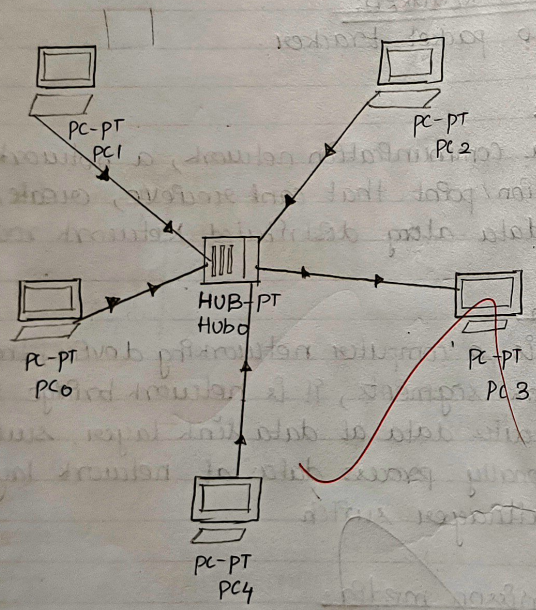


Expt.No....2..... Page No.....5.....

IMPLEMENTATION OF STAR TOPOLOGY USING PACKET TRACKER

AIM:

To implement a star topology using packet and hence to transmit data between the devices connected using star topology.

SOFTWARE/APPARATUS REQUIRED

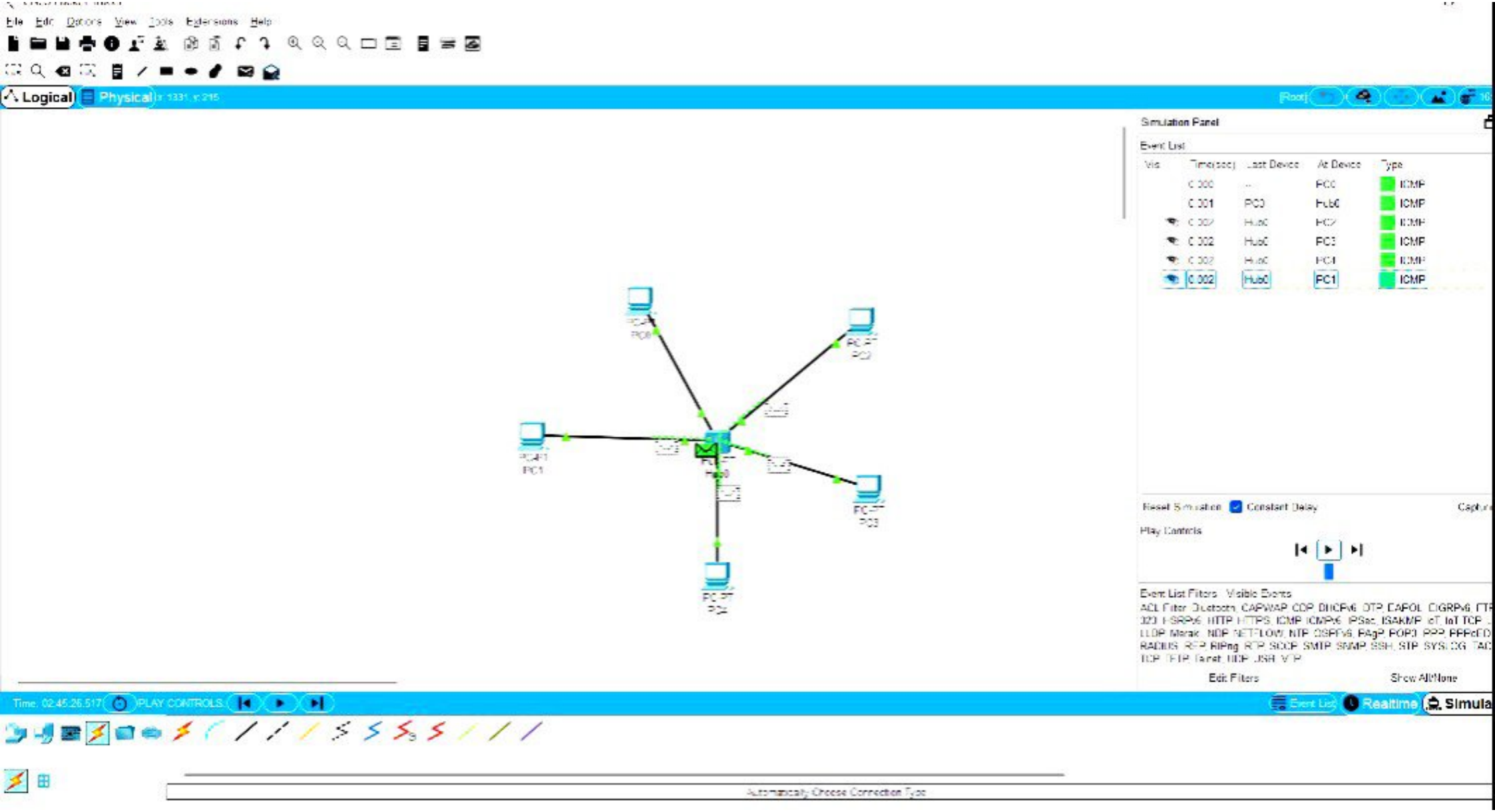
packet tracker, End devices, bridge, connectors.

STEPS FOR BUILDING TOPOLOGY

1. start packet tracker
2. choosing devices and connections
3. Building the topology - Adding Hosts
4. Connecting the host to switch
5. connect pcs to switch by first choosing connections
6. Configuring IP address and subnet Masks on the host
7. To confirm Data transfer between devices

RESULT:

The star topology is implemented with packet tracer simulation tool.


File Edit Options View Tools Extensions Help
Logical
Physical
Simulation Panel
Event List
Vis Time(sec) Last Device At Device Type
0.000 -- PC0 ICMP
0.001 PC0 Hub0 ICMP
0.002 Hub0 PC2 ICMP
0.002 Hub0 PC3 ICMP
0.002 Hub0 PC4 ICMP
0.002 Hub0 PC1 ICMP
Reset Simulation
Constant Delay
Play Controls
Event List Filters - Visible Events
Edit Filters
Show All/None
Time: 02:45:26.517
PLAY CONTROLS
Event List
Realtime
Simula
Automatically Choose Connection Type