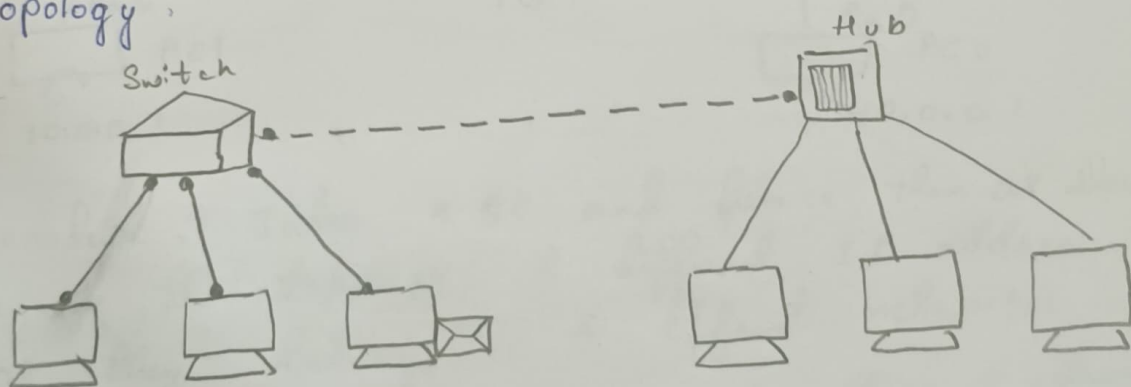


1) Create a topology & Stimulate sending a simple PDU from source to destination using hub and switch as connecting devices and demonstrate ping message.

Procedure.

- * Place a hub and 3 PC and connect all the 3 PC's to the hub using copper straight-through and set the 3 PC's with different IP address.
- * Take a switch and 3 PC's and connect all the 3 PC's to the switch using copper straight-through and set the 3 PC's with different IP address.
- * Check if the packet is transferred to the different PC's
- * Then connect the switch and the hub
- * And check if the packet from one PC [connected to switch] is transferred to another PC [connected to hub]

Topology :



Output :

Pinging 10.0.0.1 with 32 bytes of data :

Reply from	10.0.0.1 :	bytes = 32	time = 2ms	TTL = 128
Reply from	10.0.0.1 :	bytes = 32	time = 0ms	TTL = 128
Reply from	10.0.0.1 :	bytes = 32	time = 4ms	TTL = 128

Reply from 10.0.0.1: Bytes = 82 Time = 4ms TTL = 128

Ping statistics for 10.0.0.1:

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

Approximate round trip times in milliseconds:

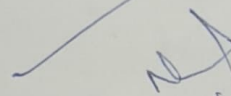
Minimum = 0ms, Maximum = 4ms, Average = 2ms

