

# IMPLEMENTATION OF BUS TOPOLOGY USING PACKET TRACER

## AIM:

To Implement a Bus topology using packet tracer and hence transmit data between connected devices using bus topology

## SOFTWARE/APPARATUS REQUIRED:

packet tracer / End devices, Hubs, connectors

## STEPS FOR BUILDING TOPOLOGY:

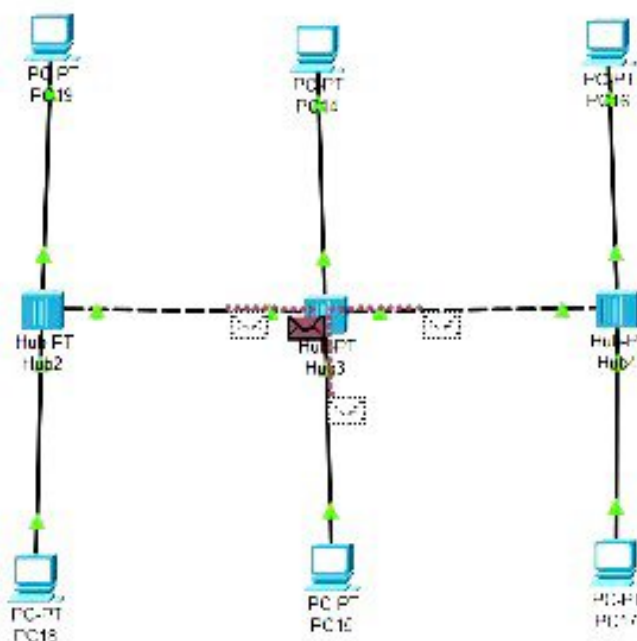
1. Building the topology - adding hosts
2. Connecting the host to switches
3. Connect pcs to switch by first choosing connections
4. configuring IP address and subnet Mask on the hosts
5. To confirm data transfer between devices

*Signature*

## RESULT

Thus the Bus topology is Implemented with packet tracer stimulation tool





# Simulation Panel

## Event List

Vis	Time(sec)	Last Device	At Device	Type
	0.000	--	PC0	ICMP
	0.000	--	PC14	ICMP
	0.001	PC0	Hub0	ICMP
	0.001	PC14	Hub3	ICMP
Visible	0.002	Hub0	PC2	ICMP
Visible	0.002	Hub0	PC3	ICMP
Visible	0.002	Hub0	PC4	ICMP
Visible	0.002	Hub0	PC1	ICMP
Visible	0.002	Hub3	Hub2	ICMP
Visible	0.002	Hub3	Hub4	ICMP
Visible	0.002	Hub3	PC15	ICMP

Reset Simulation ☒ Constant Delay

Capturing

## Play Controls



## Event List Filters: Visible Events

ACL Filter Bluetooth CAPWAP CDP DHCPv6 DTP EAPOL IGMPv6 IGRP II-323 ISISv6 HTTP HTTPS ICMP ICMPv6 IPsec ISAKMP IoT IoT TCP LACP LLDP NDP NETFLOW NTP OSPFv6 PAgP POP3 PPP PPPoE RIPv6 RADIUS RFP RIPv6 RTP SCCP SMTP SNMP SSH STP SYSLOG TACACS TCP TFTP Telnet UDP USB VTP

Edit Filters

Show AllNone

Event List

Realtime

Simulation