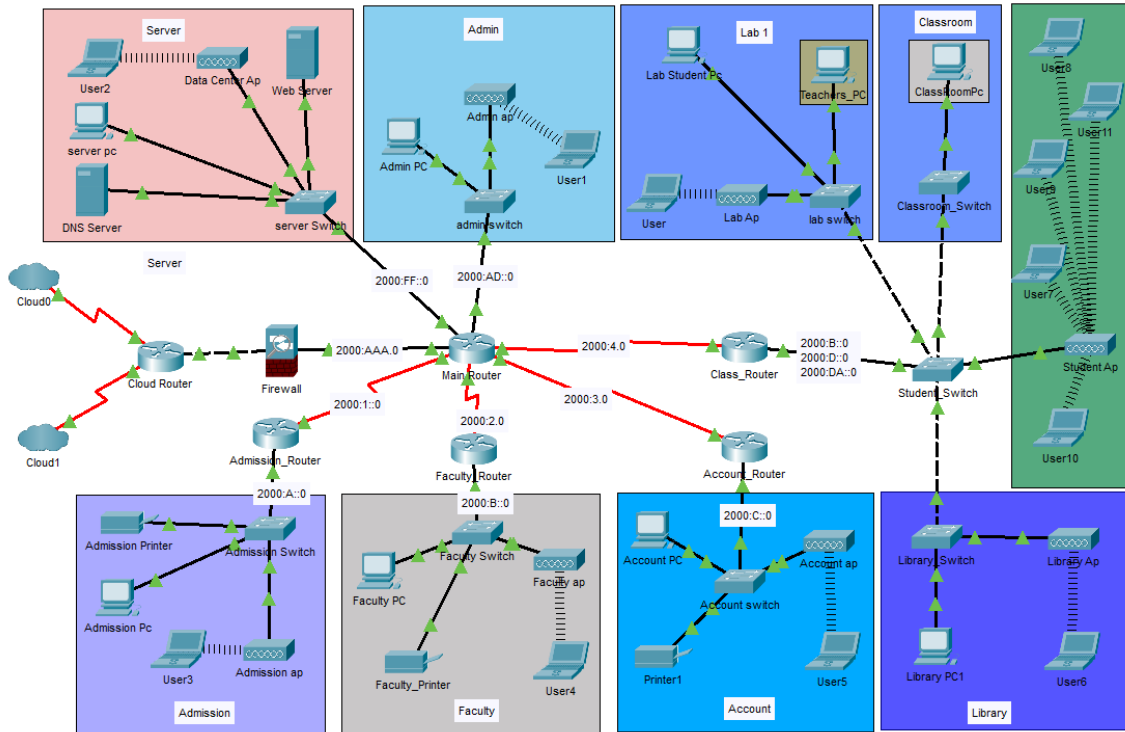


Figure 5.1: Network Addresses For the connections

The figure 5.1 shows the network addresses for the connections will be applied in those networks. Defining in the packet tracer help me a lot to remember and set the Ip addresses in the routers.

5.2 Implementation of IPv6

For implementing ipv6 in my design, I need to know the network id and the ports for them to assign. So, I have followed this table to configure my model's router.

Table 5.1: Ipv6 Addresses for Main Router

IPv6 Addresses for Router						
S. Device	S. Port	IP	D.Device	D.Port	Ip	Block
Main Router	S0/0/0	2000:1::1/64	Admission Router	s0/0/0	2000:1::2	2000:1::0
	S0/0/1	2000:2::1/64	Faculty Router	s0/0/0	2000:2::2	2000:2::0
	S0/1/0	2000:3::1/64	Account Router	s0/0/0	2000:3::2	2000:3::0
	S0/1/1	2000:4::1/64	Class Router	s0/0/0	2000:4::2	2000:4::0
	G0/0	2000:FF::1/64	Server Switch	Fa0/1		
	G0/1	2000:AD::1/64	Admin Switch	Fa0/1		
	G0/2	2000:AAA::1/64	Firewall	Gig1/1	2000:aaa::2	
Admission Router	G0/0	2000:A::1/64	Admission Switch	F0/1		
Faculty Router	G0/0	2000:B::100/64	Faculty Switch	F0/1		
Account Router	G0/0	2000:C::1/64	Account Switch	F0/1		
Class Router	G0/0	2000:D::1/64 2000:B::1/64 2000:DA::1/64	Student Switch	F0/1		
Cloud Router	G0/0	2000:AAB::2/64	Firewall	G0/2	2000:AAB::1	

For configuring the router, I have used for the configuration with the Ip addresses given in the table 5.1 with this command.

Applied Commands: Example

```

en [For Enable the router]
conf t [For go to the configure terminal mode]
ipv6 unicast-routing [Set unicast-routing as routing]
int s0/0/0 [For go into the port]
ipv6 add 2000:1::1/64 [Add the ipv6 address]
no sh [Turn on the port]
ex [Exit]

```


Commands for Main Router:

```
en
conf t
ipv6 unicast-routing
int s0/0/0
ipv6 add 2000:1::1/64
no sh
ex
int s0/0/1
ipv6 add 2000:2::1/64
no sh
ex
int s0/1/0
ipv6 add 2000:3::1/64
no sh
ex
int s0/1/1
ipv6 add 2000:4::1/64
no sh
ex
int g0/0
ipv6 add 2000:ff::1/64
no sh
ex
int g0/1
ipv6 add 2000:ad::1/64
no sh
ex
```

```
int g0/2
ipv6 add 2000:aaa::1/64
no sh
ex
```

Commands for Admission Router:

```
en
conf t
ipv6 unicast-routing
int g0/0
ipv6 add 2000:a::1/64
no sh
ex
ipv6 unicast-routing
int s0/0/0
ipv6 add 2000:1::2/64
no sh
ex
```

Commands for Faculty Router:

```
en
conf t
ipv6 unicast-routing
int g0/0
ipv6 add 2000:b::1/64
no sh
ex
ipv6 unicast-routing
int s0/0/0
ipv6 add 2000:2::2/64
no sh
ex
```

Commands for Account Router:

```
en
conf t
ipv6 unicast-routing
int s0/0/0
ipv6 add 2000:3::2/64
no sh
ex
ipv6 unicast-routing
int g0/0
ipv6 add 2000:c::1/64
no sh
ex
```

Commands for Class Router:

```
en
conf t
ipv6 unicast-routing
int s0/0/0
ipv6 add 2000:4::2/64
no sh
ex
ipv6 unicast-routing
int g0/0
ipv6 add 2000:da::1/64
no sh
ex
```

```
ipv6 unicast-routing
int g0/0.20
ipv6 add Fe80::2
ipv6 add 2000:d::1/64
no sh
ex
int g0/0.15
ipv6 add Fe80::1
ipv6 add 2000:b::100/64
no sh
ex
```

Commands for Cloud Router:

```
en
conf t
ipv6 unicast-routing
int s0/0/0
ipv6 add 2000:aac::1/64
no sh
ex
int s0/0/1
ipv6 add 2000:aad::1/64
no sh
ex
```

Table 5.2: IPv6 Addresses for Pc, Server, Printer

IPv6 Addresses for Pc, Server, Printer					
S.Device	S.Port	IP	D.Device	D.Port	Gateway
Server Pc	F0/0	2000:FF::2	Server Switch	F0/3	2000:FF::1
DNS Server	F0/0	2000:FF::100	Server Switch	F0/2	2000:FF::1
Web Server	F0/0	2000:FF::200	Server Switch	F0/5	2000:FF::1
Admin Pc	F0/0	2000:AD::2	Admin Switch	F0/2	2000:AD::1
Admission Pc	F0/0	2000:A::2	Admission_Switch	F0/3	2000:A::1
Admission Printer	F0/0	2000:A::3	Admission_Switch	F0/2	2000:A::1
Faculty Pc	F0/0	2000:B::10	Faculty_Switch	F0/3	2000:B::100
Faculty Printer	F0/0	2000:B::3	Faculty_Switch	F0/2	2000:B::100
Account Pc	F0/0	2000:C::2	Account_Switch	F0/2	2000:C::1
Account Printer	F0/0	2000:C::3	Account_Switch	F0/3	2000:C::1
Classroom Pc	F0/0	FE80::1 2000:B::3	Classroom_Switch	F0/2	2000:B::1
Lab Student Pc	F0/0	Fe80::2 2000:D::2	Lab Switch	F0/2	2000:D::1
Lab Teacher Pc	F0/0	FE80::1 2000:B::10	Lab Switch	F0/3	2000:B::1

Table 5.2 shows the Ip addresses for other devices with their gateway address. To assign the Ip addresses click the devices then go to the Desktop then IP configure.

