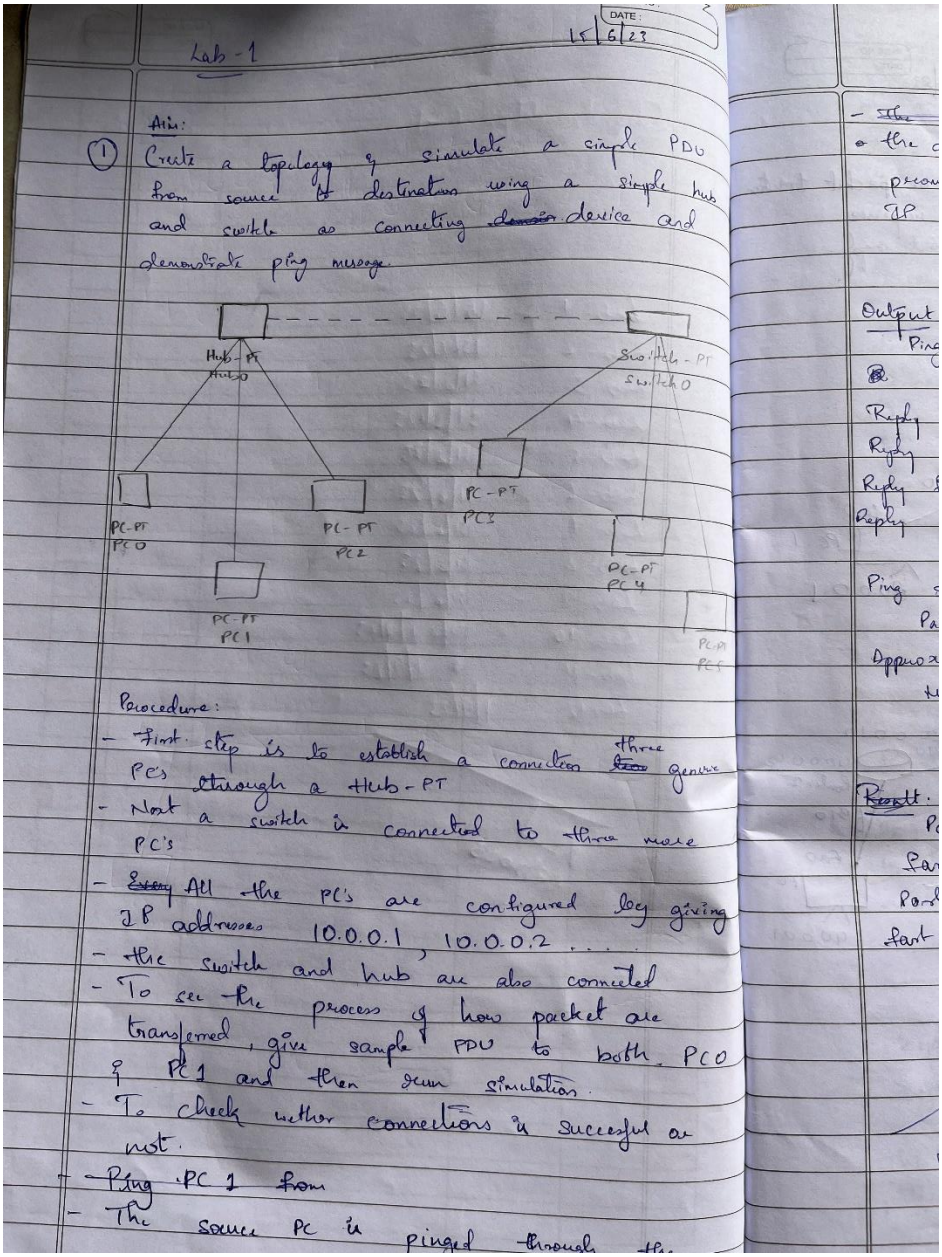
LAB 1

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

OBSERVATION:



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DATE :

- ~~The destination~~ PC
- the destination PC, by going to command prompt, then run ping followed by IP address of PC1.

