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Ques 1 →

Ans → Here there will various steps the yo ~~o~~ disigner deplaint with the 10 users and communicate b/w the ude number 1 and ~~other~~ number 5.

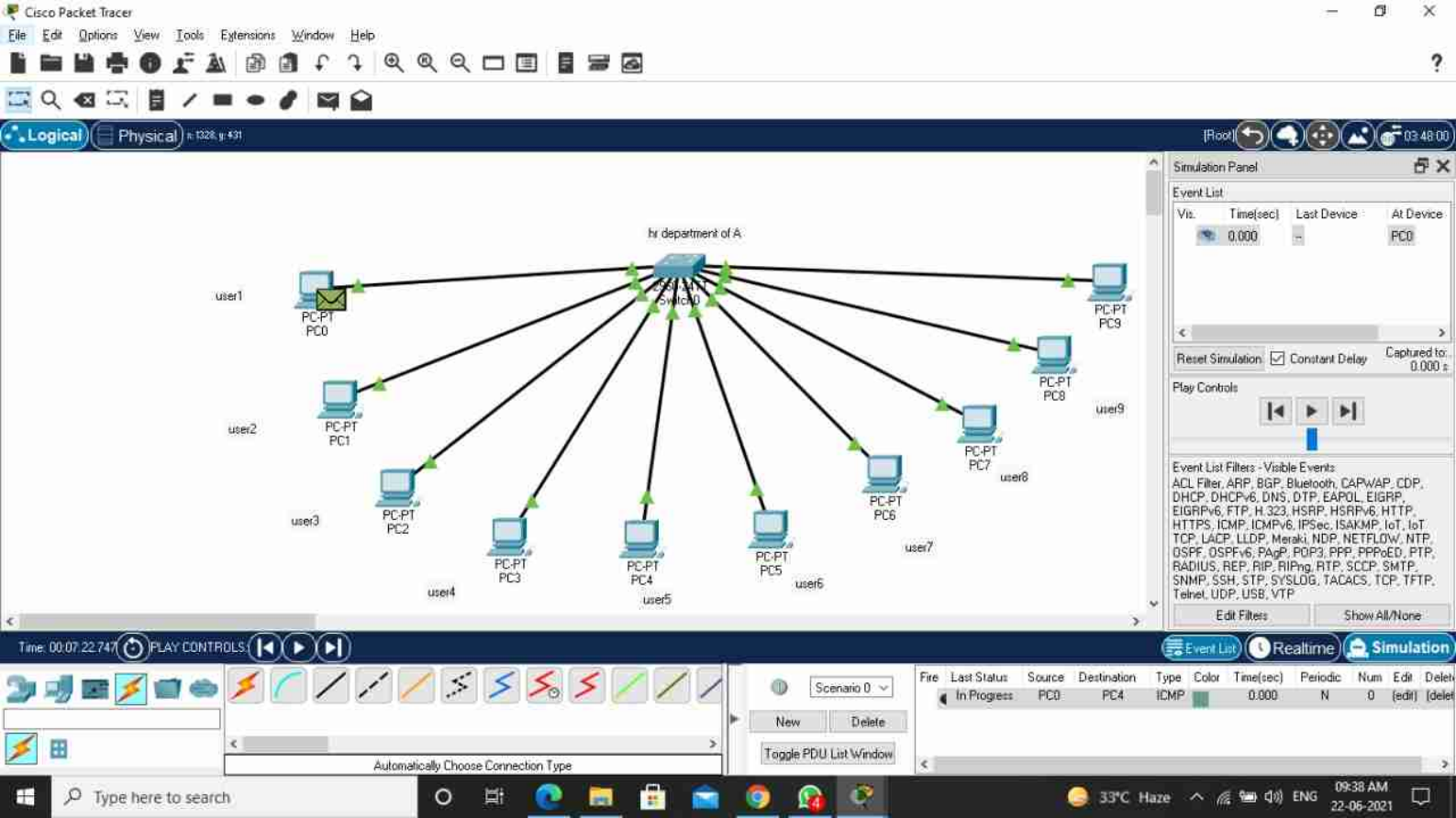
Step 1 → in this step we will take 10 PC's 1 one switch by ethernet wire

Step 2 → in this we will give ip address ur PC0 & PC4 divide.

Step 3 → in realtime added add single PDU from PC0 to PC4 it need we want to send data from PC0 to PC4

Step 4 → Now see in simulator mode play, it will show data tracer. data trave from sorde to destination

Step 5 → After Reaing the distintion the destintion ~~the d~~ will sent achaleement ~~of~~ to the data.


Cisco Packet Tracer
File Edit Options View Tools Extensions Window Help
Logical Physical
hr department of A
Switch0
user1
PC-PT PC0
user2
PC-PT PC1
user3
PC-PT PC2
PC-PT PC3
user4
PC-PT PC4
user5
PC-PT PC5
user6
PC-PT PC6
user7
PC-PT PC7
user8
PC-PT PC8
user9
PC-PT PC9
Simulation Panel
Event List
Vis. Time(sec) Last Device At Device
0.000 PC0
Reset Simulation
Constant Delay
Play Controls
Event List Filters - Visible Events
ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPSec, ISAKMP, IoT, IoT TCP, LACP, LLDP, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoED, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP
Edit Filters
Show All/None
Time: 00:07:22.747
PLAY CONTROLS:
Event List
Realtime
Simulation
Automatically Choose Connection Type
Scenario 0
New
Delete
Toggle PDU List Window
Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete
In Progress PC0 PC4 ICMP 0.000 N 0 (edit) (delete)
Type here to search
33°C Haze
ENG
09:38 AM
22-06-2021

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Question →

What → Here we we will take multiple steps to perform this

Step 1 → in the step we will take one Router towo switches in which switch 1 contain ach soc department of and ach of soc department.