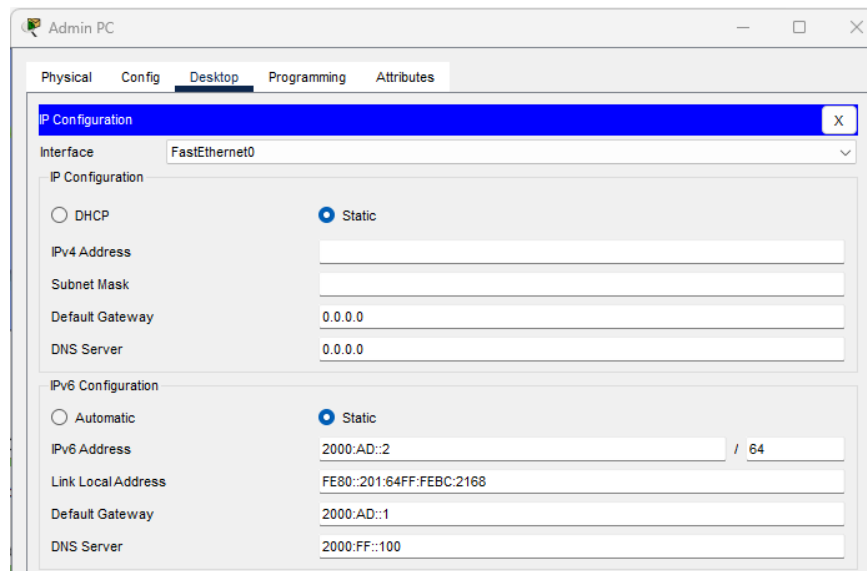


Figure 5.2: Assign IP to Admin Pc

The figure 5.2 shows how to assign IP addresses in Admin Pc.

5.3 Implementation of EIGRP

EIGRP is the full form of Enhanced Interior Gateway Routing Protocol. For configuring the router each router and each port have to configure EIGRP and the router has to have a Router id. The command for EIGRP is given below:

The commands for router:

```
en [Enable]
conf t [Configure Terminal mode on]
ipv6 router eigrp 100 [EIGRP Number]
eigrp router-id 1.1.1.1 [Assigned Router-Id]
no sh [Turn on Port]
ex [exit]
```

Commands for Router Port:

```
int s0/0/0 [Port Number]
ipv6 enable [IPV6 enable command]
ipv6 eigrp 100 [EIGRP Number]
ex [Exit from the port]
```

Using this command, I have configured all the port of all router.

Commands for Main Router:

```
conf t
ipv6 router eigrp 100
eigrp router-id 1.1.1.1
no sh
exit
int s0/0/0
ipv6 enable
ipv6 eigrp 100
exit
int s0/0/1
ipv6 enable
ipv6 eigrp 100
```

```
exit
int s0/1/0
ipv6 enable
ipv6 eigrp 100
exit
int s0/1/1
ipv6 enable
ipv6 eigrp 100
exit
int g0/0
ipv6 enable
ipv6 eigrp 100
exit
int g0/1
ipv6 enable
ipv6 eigrp 100
exit
int g0/2
ipv6 enable
ipv6 eigrp 100
exit
exit
write
```

Commands for Admission Router:

```
en
conf t
ipv6 router eigrp 100
eigrp router-id 2.2.2.2
no sh
exit
```

```
int s0/0/0
ipv6 enable
ipv6 eigrp 100
exit
int g0/0
ipv6 enable
ipv6 eigrp 100
exit
exit
write
```

Commands for Faculty Router:

```
en
conf t
ipv6 router eigrp 100
eigrp router-id 3.3.3.3
no sh
exit
int s0/0/0
ipv6 enable
ipv6 eigrp 100
exit
int g0/0
ipv6 enable
ipv6 eigrp 100
exit
exit
write
```


Commands for Account Router:

```
en
conf t
ipv6 router eigrp 100
eigrp router-id 4.4.4.4
no sh
exit
int s0/0/0
ipv6 enable
ipv6 eigrp 100
exit
int g0/0
ipv6 enable
ipv6 eigrp 100
exit
exit
write
```

Commands for Class Router:

```
en
conf t
ipv6 router eigrp 100
eigrp router-id 5.5.5.5
no sh
exit
int s0/0/0
ipv6 enable
ipv6 eigrp 100
exit
int g0/0
ipv6 enable
```

```
ipv6 eigrp 100
```

```
exit
```

```
exit
```

```
write
```

Commands for Cloud Router:

```
en
```

```
conf t
```

```
ipv6 router eigrp 100
```

```
eigrp router-id 6.6.6.6
```

```
no sh
```

```
exit
```

```
int s0/0/0
```

```
ipv6 enable
```

```
ipv6 eigrp 100
```

```
exit
```

```
int s0/0/1
```

```
ipv6 enable
```

```
ipv6 eigrp 100
```

```
exit
```

```
int g0/0
```

```
ipv6 enable
```

```
ipv6 eigrp 100
```

```
exit
```

```
exit
```

```
write
```

5.4 Implementation of VLAN

Vlan allows different networks to communicate under the network. As I have different networks for different departments so, I have created Vlan for each department in their switch using these commands.

Commands For Creating VLAN:

```
enable  
configure terminal  
vlan 5 [Vlan number]  
name server [Vlan name]  
ex
```

Commands for Port Access:

```
Int fa0/1  
switchport mode access [For access mode]  
switchport access vlan 5 [Assign Vlan with number]
```

Commands for Port Trunk:

```
Int fa0/1  
switchport mode trunk [For trunk mode]
```

5.5 Configure other Devices

Here I show how I configure other networking devices of my model.

WEB Server configuration:

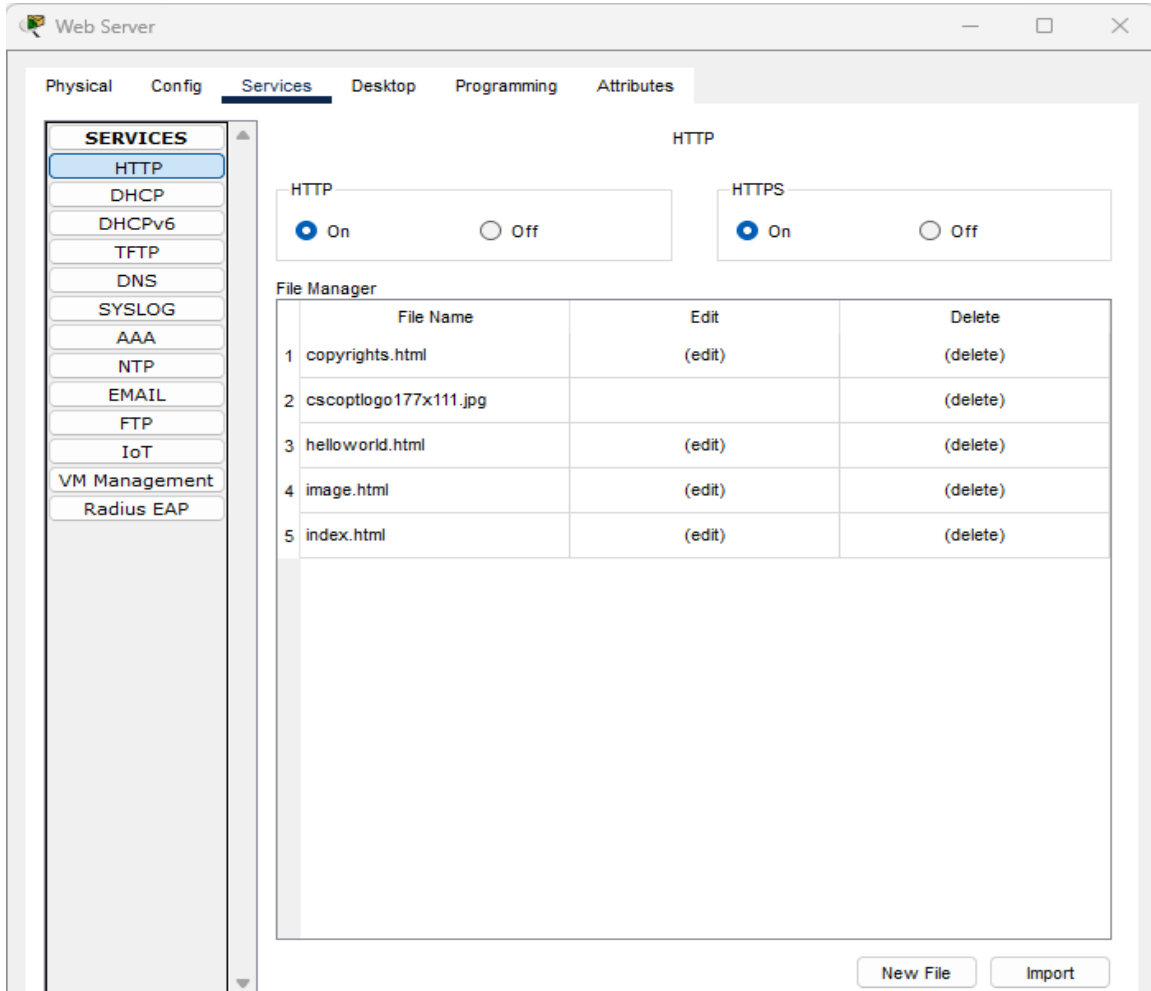


Figure 5.3: Configuring Web Server

The figure 5.3 shows the manual configuration of Web Server.

