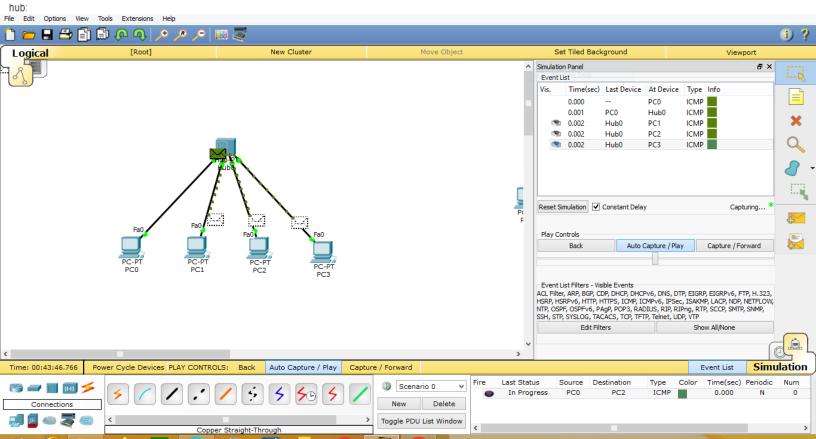
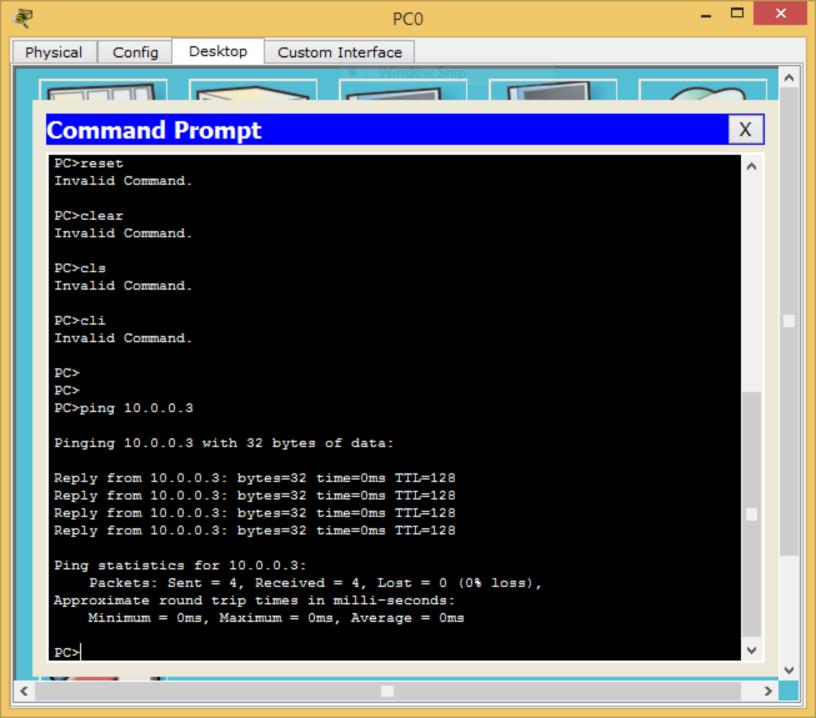
## Experiment -1

Aim: Create a topology and simulate sending a simple PDU from source to destination using hub and switch as connecting devices and demonstrate ping message.





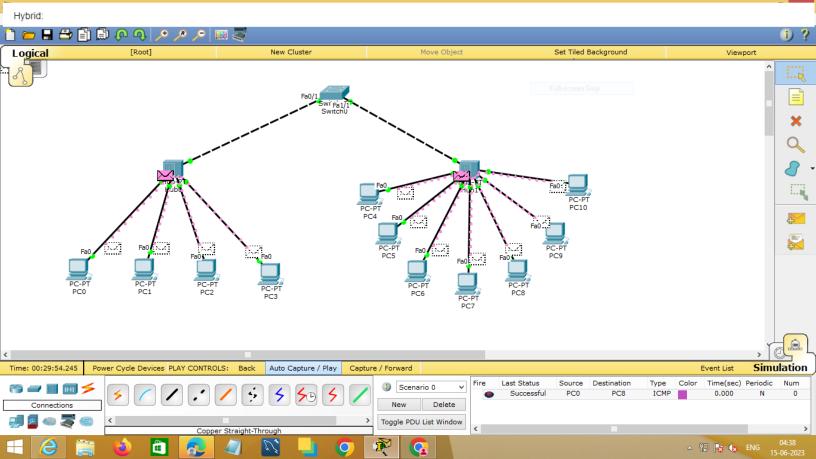
switch: 🖺 🗀 🖶 🗗 🖺 🖟 📭 🔑 🥕 📜 ౌ (i) ? Logical [Root] New Cluster Move Object Set Tiled Background Viewport ↑ Simulation Panel ₽× Event List Time(sec) Last Device At Device Type Info ICMP 0.000 PC4 0.001 PC4 Switch0 ICMP 0.002 Switch0 PC7 ICMP Captured to: si Reset Simulation Constant Delay 0.002 s PC-PT PC4 Fa0 Play Controls Auto Capture / Play Capture / Forward Back PC6 Event List Filters - Visible Events ACL Filter, ARP, BGP, CDP, DHCP, DHCPv6, DNS, DTP, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPSec, ISAKMP, LACP, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, RADIUS, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, VTP Edit Filters Show All/None Simulation Time: 00:43:27.544 Power Cycle Devices PLAY CONTROLS: Back Auto Capture / Play Capture / Forward Event List Fire Last Status Source Destination Color Time(sec) Periodic Num Type Scenario 0 In Progress PC4 PC7 ICMP 0.000 Ν New Delete Connections Toggle PDU List Window Copper Straight-Through

