

# Cisco Packet Tracer Help

## Interface Overview

Menu Bar

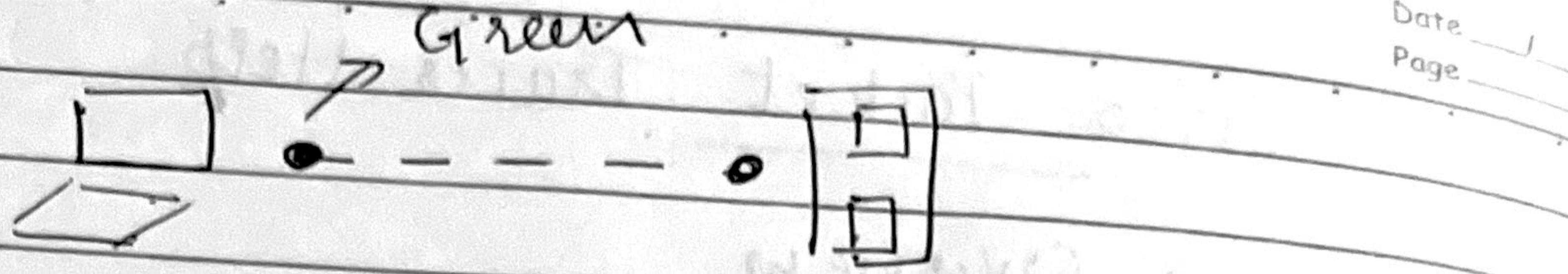
Main Tool Bag

Common  
tool bag

bottom bar.

(PC & Server)

- ① End devices PC selected and are selected
- ② Connections, copper (RJ45) are selected because device is of the same level.  
If not then straight wire is used (straight)
- ③ If green line is shown then connection is correct. If red - then wrong.  
Type is ICMP.
- ④ Send packets to both the devices.
- ⑤ Click on PC and change name by going to the config Tab.  
Change DNS server as mentioned.
- ⑥ Go to fast ethernet and change IP Address.
- ⑦ Send Packets and ping.
- ⑧ Go to simulation mode.
- ⑨ In all diff filters click on ICMP  
Add a simple PDU from PC to server. It is printed on the right side.
- ⑩ Click on auto capture.



LAN - Stands for local Area Network. It is a computer network that connects devices within a small geographic area, such as a building or a group of buildings, enabling data sharing and communication.

WAN - Stands for wide area Network. It is a computer network that spans a large geographic area, typically connecting multiple LANs at remote locations.

Ethernet - is a widely used networking technology that allows devices to connect and communicate with a local area network.

Switch - It is a device that connects multiple devices within a network and forwards data packets between them based on MAC addresses.

node - Any device or a point in a network that can send, receive or forward data.

End systems - also known as hosts  
are devices at the edges of a network  
that initiate or consume data

Hub - It is a simple networking  
device that connects multiple devices in  
a network.

IP address - is a unique numerical  
identifier assigned to each device  
connected to an IP-based network.

Packet - is a unit of data that is  
transmitted over a network.

Network - is a collection of interconnected  
devices, such as computers, servers  
switches, routers that communicate  
with each other to share resources  
exchange data.

Server - is a computer or a device  
that provides services or resources  
to other devices.

Packet drop - refers to a situation where  
a network device or link fails  
to deliver a transmitted packet to  
its intended destination, resulting  
in the loss of that packet.