DNS Server configuration:

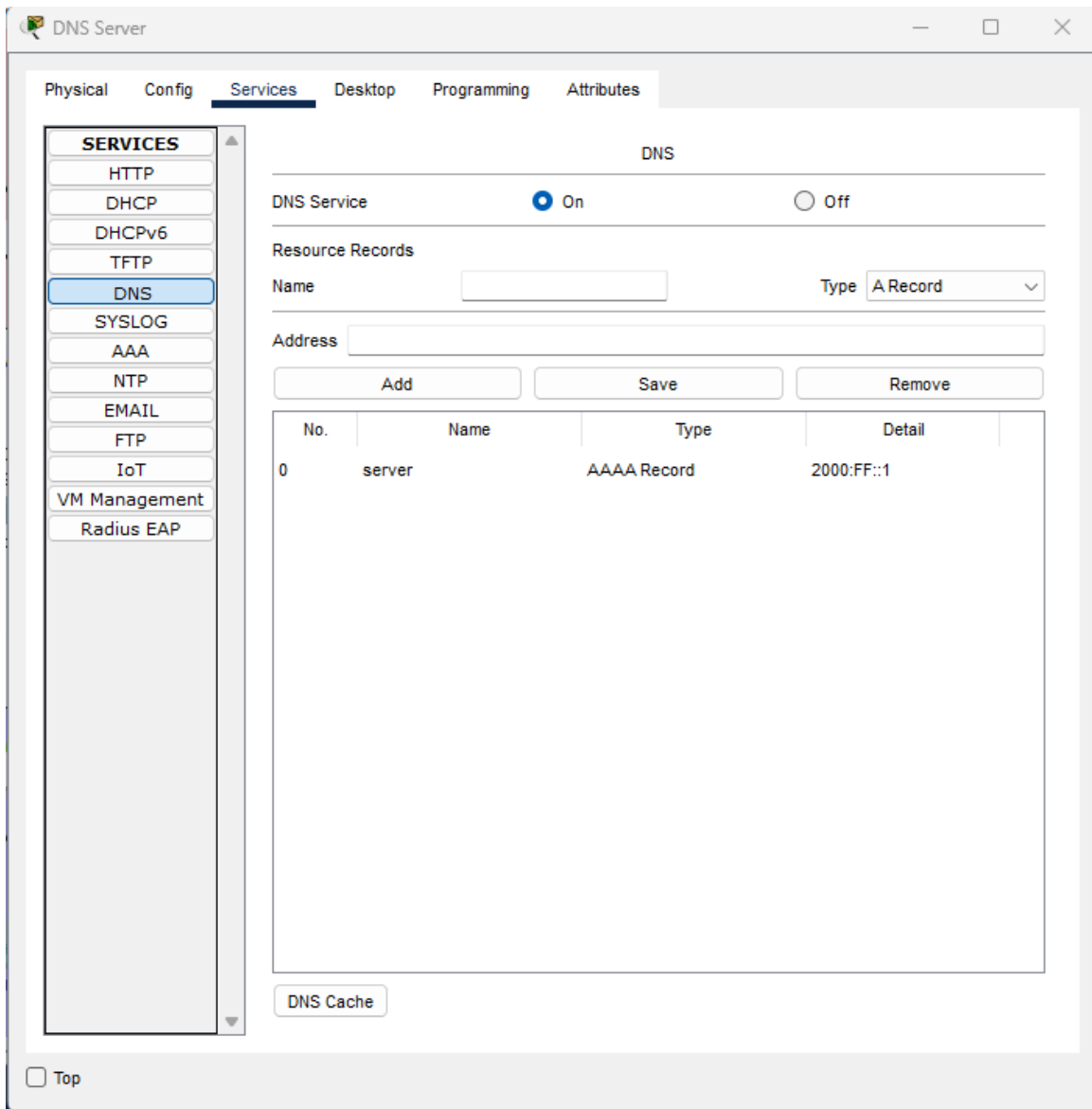
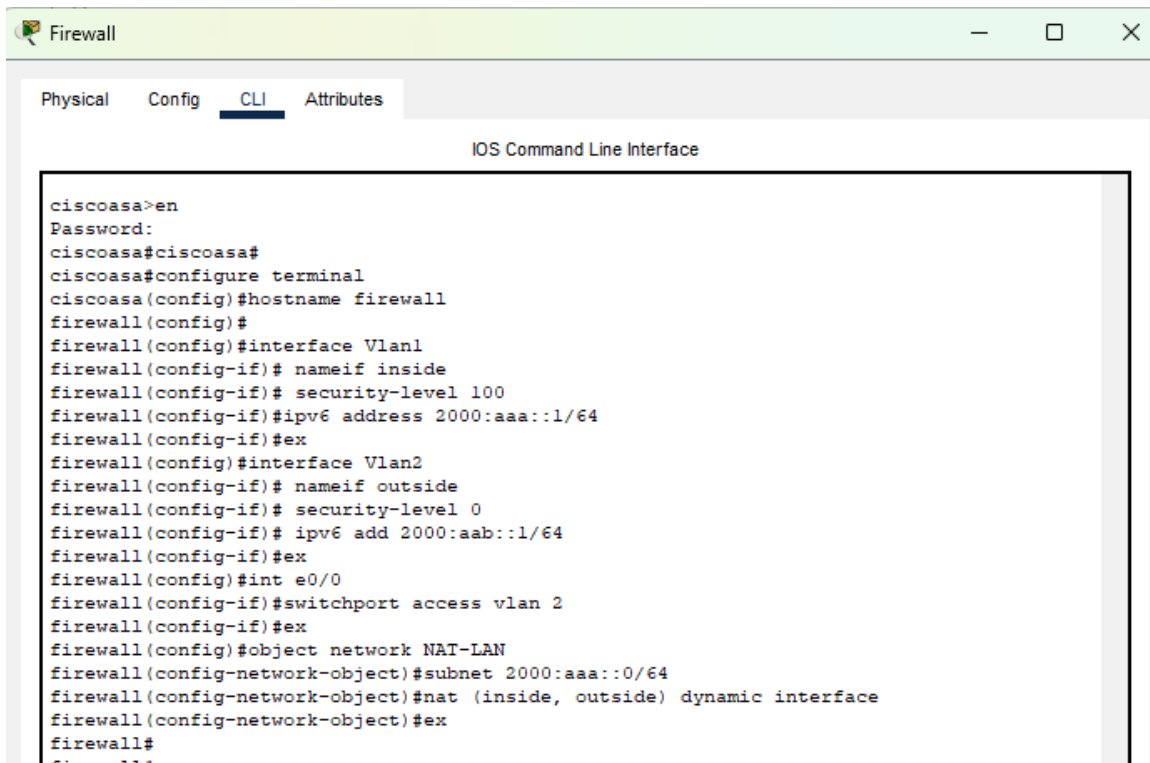


Figure 5.4: Configuring DNS Server

The figure 5.4 shows the manual configuration of DNS server.

Firewall configuration:



```
Firewall
Physical Config CLI Attributes
IOS Command Line Interface

ciscoasa>en
Password:
ciscoasa#ciscoasa#
ciscoasa#configure terminal
ciscoasa(config)#hostname firewall
firewall(config)#
firewall(config)#interface Vlan1
firewall(config-if)# nameif inside
firewall(config-if)# security-level 100
firewall(config-if)#ipv6 address 2000:aaa::1/64
firewall(config-if)#ex
firewall(config)#interface Vlan2
firewall(config-if)# nameif outside
firewall(config-if)# security-level 0
firewall(config-if)# ipv6 add 2000:aab::1/64
firewall(config-if)#ex
firewall(config)#int e0/0
firewall(config-if)#switchport access vlan 2
firewall(config-if)#ex
firewall(config)#object network NAT-LAN
firewall(config-network-object)#subnet 2000:aaa::0/64
firewall(config-network-object)#nat (inside, outside) dynamic interface
firewall(config-network-object)#ex
firewall#
```

Figure 5.5: Configuring Firewall

The figure 5.5 shows the commands for configuration of Firewall.