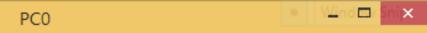
Ping statistics for 10.0.0.8:

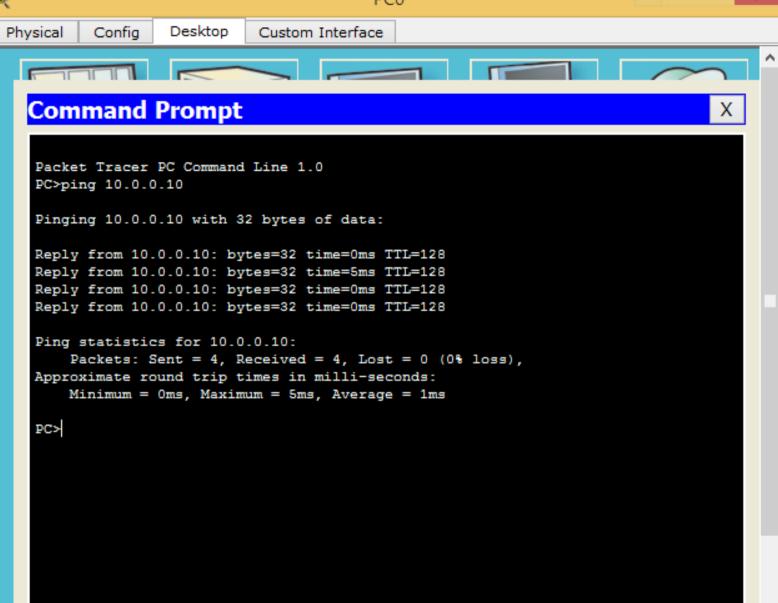
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

Approximate round trip times in milli-seconds: Minimum = 0ms, Maximum = 1ms, Average = 0ms

PC>









	(Data: Page:
	Pancedure sfor hub:
•	Select a hub from the bottom toolbar.
• 4	into the price of the mand insert them
•	into the logical interface
•	Add IP Address for each of them.
	Internections, copper straight - Through is used To connect the hub and the generic
best	PC-PT.
	Simple PDU's are added to the source and
	to the destination.
. 1904	and the isimulation is istarted.
. 110	Henaly an acknowledgement is recived by then
	Hore Raphtime
h din	PC > ping 10.0.0.3
	Punging 10.0.0.3 with 32 bytes of data.
	Reply from 10.0.0.3: bytes = 32 time = 0 ms TIL
	Reply from 10.0.0.3: bytes= 32 time = 0 ms TTL=128
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· whi	Reply from 10.0.0.3: bytes=32 time=0ms TTL=128
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	PC>.
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°C PC>	n0= 24	Majorina - Dorse Maximuma = ams. Areso
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		PC > Jung 10.0.0.8



	(Date: Page:
Studio and	Ringing 10.0.0.8. with 32 bytes of data:
WE - 71	all half the extension and a minimum of the
MI I	Reply from 10.0.0.8: byter = 32 time = lms TTL=128
2.0 3	Keply from 10.0.0.8: bytes - 32 Jume=0 ms 111-128
	Reply from 10.0.0.8: bytes = 32 time = 0 mrs TTL=128
	Reply from 10.0.0.8: bytes = 32 fine = 0 ons TTL = 128
<u> </u>	0
da	Ping statistics for 10.0.0.8:
1 1 1000	Packets: Sent = 4, recieved = 4, host = 0 (0% loss).
	Approximate round trip times in milli-seconds:
	Minimum = 0 ms, Maximum = 1 ms, Overage = 0 ms
*	Perocedare for switch and hub:
•	consider duo hubs.
0	Place PT-Pc's son to the logical interface.
0	Add an IP address for each of them.
0	conned the PT-Pe's to the hubs using
-	copper straight through.
•	Then these two hubs will be connected
	to a switch
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	ito the destination devices.
0	esconulation is started
6	Tenally the acknowledgement is received by the mode!
	The mode!
	Just time:
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is and	Reply forom 10.0.0.10: bytes=32-lime=0ns TIL-12 Reply forom 10.0.0.10: bytes=32-lime=5ms TIL-12 Reply forom 10.0.0.10: bytes=32 time=0ms TIL-12 Reply forom 10.0.0.10: bytes=32 times=0ms TIL-12
12-111 B	Ping votatistics for 10.0.0.10:  Packets: sent = 4, Recieved = 4, host = 0 (0200)  Approximate round temp times in milli-second  Minimum = 0 ms, Maximum = 5 ms, Average-In
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