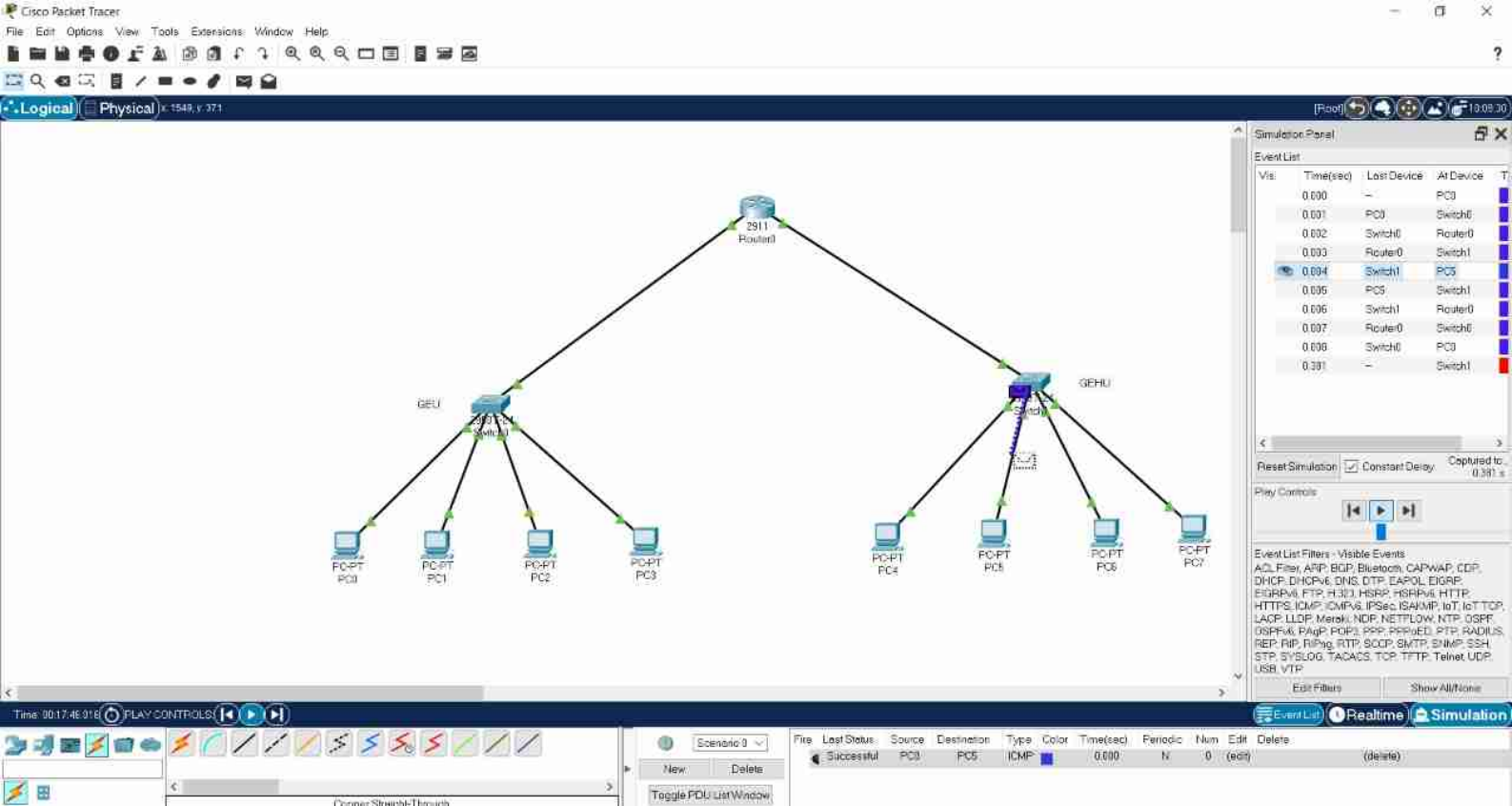
Step 2 → switch 1 (ach of department) had connected with three duties pc pc1 pc2 & switch 2 had connected with 3 which that is pc3 pc4 & pc5.

Step 3 → we set the address of device and end device

(4) in Router add simple PDU (P) from PC0 to pc4 which send the data from PC0 to PC4

(5) set simulation and play it will show data transfer data trail from source to destination

(7) After that in diagram the data transfer dest allowed to the source.


Cisco Packet Tracer
File Edit Options View Tools Extensions Window Help
Logical Physical x: 1549, y: 371
[Root]
2911 Router0
GEU
2960-24TT Switch1
GEHU
PC-PT PC0
PC-PT PC1
PC-PT PC2
PC-PT PC3
PC-PT PC4
PC-PT PC5
PC-PT PC6
PC-PT PC7
Simulation Panel
Event List
Vis. Time(sec) Last Device At Device T
0.000 – PC0
0.001 PC0 Switch0
0.002 Switch0 Router0
0.003 Router0 Switch1
0.004 Switch1 PC5
0.005 PC5 Switch1
0.006 Switch1 Router0
0.007 Router0 Switch0
0.008 Switch0 PC0
0.381 – Switch1
Reset Simulation
Constant Delay
Captured to: 0.381 s
Play Controls
Event List Filters - Visible Events
ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPSec, ISAKMP, IoT, IoT TCP, LACP, LLDP, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoED, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP
Edit Filters
Show All/None
Time: 00:17:46.918
PLAY CONTROLS:
Event List
Realtime
Simulation
Scenario 0
New
Delete
Toggle PDU List Window
Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete
Successful PC0 PC5 ICMP 0.000 N 0 (edit) (delete)