5.6 Testing Implementation

After implementing all the IP addresses to the devices all the connections will turn green as shown below:

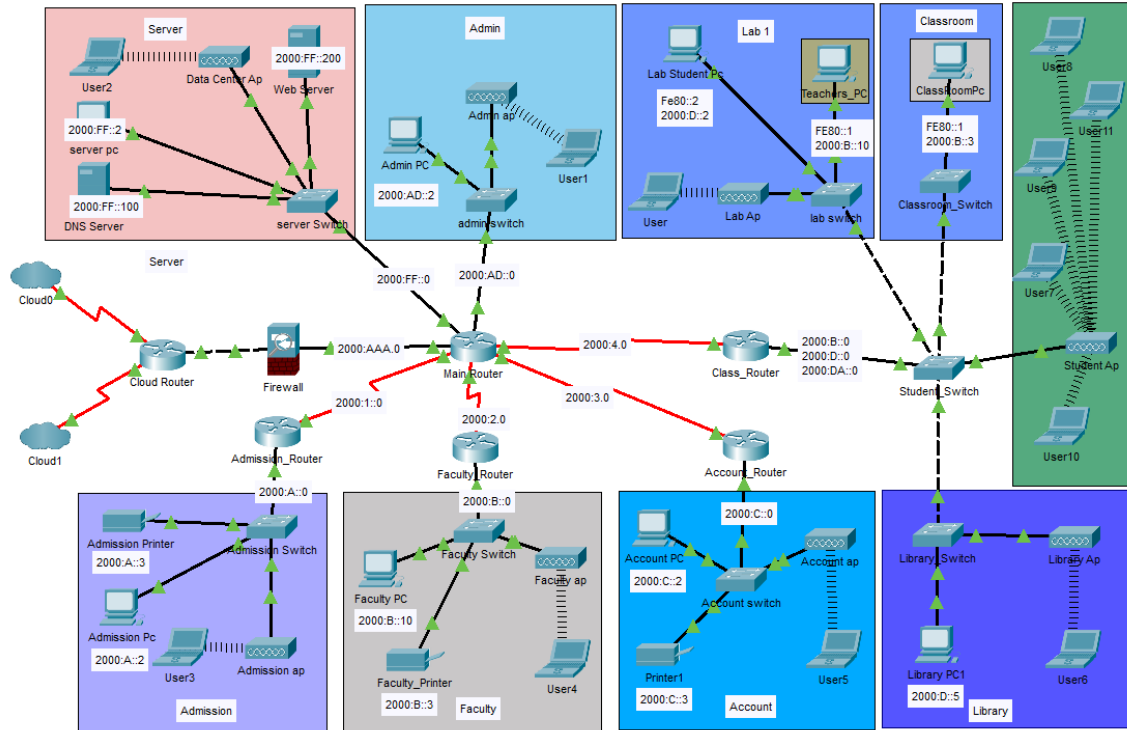


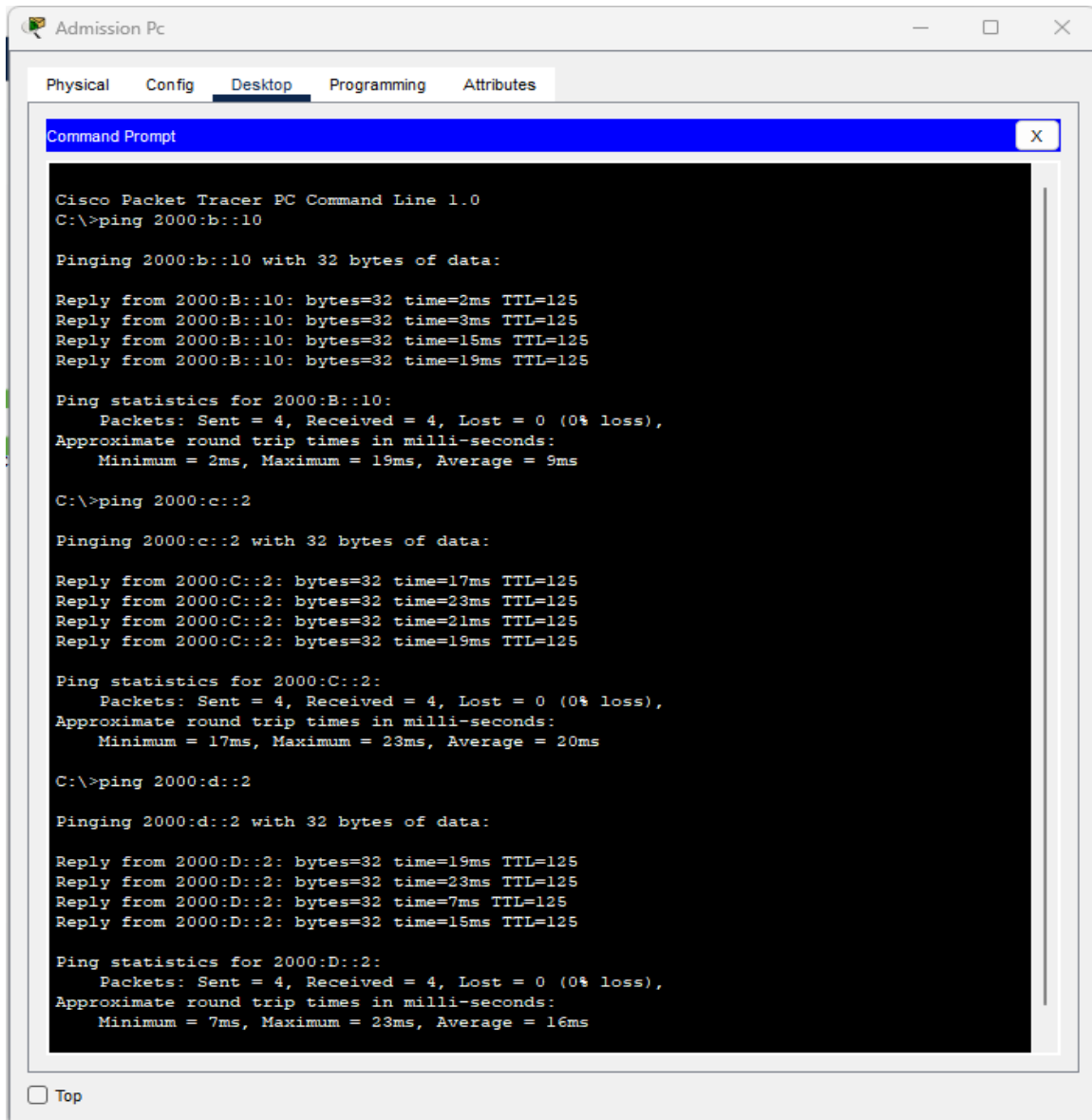
Figure 5.6: Connections are Green

The figure 5.6 shows all the connection lights of my model are turns green from red.

5.7 Test Results and Reports

Testing Connectivity from one device to another by using the ping command. Ping determines the latency and delay between two hosts. If ping is successful then it's sure that the packet or data could transfer between them.

Ping Command Example: ping 2000:b::10



```
Cisco Packet Tracer PC Command Line 1.0
C:\>ping 2000:b::10

Pinging 2000:b::10 with 32 bytes of data:

Reply from 2000:B::10: bytes=32 time=2ms TTL=125
Reply from 2000:B::10: bytes=32 time=3ms TTL=125
Reply from 2000:B::10: bytes=32 time=15ms TTL=125
Reply from 2000:B::10: bytes=32 time=19ms TTL=125

Ping statistics for 2000:B::10:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 2ms, Maximum = 19ms, Average = 9ms

C:\>ping 2000:c::2

Pinging 2000:c::2 with 32 bytes of data:

Reply from 2000:C::2: bytes=32 time=17ms TTL=125
Reply from 2000:C::2: bytes=32 time=23ms TTL=125
Reply from 2000:C::2: bytes=32 time=21ms TTL=125
Reply from 2000:C::2: bytes=32 time=19ms TTL=125

Ping statistics for 2000:C::2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 17ms, Maximum = 23ms, Average = 20ms

C:\>ping 2000:d::2

Pinging 2000:d::2 with 32 bytes of data:

Reply from 2000:D::2: bytes=32 time=19ms TTL=125
Reply from 2000:D::2: bytes=32 time=23ms TTL=125
Reply from 2000:D::2: bytes=32 time=7ms TTL=125
Reply from 2000:D::2: bytes=32 time=15ms TTL=125

Ping statistics for 2000:D::2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 7ms, Maximum = 23ms, Average = 16ms
```

Figure 5.7: Ping from Admission Pc

The figure 5.7 shows Ping from Admission Pc to Faculty, Account and Students networks Pc.

