VISVESVARAYA TECHNOLOGICAL UNIVERSITY

"JnanaSangama", Belgaum -590014, Karnataka.

LAB REPORT

on

COMPUTER NETWORKS LAB

Submitted by

PRIYADARSHINI K M (1BM22CS413)

in partial fulfillment for the award of the degree of

BACHELOR OF ENGINEERING

in

COMPUTER SCIENCE AND ENGINEERING

B.M.S. COLLEGE OF ENGINEERING

(Autonomous Institution under VTU)

BENGALURU-560019 JUN-2023 to SEP-2023

B. M. S. College of Engineering,

Bull Temple Road, Bangalore 560019

(Affiliated To Visvesvaraya Technological University, Belgaum)

Department of Computer Science and Engineering

CERTIFICATE

This is to certify that the Lab work entitled "**COMPUTER NETWORKS LAB**" carried out by **PRIYADARSHINI K M (1BM22CS413),** who is bonafide student of **B. M. S. College of Engineering.** It is in partial fulfillment for the award of **Bachelor of Engineering in Computer Science and Engineering** of the Visvesvaraya Technological University, Belgaum during the year 2023. The Lab report has been approved as it satisfies the academic requirements in respect of a **COMPUTER NETWORKS - (22CS4PCCON)** work prescribed for the said degree.

Name of the Lab-Incharge: SOWMYA T

Designation: Assistant Professor
Department of CSE
BMSCE, Bengaluru

Dr. Jyothi S Nayak

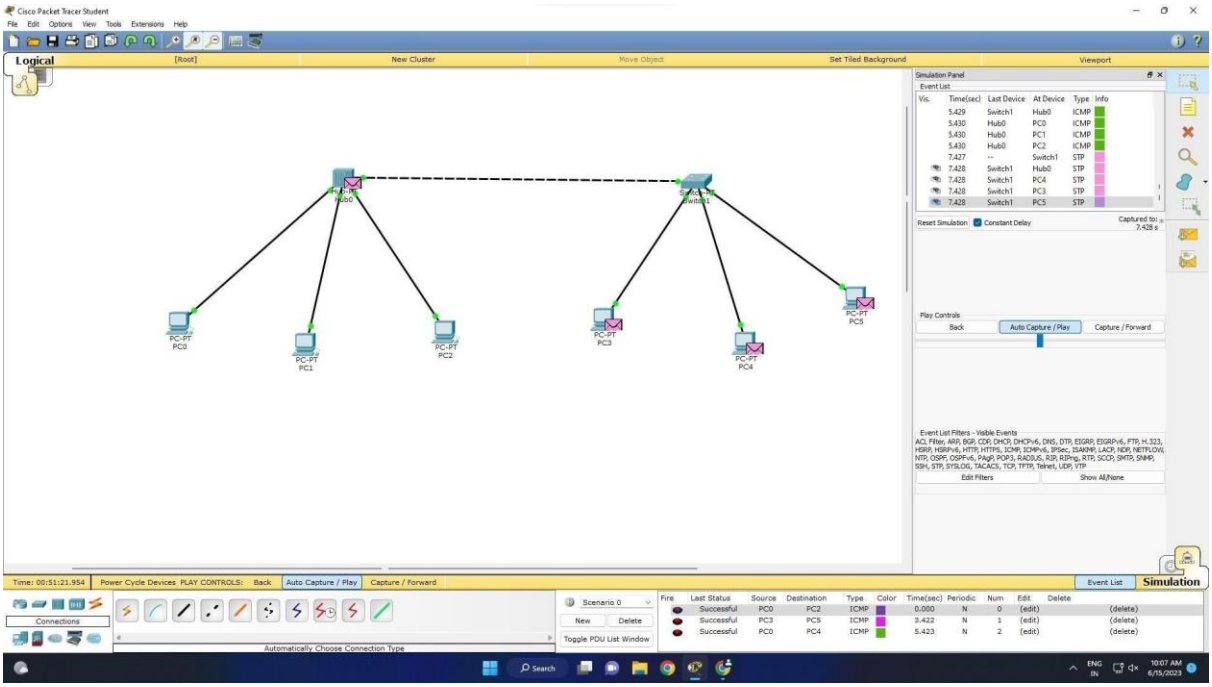
Professor and Head
Department of CSE
BMSCE, Bengaluru

