

Expt.No.....3.....

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IMPLEMENTATION OF BUS TOPOLOGY USING PACKET TRACER

AIM:

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

SOFTWARE/APPARATUS REQUIRED:

packet tracer / End devices, Hubs, connectors

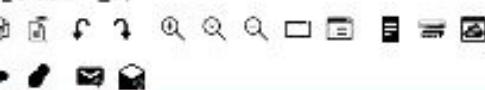
STEPS FOR BUILDING TOPOLOGY:

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

1/3/2016
6/1/2016

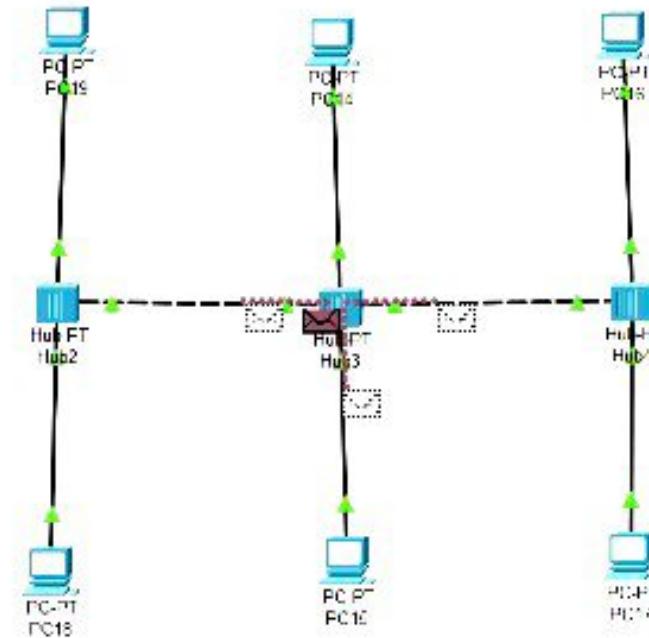
RESULT

thus the Bus topology is implemented with packet tracer simulation tool



v.4.91

[Root] 01:37:00



Simulation Panel

Event List

Vis	Time(sec)	Last Device	At Device	Type
Visible	0.000	...	PC0	ICMP
Visible	0.000	...	PC14	ICMP
Visible	0.001	HC0	Hub0	ICMP
Visible	0.001	PC14	Hub2	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 D-ICMPv6 DTP DAQoL EIGRPv6 FTP II 323 IGMPv6 HTTP HTTPS ICMP ICMPv6 IPsec ISAKMP IoT IST TCP LACP LLDP NDP NETFLOW NTP OSPFv6 PAgP POP3 PPP PPPoE PTP RADIUS RFP RIPng RTP SCOP SMTP SNMP SSH STP SYSLOG TACACS TCP TFTP Telnet UDP USB VIF

 Edit Filters Show All None
 Event List Realtime Simulation