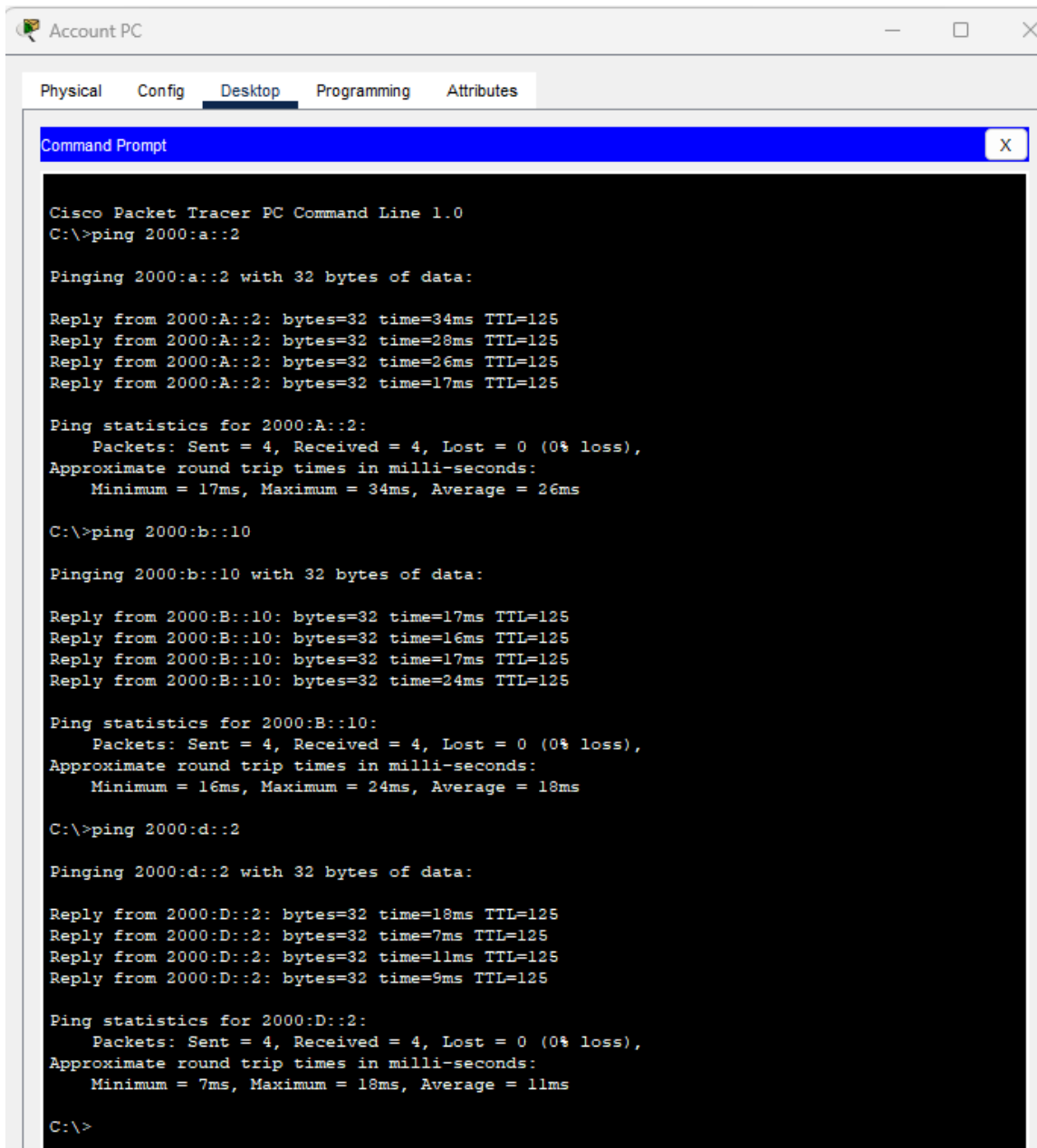


Figure 5.8: Ping from Account Pc

The figure 5.8 shows Ping from Account pc to Admission, Faculty, and Students networks Pc.

```
Lab Student Pc
Physical Config Desktop Programming Attributes
Command Prompt
Cisco Packet Tracer PC Command Line 1.0
C:\>ping 2000:a::2

Pinging 2000:a::2 with 32 bytes of data:

Reply from 2000:A::2: bytes=32 time=2ms TTL=125
Reply from 2000:A::2: bytes=32 time=2ms TTL=125
Reply from 2000:A::2: bytes=32 time=25ms TTL=125
Reply from 2000:A::2: bytes=32 time=7ms TTL=125

Ping statistics for 2000:A::2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 2ms, Maximum = 25ms, Average = 9ms

C:\>ping 2000:b::10

Pinging 2000:b::10 with 32 bytes of data:

Reply from 2000:B::10: bytes=32 time<1ms TTL=127
Reply from 2000:B::10: bytes=32 time<1ms TTL=127
Reply from 2000:B::10: bytes=32 time<1ms TTL=127
Reply from 2000:B::10: bytes=32 time<1ms TTL=127

Ping statistics for 2000:B::10:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>ping 2000:c::2

Pinging 2000:c::2 with 32 bytes of data:

Reply from 2000:C::2: bytes=32 time=19ms TTL=125
Reply from 2000:C::2: bytes=32 time=4ms TTL=125
Reply from 2000:C::2: bytes=32 time=16ms TTL=125
Reply from 2000:C::2: bytes=32 time=12ms TTL=125

Ping statistics for 2000:C::2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 4ms, Maximum = 19ms, Average = 12ms

C:\>
```

Figure 5.9: Ping from Lab Student Pc

The figure 5.9 shows Ping from Students Pc to Admission, Faculty and Account networks Pc.

```
Admin PC
Physical Config Desktop Programming Attributes
Command Prompt X
Cisco Packet Tracer PC Command Line 1.0
C:\>ping 2000:a::2

Pinging 2000:a::2 with 32 bytes of data:

Reply from 2000:A::2: bytes=32 time=20ms TTL=126
Reply from 2000:A::2: bytes=32 time=1ms TTL=126
Reply from 2000:A::2: bytes=32 time=26ms TTL=126
Reply from 2000:A::2: bytes=32 time=16ms TTL=126

Ping statistics for 2000:A::2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 1ms, Maximum = 26ms, Average = 15ms

C:\>ping 2000:B::10

Pinging 2000:B::10 with 32 bytes of data:

Reply from 2000:B::10: bytes=32 time=12ms TTL=126
Reply from 2000:B::10: bytes=32 time=11ms TTL=126
Reply from 2000:B::10: bytes=32 time=11ms TTL=126
Reply from 2000:B::10: bytes=32 time=2ms TTL=126

Ping statistics for 2000:B::10:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 2ms, Maximum = 12ms, Average = 9ms

C:\>ping 2000:c::2

Pinging 2000:c::2 with 32 bytes of data:

Reply from 2000:C::2: bytes=32 time=12ms TTL=126
Reply from 2000:C::2: bytes=32 time=1ms TTL=126
Reply from 2000:C::2: bytes=32 time=1ms TTL=126
Reply from 2000:C::2: bytes=32 time=17ms TTL=126

Ping statistics for 2000:C::2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 1ms, Maximum = 17ms, Average = 7ms

C:\>ping 2000:d::2

Pinging 2000:d::2 with 32 bytes of data:

Reply from 2000:D::2: bytes=32 time=12ms TTL=126
Reply from 2000:D::2: bytes=32 time=22ms TTL=126
Reply from 2000:D::2: bytes=32 time=10ms TTL=126
Reply from 2000:D::2: bytes=32 time=2ms TTL=126

Ping statistics for 2000:D::2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 2ms, Maximum = 22ms, Average = 11ms
```

Figure 5.10: Ping from Admin Pc

The figure 5.10 shows Ping from Admin Pc to Admission, Faculty, Account and Students networks Pc.

