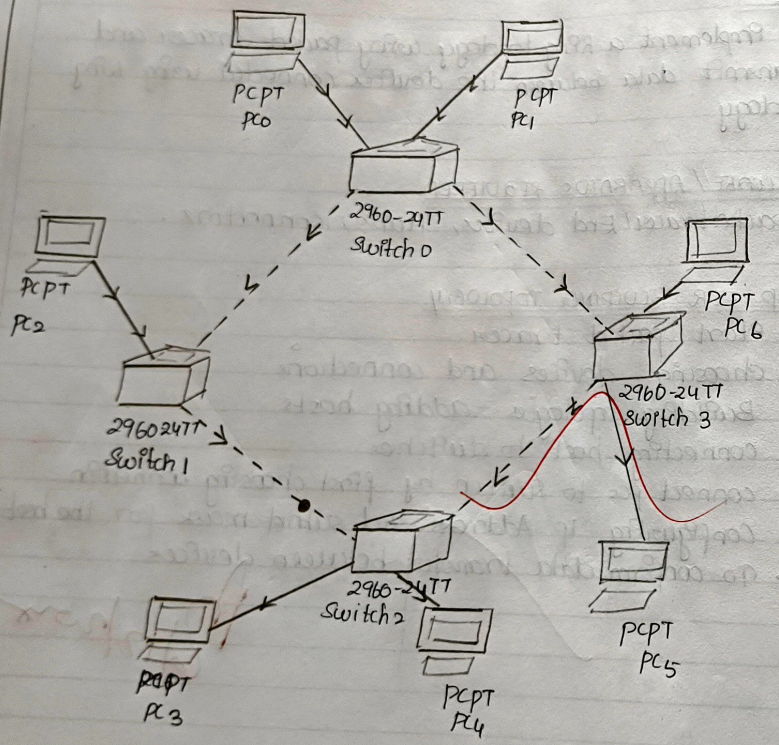


Expt.No....5..... Page No.....11.....

IMPLEMENTATION of MESH TOPOLOGY USING PACKET TRACKER.

AIM:

To implement a Mesh topology using packets tracer and hence to transmit data between the devices connected using Mesh topology