Output:

Pinging 10.0.0.2 with 32 bytes of data:

Reply from 10.0.0.2: bytes = 32 time = 0ms TTL = 128
Reply from 10.0.0.2: bytes = 32 time = 0ms TTL = 128
Reply from 10.0.0.2: bytes = 32 time = 0ms TTL = 128
Reply from 10.0.0.2: bytes = 32 time = 0ms TTL = 128

Ping statistics for 10.0.0.2:
Packets: sent = 4, Received = 4, Lost = 0 (0% loss)
Approximate round trip times in milli seconds:
Minimum = 0ms, Maximum = 0ms, Average = 0ms

Router. switch

Port - 1	IP address	
Fast Ethernet 0	10.0.0.4	PC1
Port - 2		
Fast - Ethernet 0	10.0.0.2	PC2
	10.0.0.3	PC3

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ple PDU
simple hub
ice and

switch - PT
switch 0

PC-PT
PC4

PC-PT
PC5

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both. PC0

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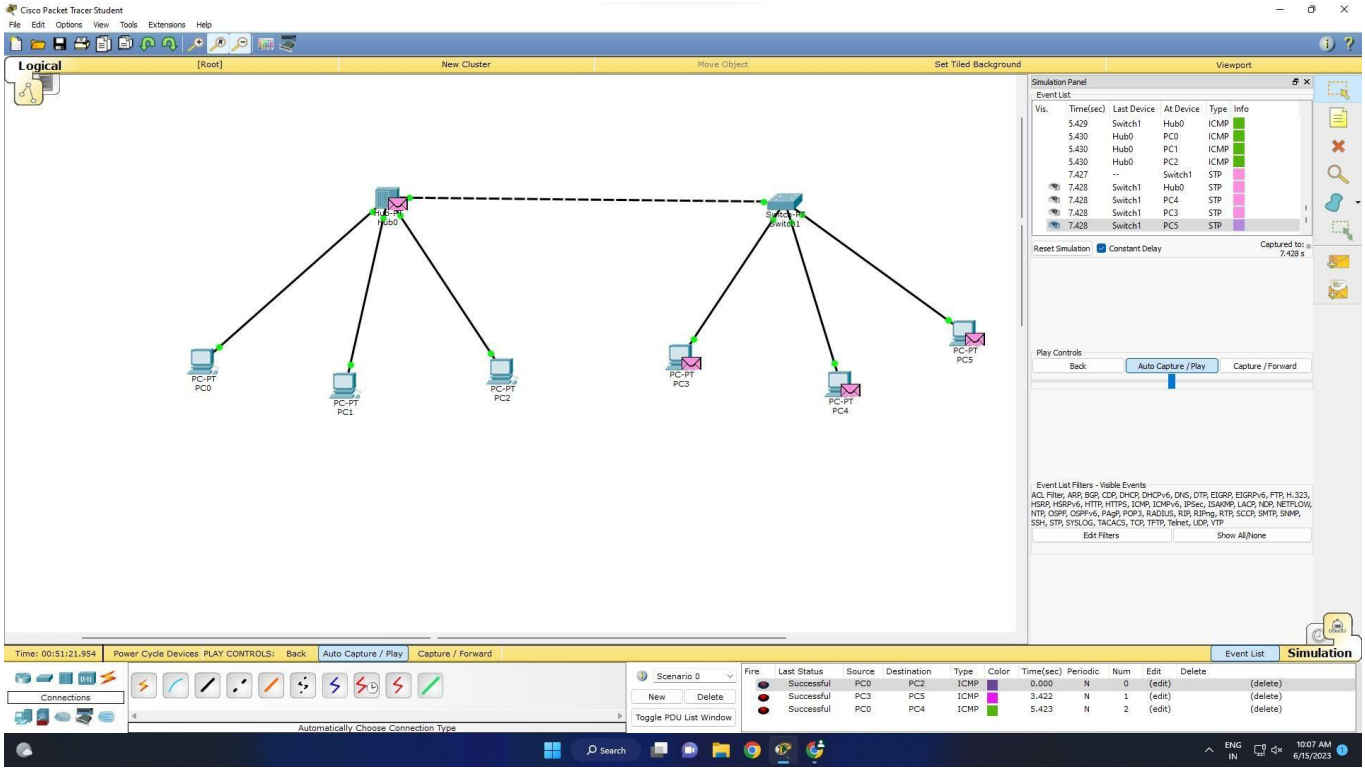
OUTPUT:


Cisco Packet Tracer Student
File Edit Options View Tools Extensions Help
Logical
[Root]
New Cluster
Move Object
Set Tiled Background
Viewport
Hub-PT Hub0
Switch-PT Switch1
PC-PT PC0
PC-PT PC1
PC-PT PC2
PC-PT PC3
PC-PT PC4
PC-PT PC5
Simulation Panel
Event List
Vis. Time(sec) Last Device At Device Type Info
5.429 Switch1 Hub0 ICMP
5.430 Hub0 PC0 ICMP
5.430 Hub0 PC1 ICMP
5.430 Hub0 PC2 ICMP
7.427 -- Switch1 STP
7.428 Switch1 Hub0 STP
7.428 Switch1 PC4 STP
7.428 Switch1 PC3 STP
7.428 Switch1 PC5 STP
Reset Simulation
Constant Delay
Play Controls
Back
Auto Capture / Play
Capture / Forward
Event List Filters - Visible Events
Edit Filters
Show All/None
Time: 00:51:21.954
Power Cycle Devices PLAY CONTROLS: Back
Auto Capture / Play
Capture / Forward
Event List
Simulation
Connections
Automatically Choose Connection Type
Scenario 0
New
Delete
Toggle PDU List Window
Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete
Successful PC0 PC2 ICMP 0.000 N 0 (edit) (delete)