Index

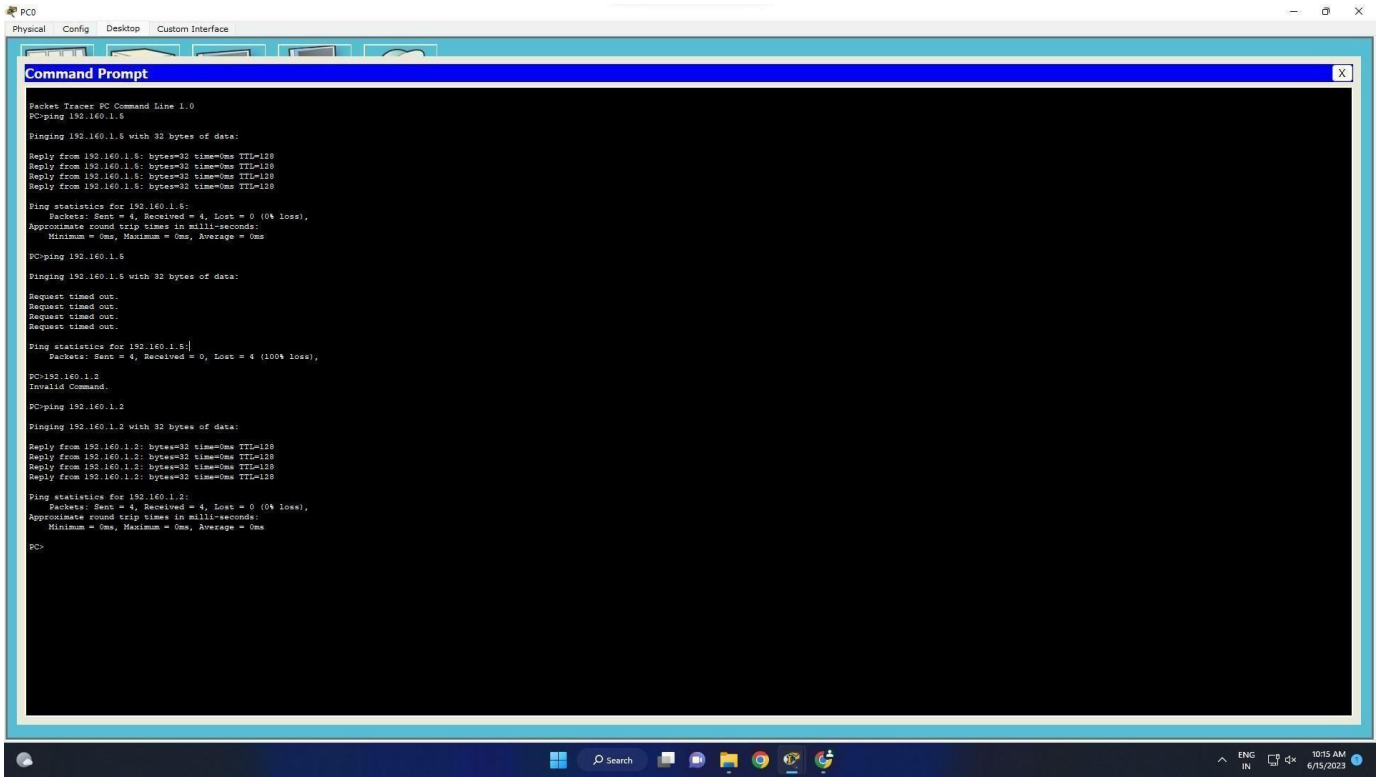
LAB-1

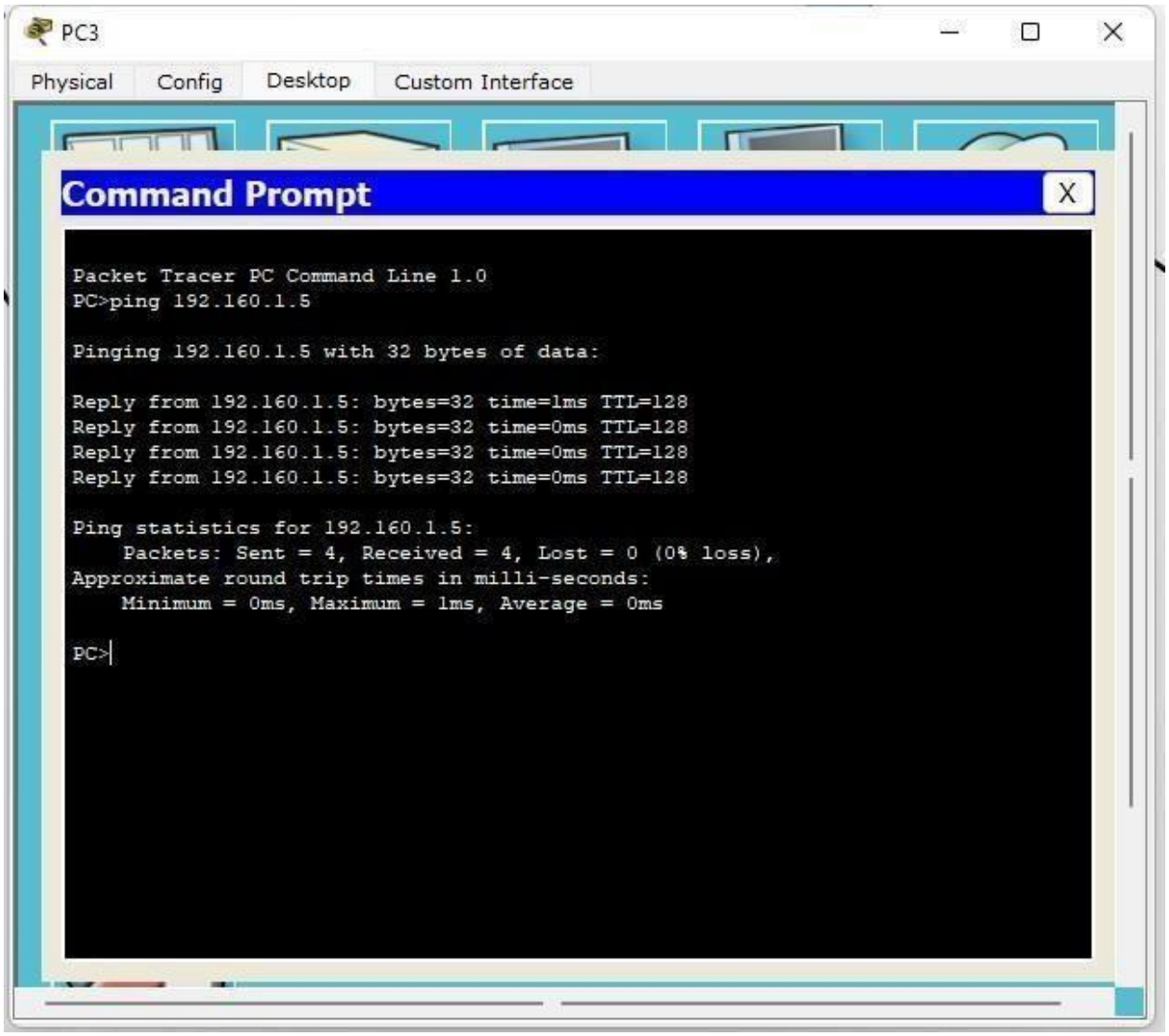
Create a topology and simulate sending a simple PDU from source to destination using hub and switch as connecting devices and demonstrate ping messages.

TOPOLOGY:



OUTPUT:


PC0
Physical
Config
Desktop
Custom Interface
Command Prompt
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
10:15 AM
6/15/2023