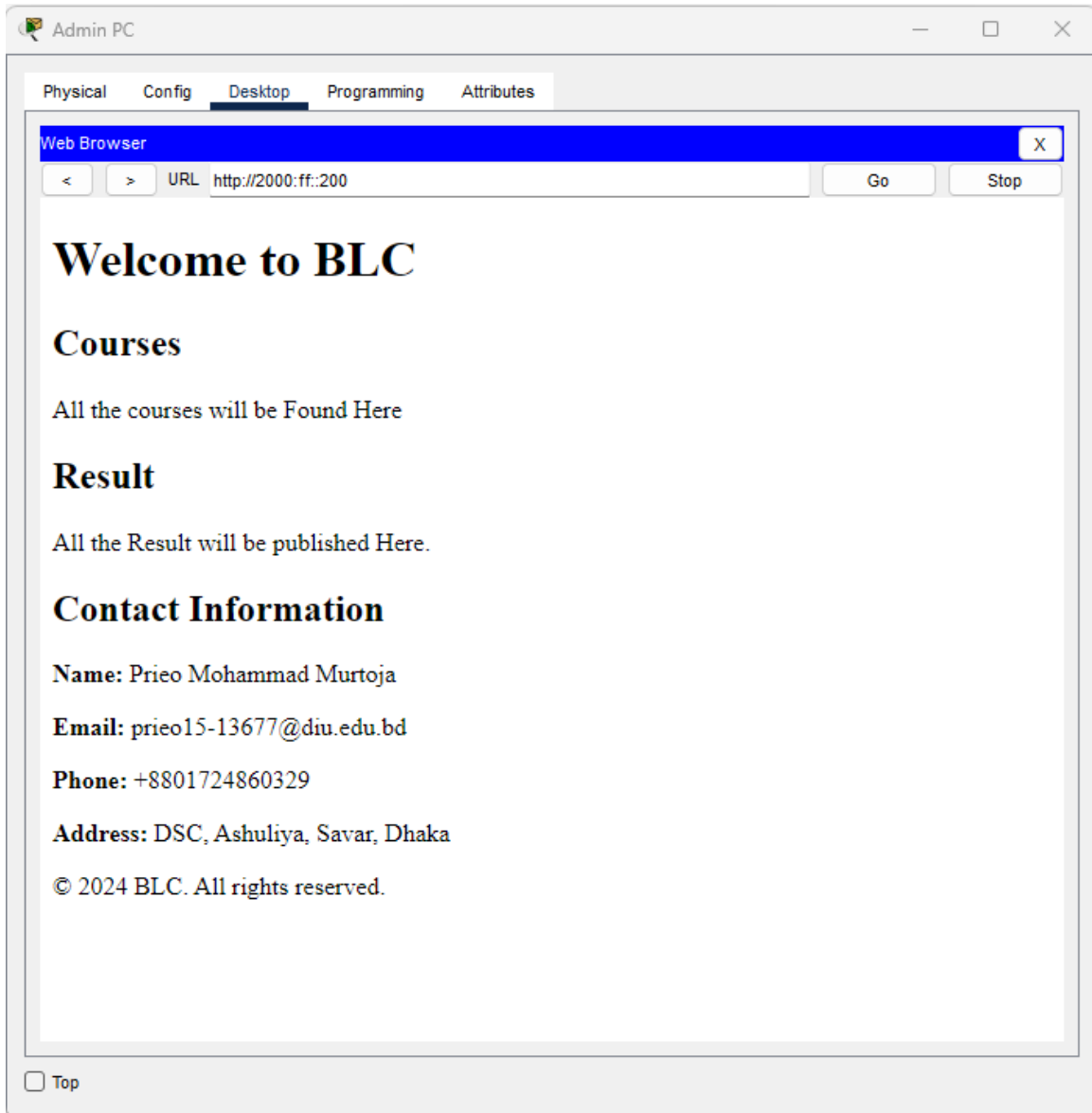


Figure 5.11: Web server from Admin Pc

The figure 5.11 shows Web Server accessed from Admin Pc.

```
Cisco Packet Tracer PC Command Line 1.0
C:\>ping 2000:a::2

Pinging 2000:a::2 with 32 bytes of data:

Reply from 2000:A::2: bytes=32 time=36ms TTL=126
Reply from 2000:A::2: bytes=32 time=12ms TTL=126
Reply from 2000:A::2: bytes=32 time=10ms TTL=126
Reply from 2000:A::2: bytes=32 time=17ms TTL=126

Ping statistics for 2000:A::2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 10ms, Maximum = 36ms, Average = 18ms

C:\>ping 2000:b::10

Pinging 2000:b::10 with 32 bytes of data:

Reply from 2000:B::10: bytes=32 time=12ms TTL=126
Reply from 2000:B::10: bytes=32 time=28ms TTL=126
Reply from 2000:B::10: bytes=32 time=47ms TTL=126
Reply from 2000:B::10: bytes=32 time=6ms TTL=126

Ping statistics for 2000:B::10:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 6ms, Maximum = 47ms, Average = 23ms

C:\>ping 2000:c::2

Pinging 2000:c::2 with 32 bytes of data:

Reply from 2000:C::2: bytes=32 time=12ms TTL=126
Reply from 2000:C::2: bytes=32 time=23ms TTL=126
Reply from 2000:C::2: bytes=32 time=30ms TTL=126
Reply from 2000:C::2: bytes=32 time=33ms TTL=126

Ping statistics for 2000:C::2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 12ms, Maximum = 33ms, Average = 24ms

C:\>ping 2000:d::2

Pinging 2000:d::2 with 32 bytes of data:

Reply from 2000:D::2: bytes=32 time=30ms TTL=126
Reply from 2000:D::2: bytes=32 time=41ms TTL=126
Reply from 2000:D::2: bytes=32 time=23ms TTL=126
Reply from 2000:D::2: bytes=32 time=14ms TTL=126

Ping statistics for 2000:D::2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 14ms, Maximum = 41ms, Average = 27ms
```

Figure 5.12: Ping from AP connected Device

The figure 5.12 shows Ping from AP connected device to Admin, Admission, Faculty, Account and Students networks Pc.

