ABSTRACT

In principle, router is a device which enables to connect between two or more network. Routing protocols define how routers communicate with each other. The only routing protocol that uses the backup route is the EIGRP process. In addition to best maintain the routing table, EIGRP also save the best backup for each route so that every time there is a failure on the main path, then the EIGRP offers an alternative route without waiting for convergence time. By Protocol EIGRP bandwidth usage on each link to be more effective.

In this final project, it is to be understood the method of choosing the suitable path based on EIGRP characteristic. We simulate the path update process in EIGRP routing protocol. We also design the topology which use the dynamic router involved OSPF routing

From the results of simulation, can be conclude that EIGRP convergence properly when avoid the looping. EIGRP does not perform such calculations performed by the link state protocol. It makes EIGRP does not require extra design, so that only requires less memory and processing than protocol link state.

Key Word : Router, Routing, EIGRP, Routing Protocol ,Dynamic Routing, Looping, Link-State