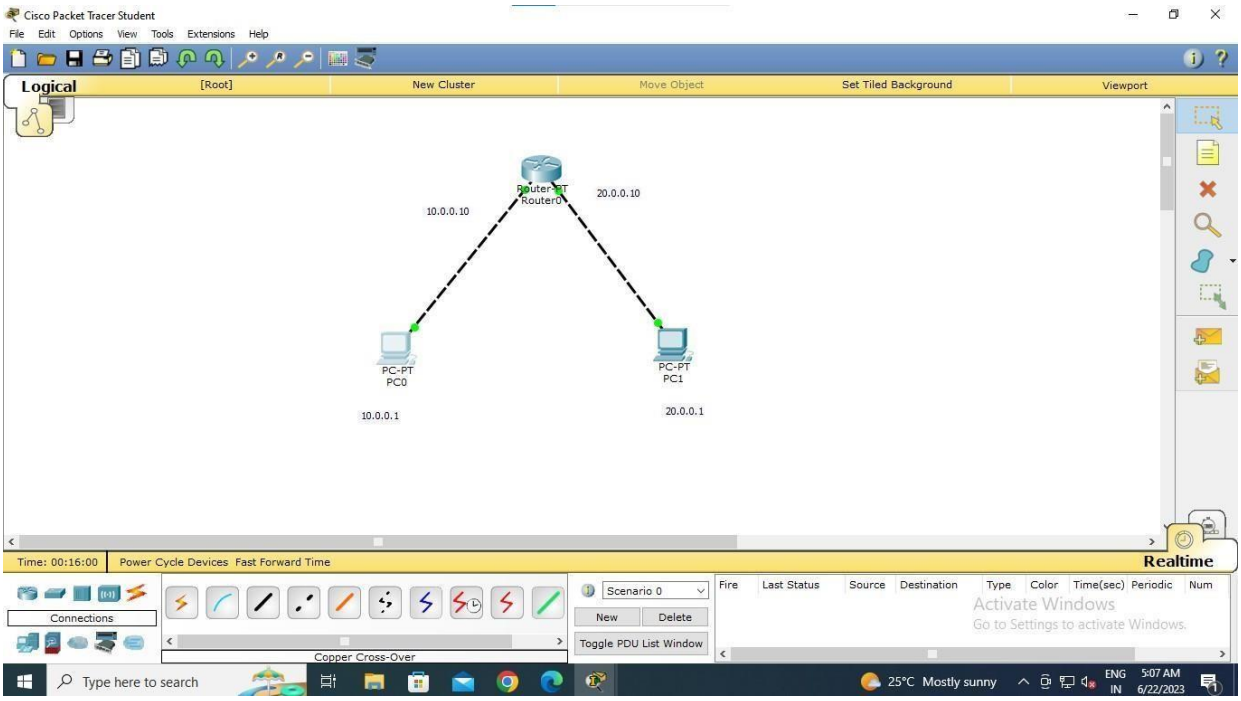

PC3
Physical
Config
Desktop
Custom Interface
Command Prompt
X
Packet Tracer PC Command Line 1.0
PC>ping 192.160.1.5
Pinging 192.160.1.5 with 32 bytes of data:
Reply from 192.160.1.5: bytes=32 time=1ms TTL=128
Reply from 192.160.1.5: bytes=32 time=0ms TTL=128
Reply from 192.160.1.5: bytes=32 time=0ms 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>

LAB 2

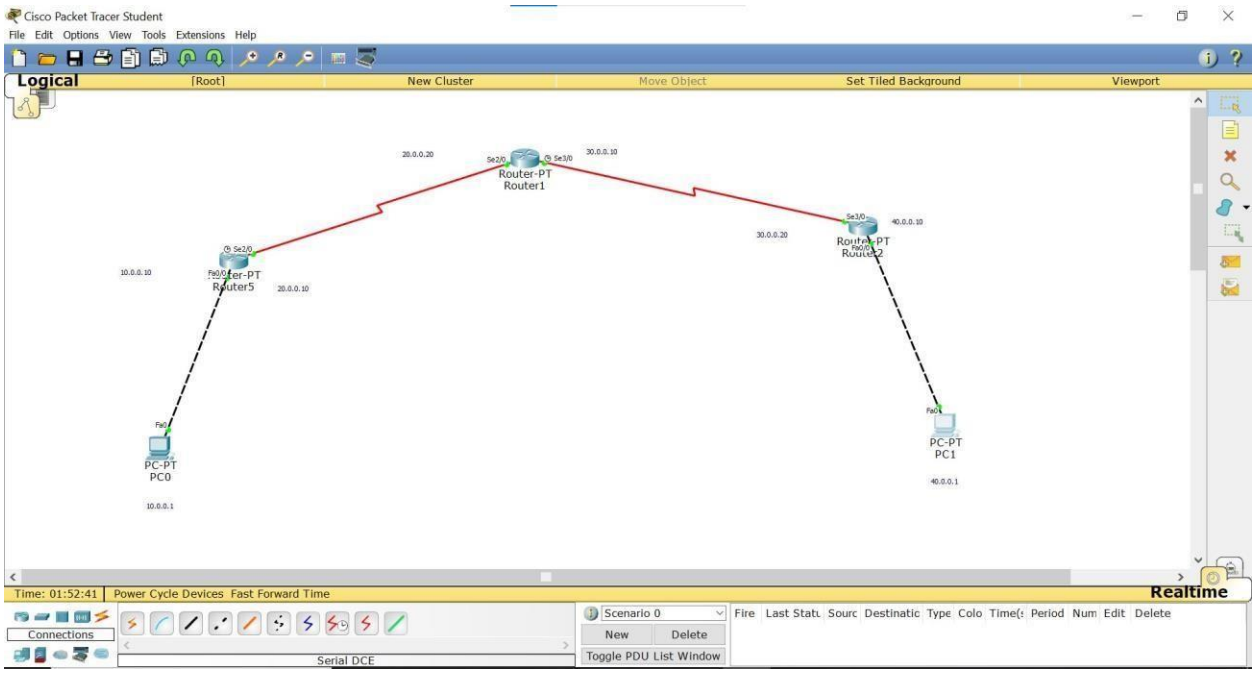
Configure IP address to routers (one and three) in packet tracer. Explore the following messages: ping responses, destination unreachable, request timed out, reply.