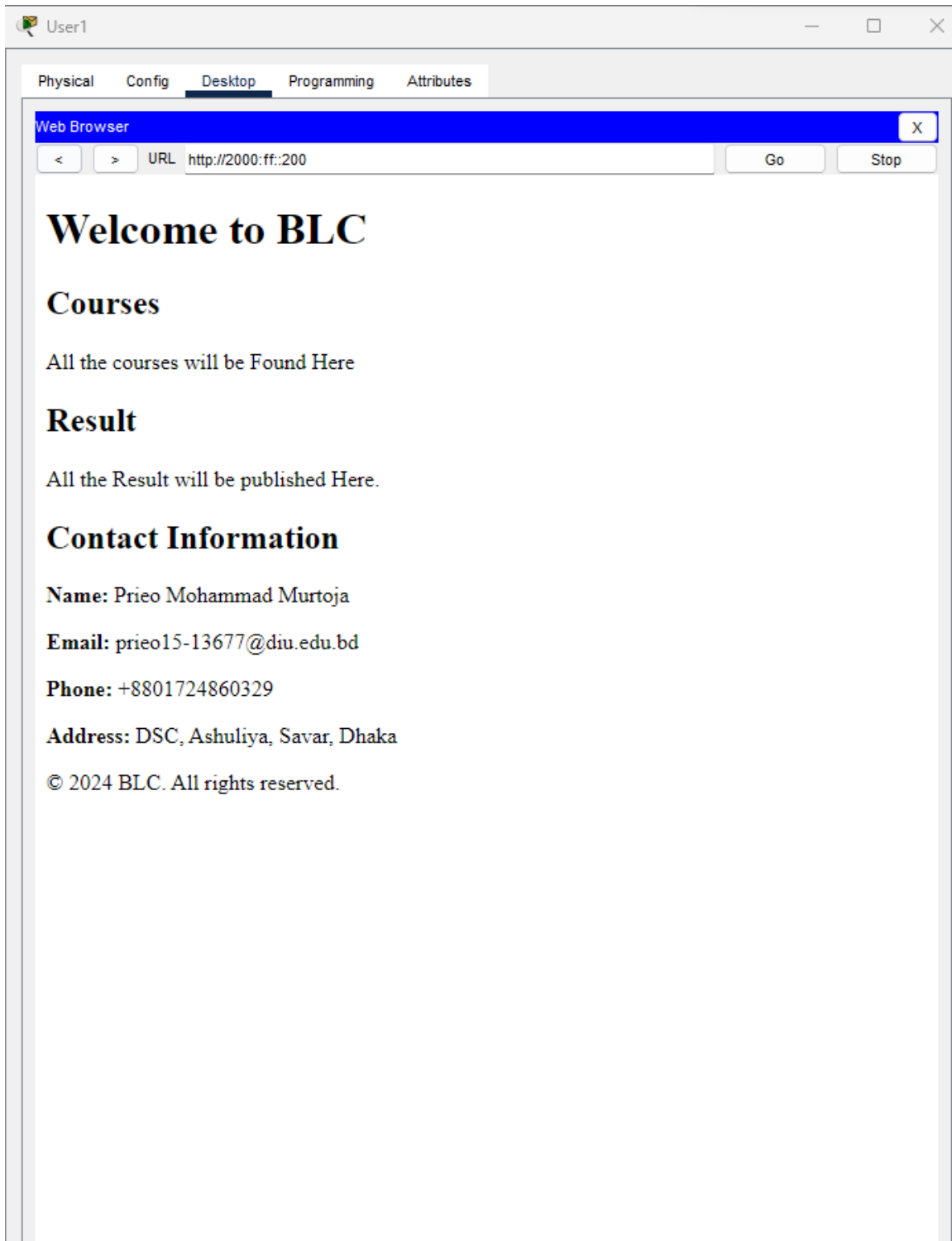


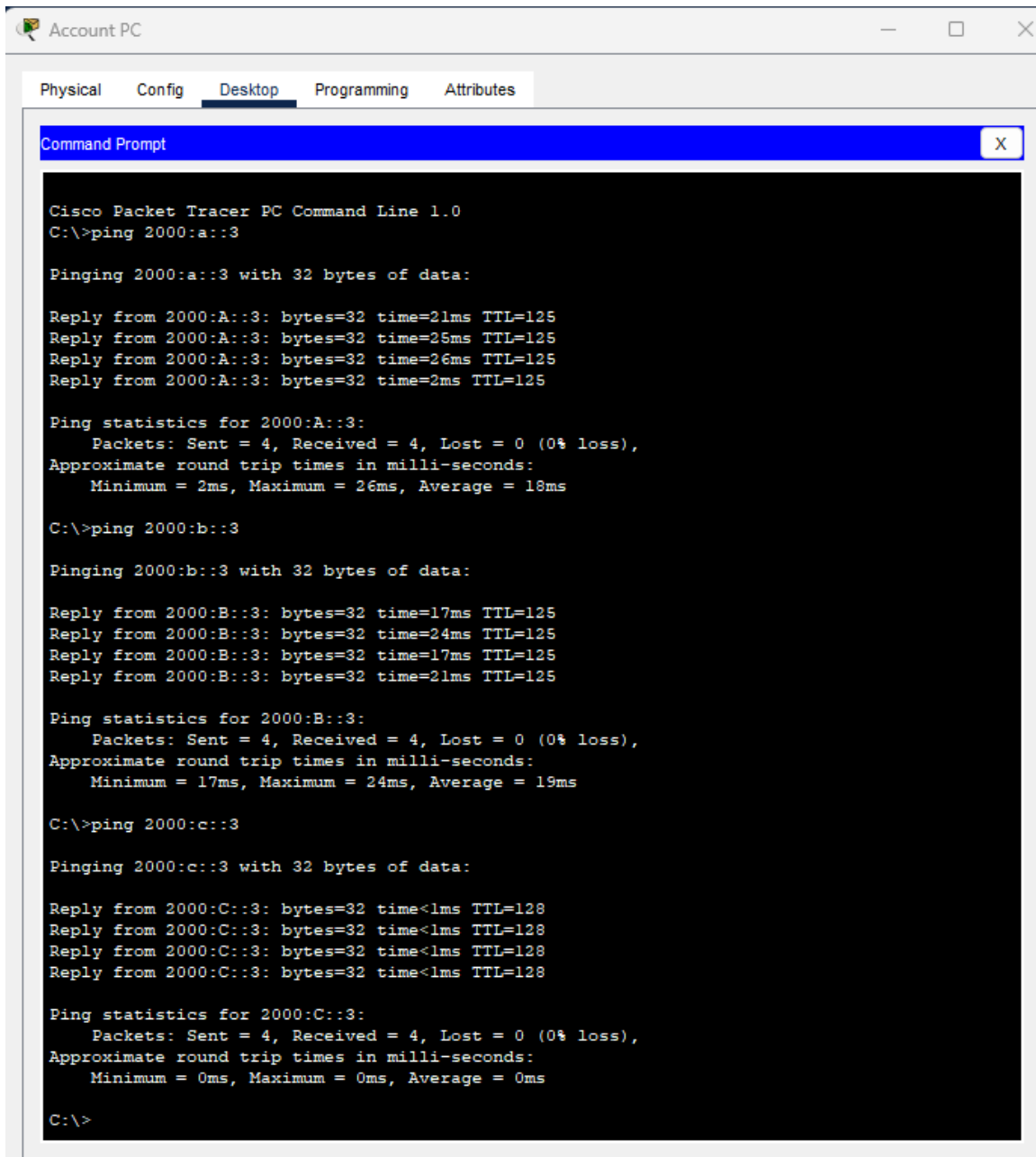
Figure 5.13: Web server from AP connected PC

The figure 5.13 shows Web Server accessed from AP connected Pc.

```
Admission Pc
Physical Config Desktop Programming Attributes
Command Prompt X
    Minimum = 3ms, Maximum = 4ms, Average = 3ms
C:\>ping 2000:b::3
Pinging 2000:b::3 with 32 bytes of data:
Reply from 2000:B::3: bytes=32 time=17ms TTL=125
Reply from 2000:B::3: bytes=32 time=16ms TTL=125
Reply from 2000:B::3: bytes=32 time=21ms TTL=125
Reply from 2000:B::3: bytes=32 time=21ms TTL=125
Ping statistics for 2000:B::3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 16ms, Maximum = 21ms, Average = 18ms
C:\>ping 2000:c::3
Pinging 2000:c::3 with 32 bytes of data:
Reply from 2000:C::3: bytes=32 time=28ms TTL=125
Reply from 2000:C::3: bytes=32 time=29ms TTL=125
Reply from 2000:C::3: bytes=32 time=10ms TTL=125
Reply from 2000:C::3: bytes=32 time=25ms TTL=125
Ping statistics for 2000:C::3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 10ms, Maximum = 29ms, Average = 23ms
C:\>ping 2000:a::3
Pinging 2000:a::3 with 32 bytes of data:
Reply from 2000:A::3: bytes=32 time<lms TTL=128
Reply from 2000:A::3: bytes=32 time<lms TTL=128
Reply from 2000:A::3: bytes=32 time<lms TTL=128
Reply from 2000:A::3: bytes=32 time<lms TTL=128
Ping statistics for 2000:A::3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms
C:\>
```

Figure 5.14: Ping All Printer from Admission Pc

The figure 5.14 shows ping from Admission pc to all printer.



```
Account PC
Physical Config Desktop Programming Attributes
Command Prompt
Cisco Packet Tracer PC Command Line 1.0
C:\>ping 2000:a::3

Pinging 2000:a::3 with 32 bytes of data:

Reply from 2000:A::3: bytes=32 time=21ms TTL=125
Reply from 2000:A::3: bytes=32 time=25ms TTL=125
Reply from 2000:A::3: bytes=32 time=26ms TTL=125
Reply from 2000:A::3: bytes=32 time=2ms TTL=125

Ping statistics for 2000:A::3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 2ms, Maximum = 26ms, Average = 18ms

C:\>ping 2000:b::3

Pinging 2000:b::3 with 32 bytes of data:

Reply from 2000:B::3: bytes=32 time=17ms TTL=125
Reply from 2000:B::3: bytes=32 time=24ms TTL=125
Reply from 2000:B::3: bytes=32 time=17ms TTL=125
Reply from 2000:B::3: bytes=32 time=21ms TTL=125

Ping statistics for 2000:B::3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 17ms, Maximum = 24ms, Average = 19ms

C:\>ping 2000:c::3

Pinging 2000:c::3 with 32 bytes of data:

Reply from 2000:C::3: bytes=32 time<1ms TTL=128
Reply from 2000:C::3: bytes=32 time<1ms TTL=128
Reply from 2000:C::3: bytes=32 time<1ms TTL=128
Reply from 2000:C::3: bytes=32 time<1ms TTL=128

Ping statistics for 2000:C::3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>
```

Figure 5.15: Ping All Printer from Account Pc

The figure 5.15 shows ping from the Account pc to all printers.

After pinging from one device to another successfully and accessing the web server from all PCs I can say that I have successfully deployed the Ipv6 address in my network model.

