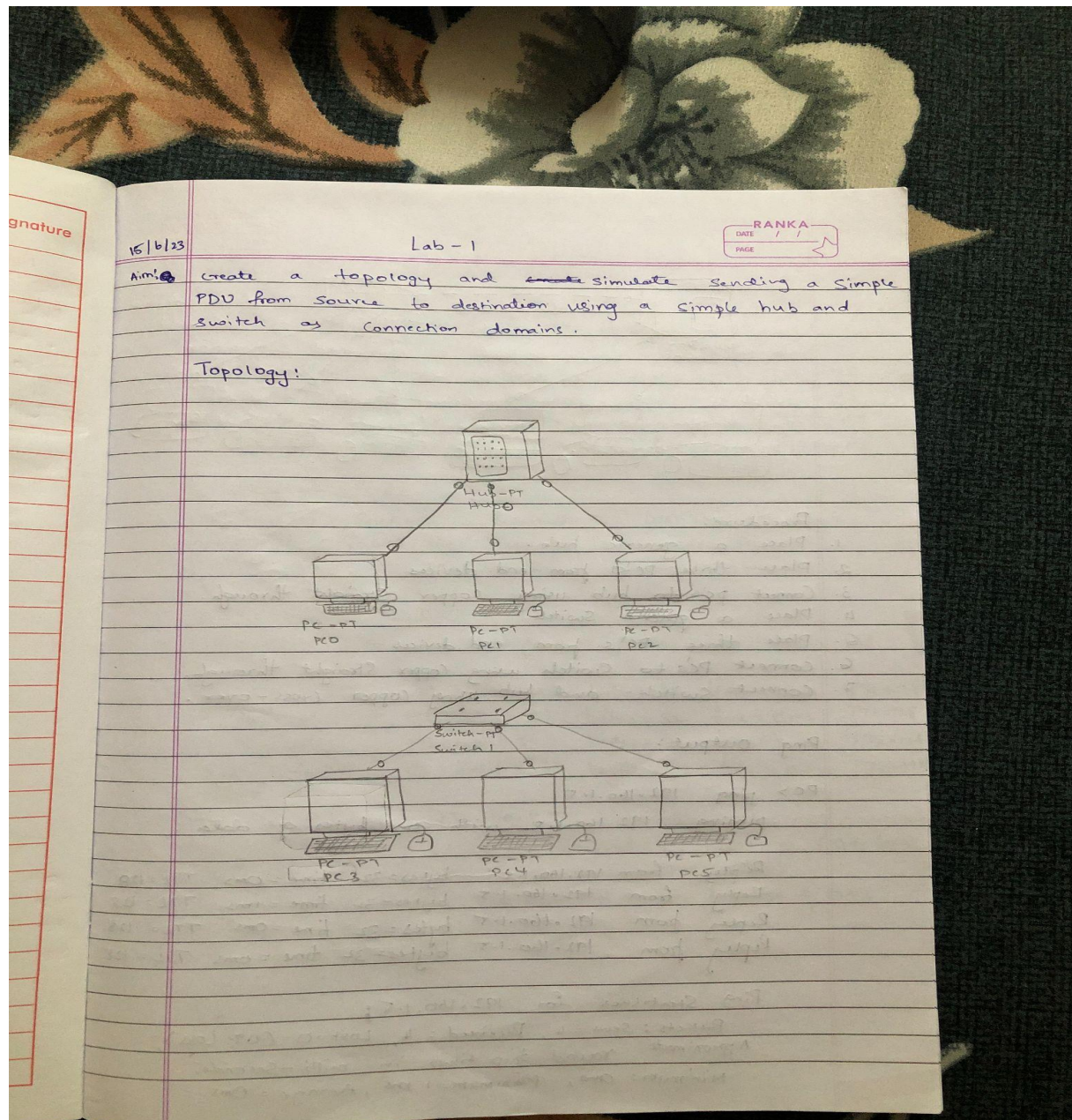
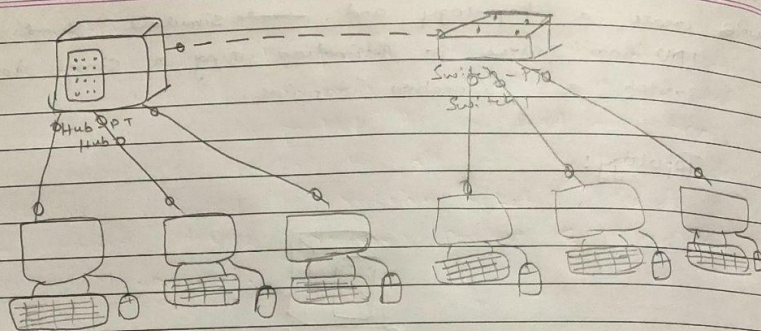