SOFTWARE / APPARATUS REQUIRED

packet tracer / End devices, Hub, connectors

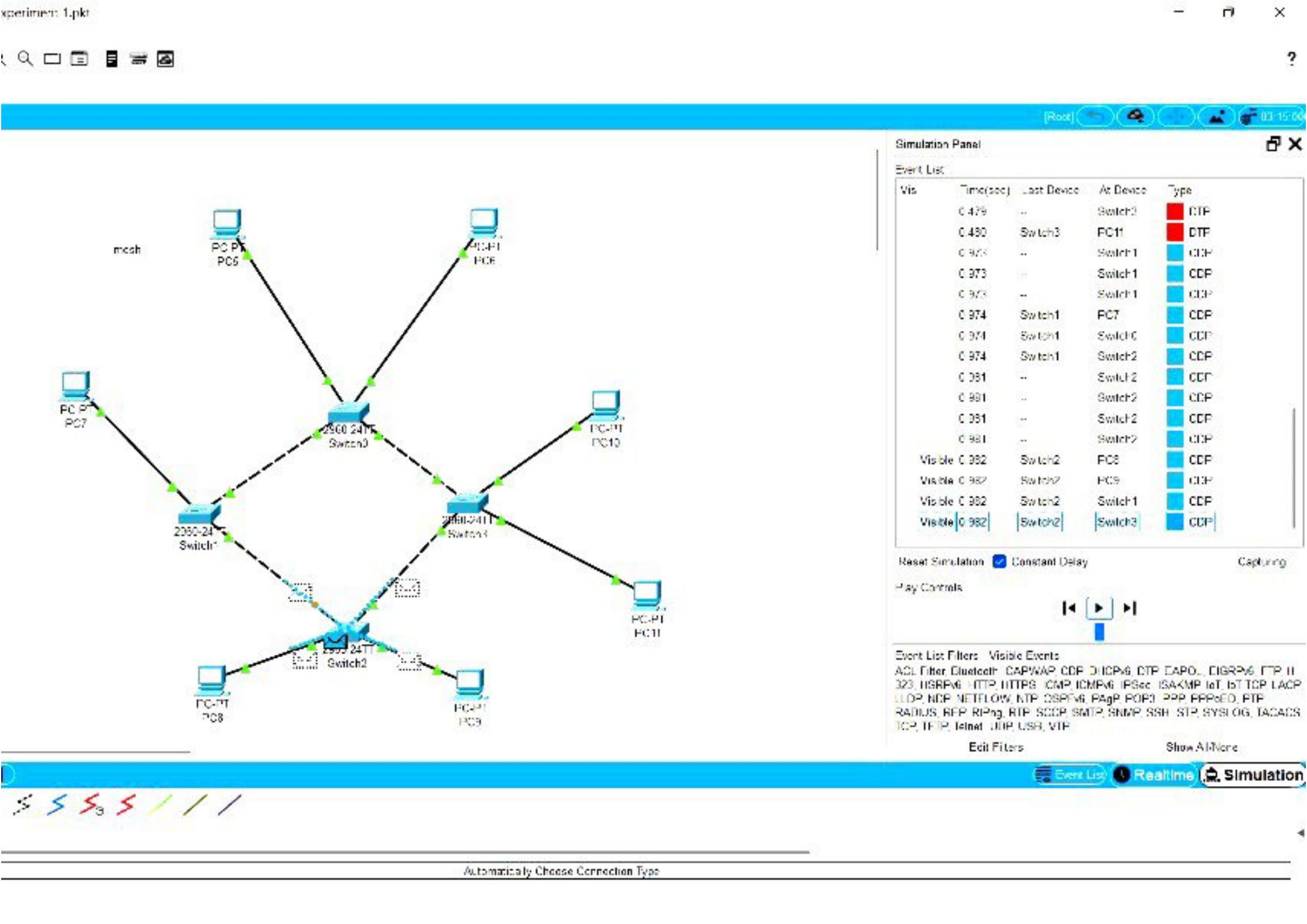
BUILDING STEPS FOR TOPOLOGY

1. start packet tracer
2. Choosing devices and connections
3. Adding host
4. connecting host to switches
5. connect PCs to switch by ~~p~~ first connections
6. Configuring IP Address and subnets mask on host
7. To confirm data transfer between devices

6/12/2022

RESULT:

Thus the mesh topology is implement with packet tracer simulation tool


mesh
PC-PT PC5
PC-PT PC6
PC-PT PC7
2960-24TT Switch0
PC-PT PC10
2960-24TT Switch1
2960-24TT Switch3
PC-PT PC11
2960-24TT Switch2
PC-PT PC8
PC-PT PC9
Simulation Panel
Event List
Vis. Time(sec) Last Device At Device Type
0.479 -- Switch3 DTP
0.480 Switch3 PC11 DTP
0.973 -- Switch1 CDP
0.973 -- Switch1 CDP
0.973 -- Switch1 CDP
0.974 Switch1 PC7 CDP
0.974 Switch1 Switch0 CDP
0.974 Switch1 Switch2 CDP
0.981 -- Switch2 CDP
0.981 -- Switch2 CDP
0.981 -- Switch2 CDP
0.981 -- Switch2 CDP
Visible 0.982 Switch2 PC8 CDP
Visible 0.982 Switch2 PC9 CDP
Visible 0.982 Switch2 Switch1 CDP
Visible 0.982 Switch2 Switch3 CDP
Reset Simulation
Constant Delay
Capturing
Play Controls
Event List Filters Visible Events
ACL Filter Bluetooth CAPWAP CDP DHCPv6 DTP EAPOL EIGRPv6 FTP H.323 HSRPv6 HTTP HTTPS ICMP ICMPv6 IPSec ISAKMP IoT IoT TCP LACP LLDP NDP NETFLOW NTP OSPFv6 PAgP POP3 PPP PPPoED PTP RADIUS RIP RIPng RTP SCCP SMTP SNMP SSH STP SYSLOG TACACS TCP TFTP Telnet UDP USB VTP
Edit Filters
Show All/None
Event List
Realtime
Simulation
Automatically Choose Connection Type