TOPOLOGY:

PROGRAM 2.1

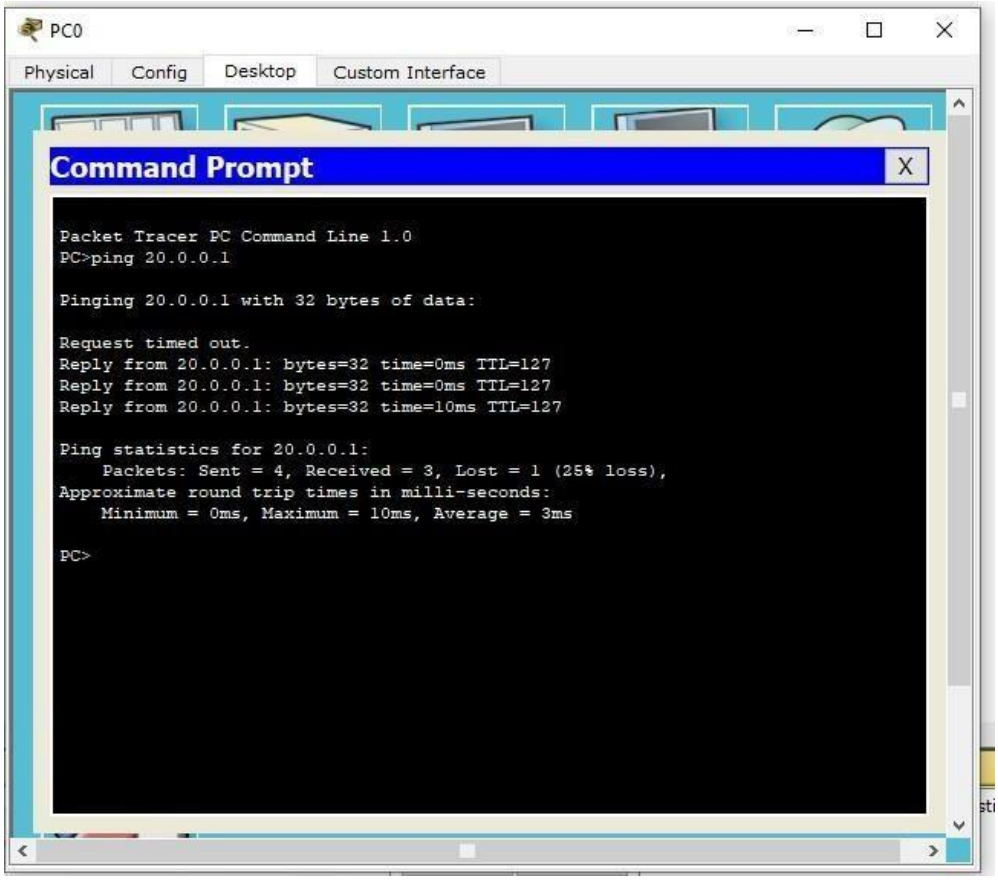


PROGRAM 2.2

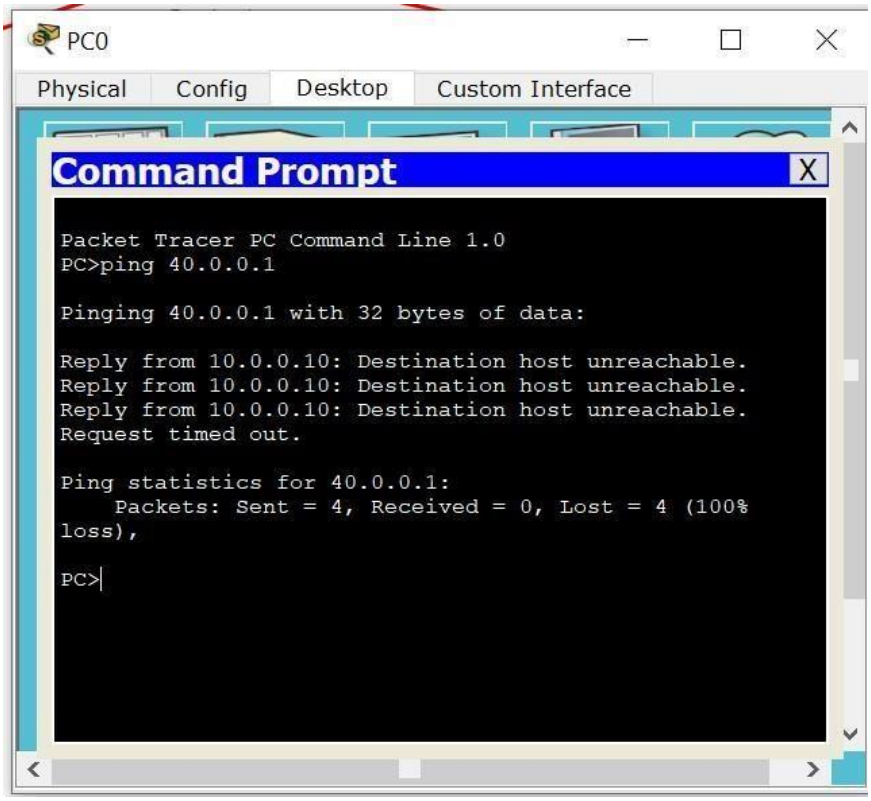

Cisco Packet Tracer Student
File Edit Options View Tools Extensions Help
Logical
[Root]
New Cluster
Move Object
Set Tiled Background
Viewport
Router-PT
Router1
Router-PT
Router5
Router-PT
Router2
PC-PT
PC0
PC-PT