Successful PC3 PC5 ICMP 3.422 N 1 (edit) (delete)
Successful PC0 PC4 ICMP 5.423 N 2 (edit) (delete)
Search
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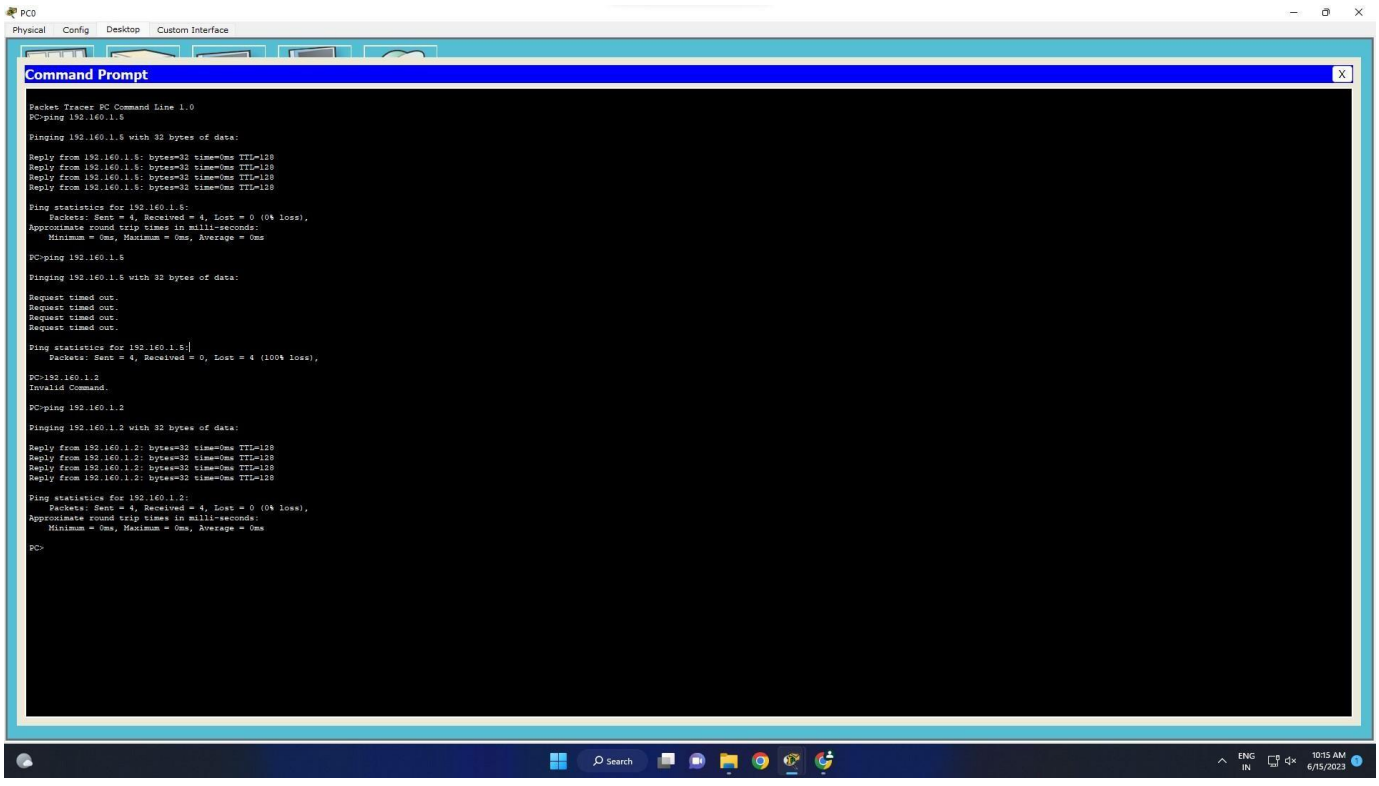
PC0
Physical Config Desktop Custom Interface
Command Prompt
X
Packet Tracer PC Command Line 1.0
PC>ping 192.160.1.5
Pinging 192.160.1.5 with 32 bytes of data:
Reply from 192.160.1.5: bytes=32 time=0ms TTL=128
Reply from 192.160.1.5: bytes=32 time=0ms TTL=128
Reply from 192.160.1.5: bytes=32 time=0ms TTL=128
Reply from 192.160.1.5: bytes=32 time=0ms TTL=128
Ping statistics for 192.160.1.5:
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 0ms, Average = 0ms
PC>ping 192.160.1.5
Pinging 192.160.1.5 with 32 bytes of data:
Request timed out.
Request timed out.
Request timed out.
Request timed out.
Ping statistics for 192.160.1.5:
Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),
PC>192.160.1.2
Invalid Command.