WEEK 1

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 :





Procedure:

1. Place a generic hub.
2. Place three PC's from end devices
3. Connect pc's to hub using Copper Straight through.
4. Place a generic Switch
5. Place three PC's from end devices
6. Connect PC's to Switch using Copper Straight through.
7. Connect Switch and hub using Copper cross-over.

Ping output:

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=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

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 = 1 ms, Average = 0ms

PC> ping

pinging

Reply from
 Reply from
 Reply from
 Reply to

Ping Sta
 Packet

Approximat
 Minin

PC>
 pinging

Reply
 Reply
 Reply
 Reply

Ping

Approx

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> ping 192.160.1.5

pinging 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

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

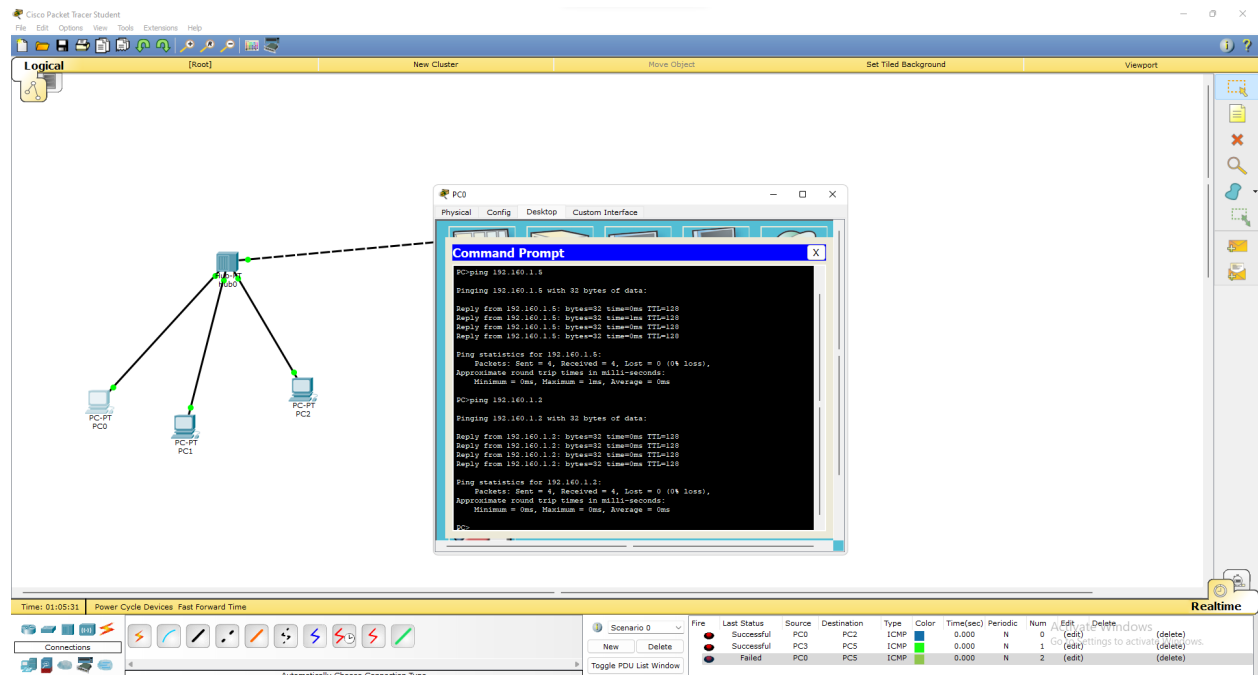
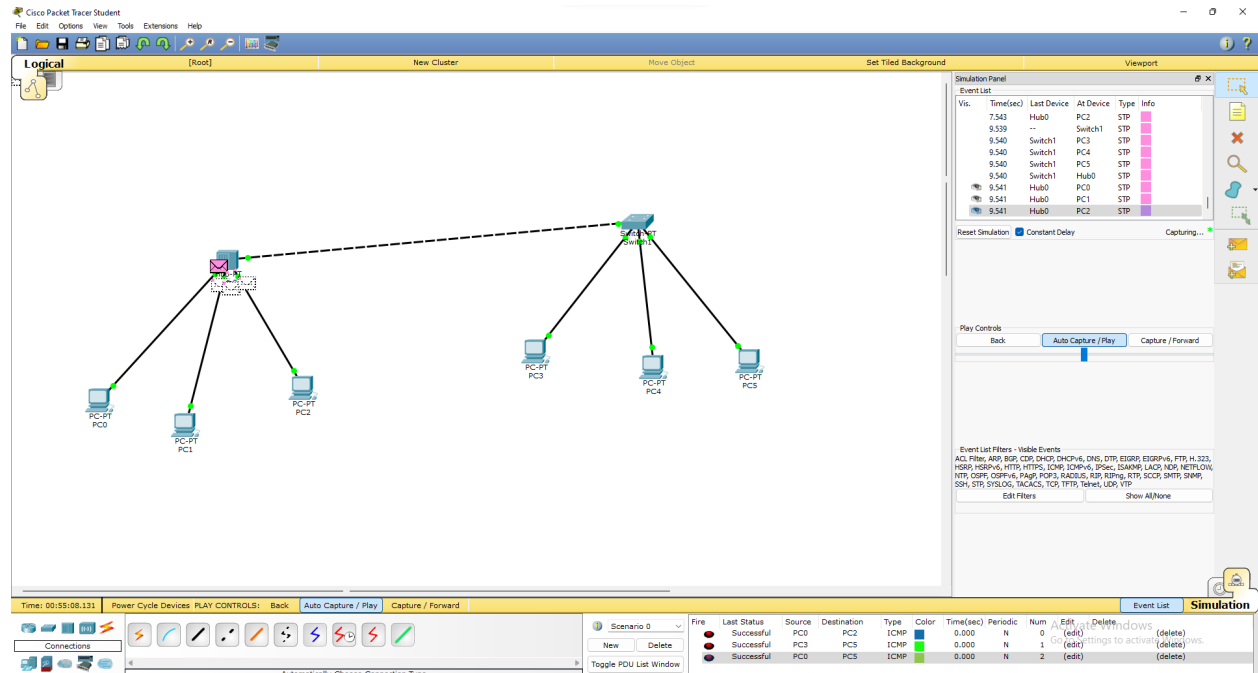
28
128
128
128