CHAPTER 6

Impact on Society, Environment and Sustainability

6.1 Impact on Society

Implementing an IPv6-based campus network model can have several significant impacts on society. Here are some potential effects:

- **Address Space Availability:** IPv6 provides large address space compared to IPv4, which is crucial as more devices are connected to the internet. This is particularly relevant for campus networks that accommodate a growing number of devices, including smartphones, tablets, laptops, IoT devices, and more. The availability of unique IPv6 addresses ensures efficient device connectivity without the limitations posed by IPv4 address exhaustion.
- **Improved Network Performance:** IPv6 includes features that enhance network performance, such as simplified header structure, improved routing efficiency, and better support for Quality of Service (QoS). This can result in faster and more reliable communication within the campus network, leading to a smoother user experience for students, faculty, and staff.
- **Facilitating IoT Integration:** As the Internet of Things (IoT) continues to grow, IPv6 becomes essential for accommodating the increasing number of connected devices. Campus networks often incorporate various IoT devices for smart classrooms, building automation, security systems, and more. IPv6's large address space and improved support for IoT protocols make it well-suited for managing the diverse range of devices in a campus setting.
- **Global Connectivity:** IPv6 enables direct end-to-end communication without the need for Network Address Translation (NAT), which is common in IPv4 networks. This facilitates global connectivity and makes it easier for campus networks to engage in collaborative efforts, research projects, and information exchange with other institutions worldwide.
- **Enhanced Security:** IPv6 incorporates features to enhance network security, such as IPsec integration as a standard. This can contribute to a more secure campus network environment, protecting sensitive data and communication. With security

becoming a critical concern, especially in educational institutions, IPv6 can offer advanced security features to help mitigate potential threats.

- **Support for Emerging Technologies:** IPv6 readiness positions campus networks to adopt and support emerging technologies more seamlessly. Technologies like 5G, augmented reality, virtual reality, and advanced communication protocols are likely to become more prevalent in educational settings, and IPv6 provides a foundation for their integration.
- **Educational Opportunities:** The implementation of IPv6 in campus networks offers educational opportunities for students to learn and gain practical experience with the latest networking technologies. It aligns with industry standards and prepares students for careers in network administration, cybersecurity, and other technology-related fields.

In summary, the adoption of an IPv6-based campus network model can positively impact society by addressing the challenges posed by the increasing number of devices, improving network performance, enhancing security, and fostering global connectivity and collaboration.

6.2 Impact on Environment

The impact of an IPv6-based campus network model on the environment is generally indirect, as the choice of network protocol itself does not directly contribute to environmental factors. However, there are several aspects to consider:

- **Energy Consumption:** IPv6 itself does not significantly impact energy consumption. However, the devices and infrastructure supporting IPv6, such as routers, switches, and servers, may vary in energy efficiency. Opting for energy-efficient networking equipment and data centers can contribute to reducing the overall energy footprint.
- **Resource Utilization:** IPv6 allows for more efficient use of IP addresses, which could lead to better utilization of network resources. Proper address allocation and management can reduce unnecessary IP address assignments and promote resource efficiency.

- **Remote Collaboration and Telecommuting:** IPv6, by enabling a larger number of unique IP addresses, can support the growing number of devices connected to the internet. This, in turn, may facilitate remote collaboration and telecommuting, reducing the need for physical commuting and, consequently, lowering carbon emissions associated with transportation.
- **Electronic Waste:** The transition to IPv6 may involve upgrading or replacing existing network infrastructure and devices. Proper disposal or recycling of outdated equipment is essential to mitigate the environmental impact of electronic waste (e-waste).
- **Data Center Efficiency:** IPv6 deployment may coincide with efforts to optimize data center efficiency. This includes strategies like virtualization, consolidation, and utilization of energy-efficient hardware. These practices can contribute to a reduced environmental impact through lower energy consumption and a smaller physical footprint.
- **Global Internet Growth:** IPv6 is crucial for accommodating the growing number of devices connected to the internet, particularly in the context of the Internet of Things (IoT). Efficient management of IoT devices can contribute to overall resource efficiency and reduce unnecessary environmental impact.

In summary, while the IPv6 protocol itself doesn't have a direct impact on the environment, the deployment and management of IPv6 networks offer opportunities to implement environmentally friendly practices.

6.3 Ethical Aspect

When implementing an IPv6-based campus network model, there are several ethical considerations that should be taken into account. These considerations revolve around privacy, security, and the responsible use of technology. Here are some ethical aspects to consider:

- **Privacy Protection:** Ensure that the network design and policies prioritize user privacy. Avoid unnecessary data collection and logging. Implement encryption protocols to protect user data in transit and at rest.

- **Security Measures:** Prioritize network security to safeguard against unauthorized access, data breaches, and other security threats. Regularly update and patch network devices to address vulnerabilities and ensure a secure environment. Educate users about security best practices, such as strong password policies and secure network usage.
- **Accessibility and Inclusivity:** Ensure that the network infrastructure and services are accessible to all users, including those with disabilities. Consider inclusive design principles and ensure equal opportunities for all users.
- **Resource Allocation and Fair Usage:** Implement policies to ensure fair and equitable access to network resources. Prevent abuse of network resources by any individual or group. Avoid network discrimination and ensure that all users have equal opportunities and access.
- **Legal Compliance:** Ensure compliance with relevant laws and regulations related to data protection, privacy, and network security. Respect intellectual property rights and ensure that network usage complies with copyright and licensing laws.
- **Cybersecurity Education:** Provide ongoing education and training on cybersecurity best practices for both network administrators and end-users. Foster a culture of cybersecurity awareness and responsibility among all network users.

By considering these ethical aspects, organizations can build a campus network model that not only meets technical requirements but also prioritizes the well-being, privacy, and rights of the individuals using the network. Ethical considerations should be an integral part of the planning, implementation, and ongoing management of any network infrastructure.

6.4 Sustainability

Implementing an IPv6-based campus network model can contribute to sustainability in several ways. IPv6, the latest version of the Internet Protocol, offers various features and advantages that align with sustainability goals. Here are some ways in which an IPv6-based campus network model can support sustainability:

- **Future-Proofing:** IPv6 addresses the limitations of IPv4 and ensures that the campus network is well-prepared for future growth in terms of the number of devices and services.
- **Reduced Operational Costs:** The autoconfiguration capabilities of IPv6 can reduce the operational costs associated with managing and maintaining IP address assignments, as devices can configure themselves without manual intervention.
- **Resource Efficiency:** IPv6's improved routing efficiency and reduced broadcast traffic contribute to more efficient use of network resources, leading to better overall performance and lower energy consumption.
- **Support for IoT and Emerging Technologies:** IPv6 provides the necessary address space and features to support the proliferation of Internet of Things (IoT) devices and other emerging technologies, ensuring the network remains adaptable to new requirements.
- **Security Improvements:** The inclusion of IPsec in IPv6 enhances the overall security posture of the network, contributing to the sustainability of secure communication within the campus environment.
- **Global Interoperability:** As IPv6 adoption grows globally, having an IPv6-based campus network enhances interoperability with external networks and services, supporting sustained connectivity and collaboration.

In summary, an IPv6-based campus network model not only addresses the limitations of IPv4 but also provides a sustainable foundation for future growth, improved resource efficiency, and enhanced security. The adoption of IPv6 is a crucial step in ensuring the longevity and adaptability of campus networks in the evolving digital landscape.

CHAPTER 7

Conclusion and Future Scope

7.1 Discussion and Conclusion

IPv6-based campus network models play a crucial role in modernizing and expanding network infrastructures to accommodate the growing number of devices and services. Unlike IPv4, IPv6 provides a vastly expanded address space, enabling the seamless connection of a multitude of devices within a campus environment. This transition is essential for overcoming the limitations of IPv4 address exhaustion. Campus networks adopting IPv6 typically leverage hierarchical addressing, efficient routing protocols, and enhanced security features. The deployment of IPv6 in campus networks not only facilitates the continued growth of connected devices but also ensures improved scalability, flexibility, and security, making it a key element in the evolution of robust and future-proof network architectures. Ipv6 is better than Ipv4 because of its length and security. As it's still in the development phase on security and protocols it getting strong day by day. Its prevention and blocking algorithms are getting better. With Ipv6 we can make our campus a more secure and healthy network. So, we all need to upgrade our networks to ipv6 for our benefits and security.

7.2 Scope for Further Developments

My project is based on IPv6. So, it could be further developed in many categories. My project could be further developed by

- Increase Department.
- Increase Servers
- Add Remote Server
- IP-Phone
- Network Monitoring System
- Add IDS/IPS

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