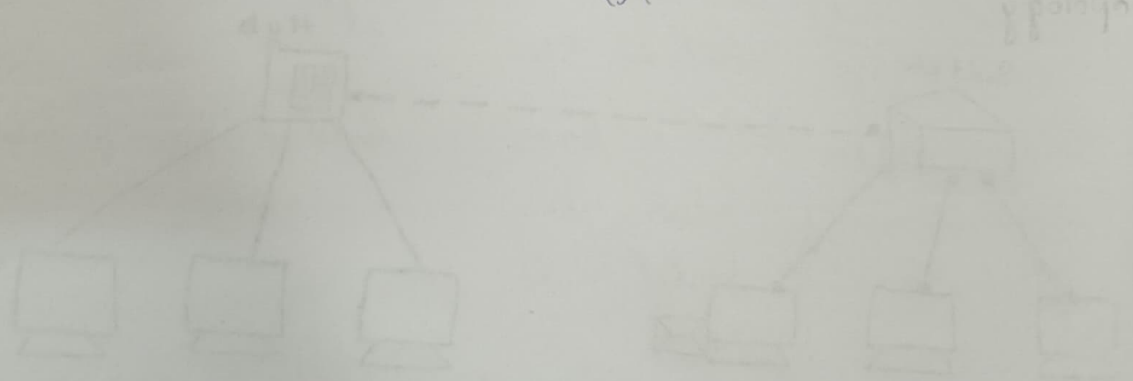
Switch

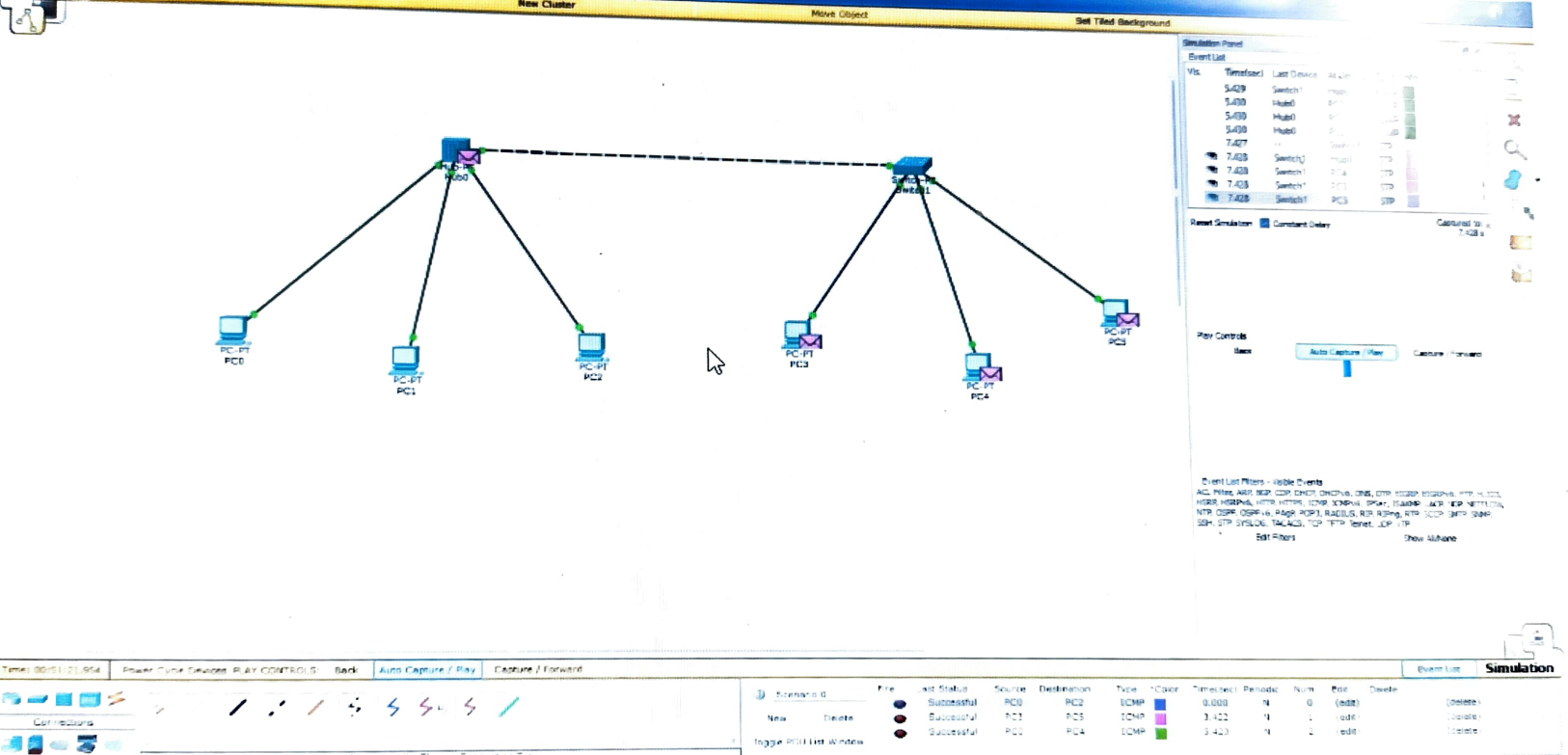
Port-1	IP address	
Fast Ethernet 0	10.0.0.4	PC1

Port-2	IP address	
Fast Ethernet 0	10.0.0.2/8	PC2

Port-3	IP address	
	10.0.0.3/8	PC3


15/6/2023





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>|