PC>ping 192.160.1.2
Pinging 192.160.1.2 with 32 bytes of data:
Reply from 192.160.1.2: bytes=32 time=0ms TTL=128
Reply from 192.160.1.2: bytes=32 time=0ms TTL=128
Reply from 192.160.1.2: bytes=32 time=0ms TTL=128
Reply from 192.160.1.2: bytes=32 time=0ms TTL=128
Ping statistics for 192.160.1.2:
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 0ms, Average = 0ms
PC>
Search
ENG IN
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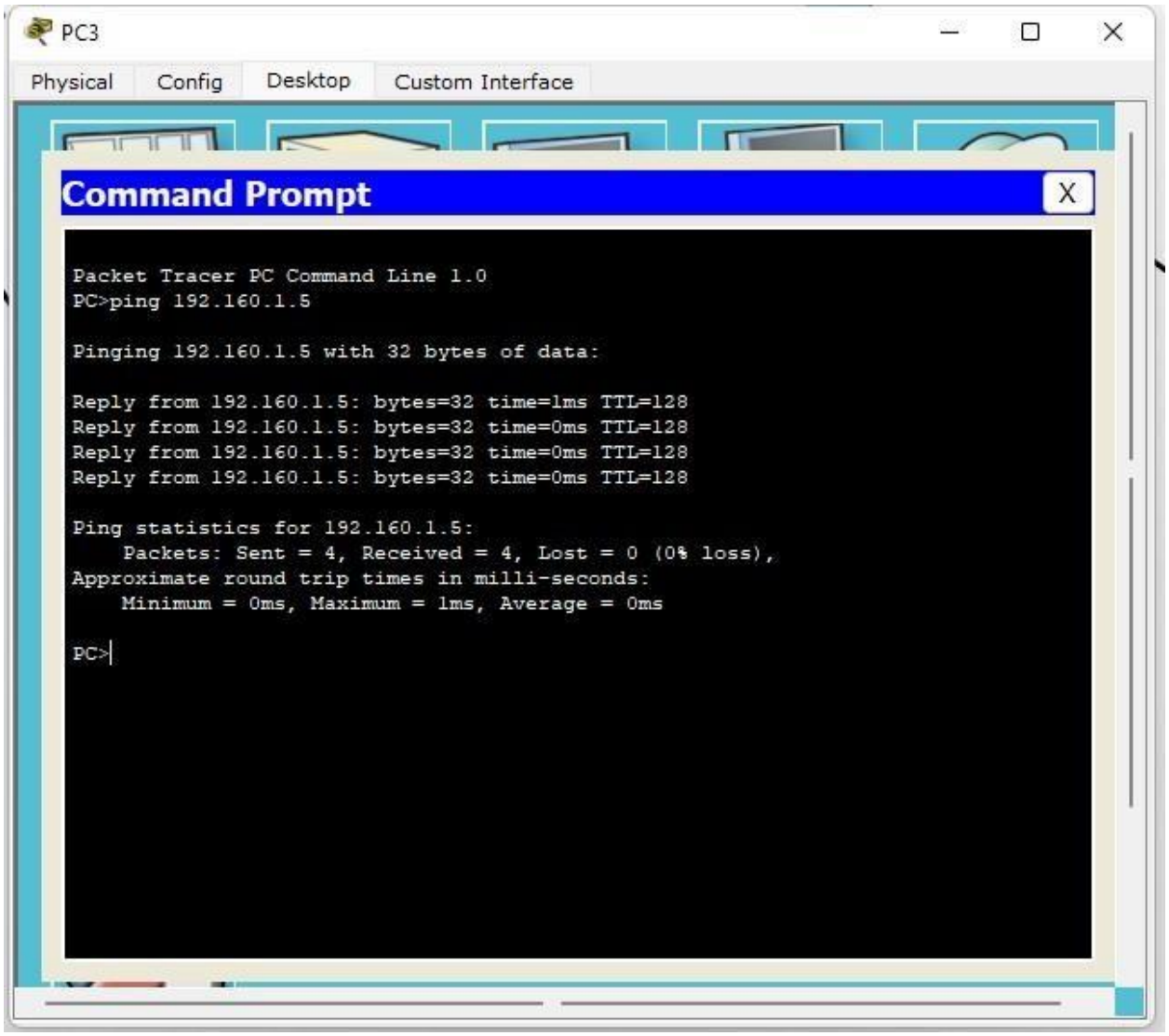
PC3
Physical
Config
Desktop
Custom Interface
Command Prompt
X
Packet Tracer PC Command Line 1.0
PC>ping 192.160.1.5
Pinging 192.160.1.5 with 32 bytes of data:
Reply from 192.160.1.5: bytes=32 time=1ms TTL=128
Reply from 192.160.1.5: bytes=32 time=0ms TTL=128
Reply from 192.160.1.5: bytes=32 time=0ms TTL=128
Reply from 192.160.1.5: bytes=32 time=0ms TTL=128
Ping statistics for 192.160.1.5:
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 1ms, Average = 0ms
PC>