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## IMPLEMENTATION OF TREE TOPOLOGY USING PACKET TRACER

### AIM:

To Implement a tree topology using packet tracer, hence to transmit data between the devices connected using tree topology

### SOFTWARE / APPARATUS REQUIRED

packet tracer / end devices, hub, connectors

### STEPS FOR BUILDING TOPOLOGY

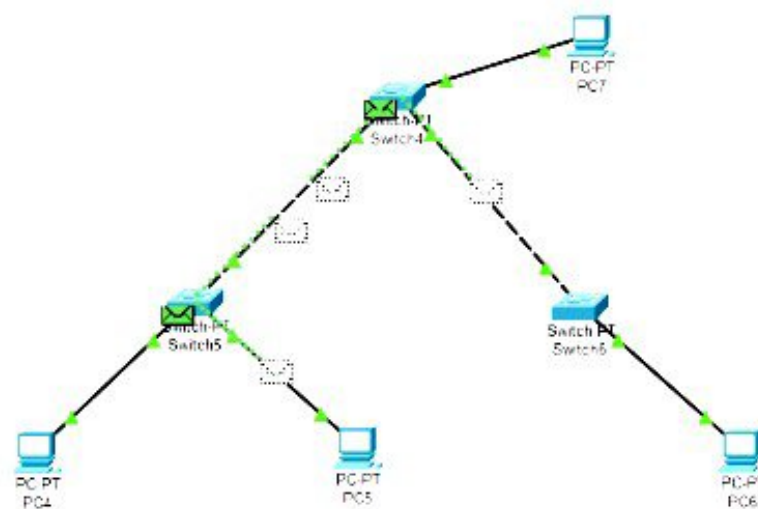
1. start packet tracer
2. choosing devices and connections
3. Adding host
4. connecting the hosts to hubs (Building star topology)
5. connect pcs to hub by first choosing the connection
6. Building tree topology - connecting hubs to active hubs
7. configuring IP Address and subnet mask on the hosts
8. Verify connectivity in Realtime mode
9. Verify connectivity in simulation mode

*Chitra*

### RESULT

Thus, the tree topology is implemented using packet tracer simulation tool





# Simulation Panel

## Event List

Vis	Time(sec)	Last Device	At Device	Type
	0.000	--	PC0	ICMP
	0.000	--	PC7	ARP
	0.000	--	PC7	ICMP
	0.000	--	PC4	ICMP
	0.000	--	PC4	ARP
	0.001	PC0	Switch0	ICMP
	0.001	PC7	Switch4	ARP
	0.001	PC4	Switch5	ARP
	0.002	Switch0	Switch1	ICMP
	0.002	Switch4	Switch5	ARP
	0.002	Switch4	Switch5	ARP
	0.002	Switch5	Switch4	ARP
	0.002	Switch5	PC5	ARP

Reset Simulation ☒ Constant Delay

Capturing

## Play Controls



## Event List Filters - Visible Events

ACL Filter ARP BGP Bluetooth CAPWAP CDP DHCP DHCPv6 DNS DTLS  
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 PDR3 PPP PPPoE PTP RADIUS RLP RIPv2  
RIPv3 RTP SCCP SMTP SNMP SSH STP SYSLOG TACACS TCP TFTP  
Telnet UDP USB VTP

Edit Filters

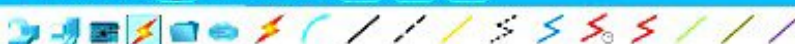
Show All Filters

Event List

Realtime

Simulation

Time: 00:13:26.263 PLAY CONTROLS



Automatically Choose Connection Type