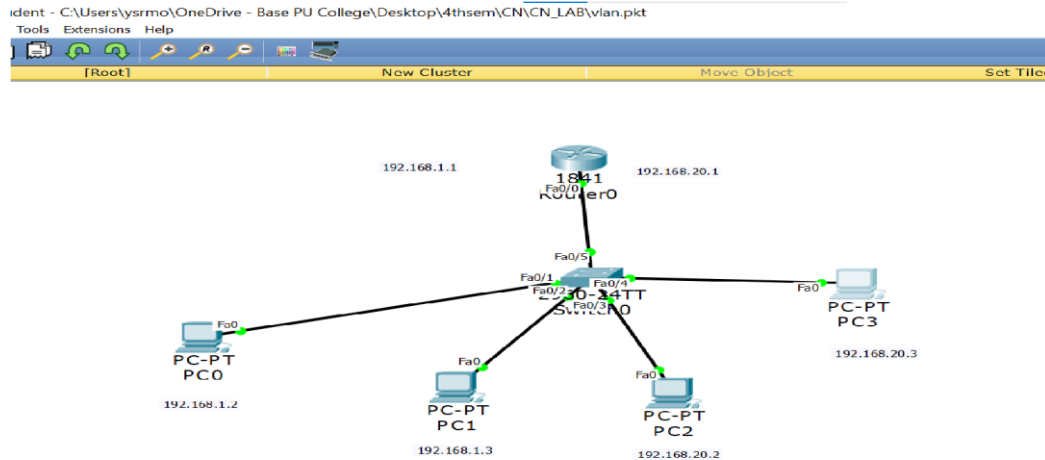


# LAB 9

To construct a VLAN and make a pc communicate among VLAN.

## TOPOLOGY:



## OUTPUT:

PC0

Physical Config Desktop Custom Interface

**Command Prompt** X

```
Packet Tracer PC Command Line 1.0
PC>ping 192.168.20.3

Pinging 192.168.20.3 with 32 bytes of data:

Request timed out.
Reply from 192.168.20.3: bytes=32 time=0ms TTL=127
Reply from 192.168.20.3: bytes=32 time=5ms TTL=127
Reply from 192.168.20.3: bytes=32 time=0ms TTL=127

Ping statistics for 192.168.20.3:
    Packets: Sent = 4, Received = 3, Lost = 1 (25%
    loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 5ms, Average = 1ms

PC>
```

Cisco Packet Tracer Student - C:\Users\ysrmo\OneDrive - Base PU College\Desktop\4thsem\CN\CN\_LAB\vlan.pkt

File Edit Options View Tools Extensions Help

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

Simulation Panel

Event List

Vis.	Time(sec)	Last De	At Dev	Type	Info
	0.004		Switch0	PC2	ICMP
	0.005		PC2	Switch0	ICMP
	0.006		Switch0	Router0	ICMP
	0.007		Router0	Switch0	ICMP
	0.008		Switch0	PC0	ICMP

Reset Simulation ☒ Constant Delay Captured to: 0.008 s

Play Controls

Back Auto Capture / Play Capture / Forward

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, PAgg, POP3, RADIUS, RIP, RIPng, RTSP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, VTP

Edit Filters Show All/None

Time: 00:28:26.636 Power Cycle Devices PLAY CONTROLS: Back Auto Capture / Play Capture / Forward

Switches

Scenario 0

New Delete

Toggle PDU List Window

Simulation

Fire	Last Stat	Source	Destination	Type	Color	Time(s)	Period	Num	Edit	Delete
	Successful	PC0	PC2	IC...		0.000	N	0	(ed...	(delete)