Observation:

1. Switch broadcasts the packet to all the devices during first iteration & records IP addresses of intended destination & sends packet to specified destination.
2. Hub broadcasts packet to all devices and the device which is intended to receive packet discards & intended device receives packet & send the acknowledgement.

NA
15/10/2023

OUTPUT:



Cisco Packet Tracer Student

File Edit Options View Tools Extensions Help

Logical [Root] New Cluster Move Object Set Tiled Background Viewport

PC3

Physical Config Desktop Custom Interface

Command Prompt

```
Packet Tracer PC Command Line 1.0
PC>ping 192.168.1.8

Pinging 192.168.1.8 with 32 bytes of data:

Reply from 192.168.1.8: bytes=32 time=0ms TTL=128
Reply from 192.168.1.8: bytes=32 time=0ms TTL=128
Reply from 192.168.1.8: bytes=32 time=0ms TTL=128
Reply from 192.168.1.8: bytes=32 time=0ms TTL=128

Ping statistics for 192.168.1.8:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

PC>
```

Time: 01:07:03 Power Cycle Devices Fast Forward Time

Connections

Scenario 0

New Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Actions
	Successful	PC0	PC2	ICMP	Blue	0.000	N	0	Activate Windows (delete)
	Successful	PC3	PC3	ICMP	Green	0.000	N	1	Go to settings to activate Windows. (delete)
	Failed	PC0	PC3	ICMP	Red	0.000	N	2	(delete)