PC1
20.0.0.20
30.0.0.10
30.0.0.20
40.0.0.10
10.0.0.10
20.0.0.10
10.0.0.1
40.0.0.1
Time: 01:52:41
Power Cycle Devices Fast Forward Time
Realtime
Connections
Serial DCE
Scenario 0
New
Delete
Toggle PDU List Window
Fire
Last Statu
Sourc
Destinatic
Type
Colo
Time(s
Period
Num
Edit
Delete

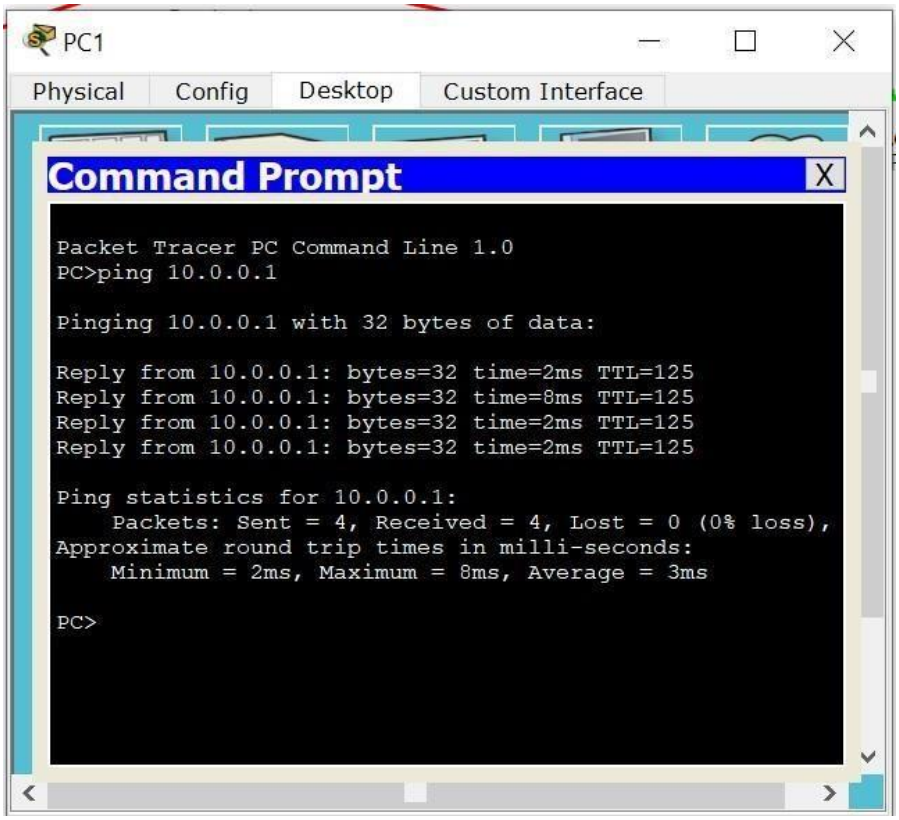
OUTPUT:

PROGRAM 2.1



PROGRAM 2.2

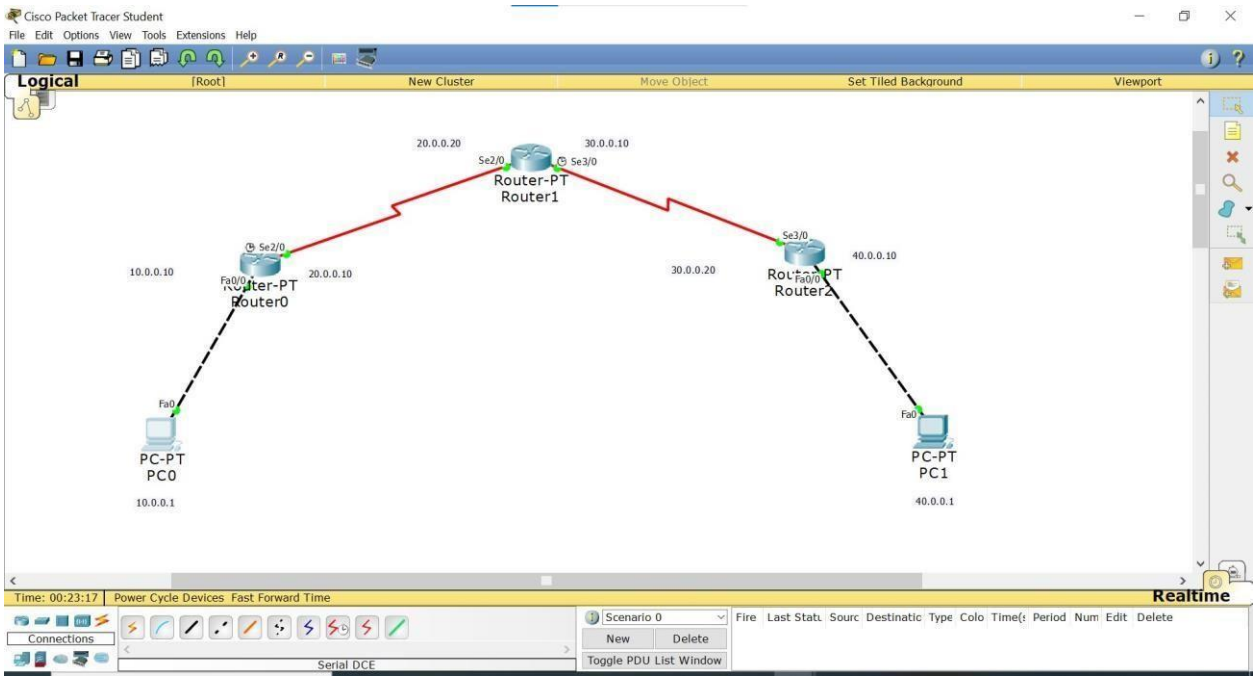

PC0
Physical
Config
Desktop
Custom Interface
Command Prompt
X
Packet Tracer PC Command Line 1.0
PC>ping 40.0.0.1
Pinging 40.0.0.1 with 32 bytes of data:
Reply from 10.0.0.10: Destination host unreachable.
Reply from 10.0.0.10: Destination host unreachable.
Reply from 10.0.0.10: Destination host unreachable.
Request timed out.
Ping statistics for 40.0.0.1:
Packets: Sent = 4, Received = 0, Lost = 4 (100%
loss),
PC>


PC1
Physical
Config
Desktop
Custom Interface
Command Prompt
X
Packet Tracer PC Command Line 1.0
PC>ping 10.0.0.1
Pinging 10.0.0.1 with 32 bytes of data:
Reply from 10.0.0.1: bytes=32 time=2ms TTL=125
Reply from 10.0.0.1: bytes=32 time=8ms TTL=125
Reply from 10.0.0.1: bytes=32 time=2ms TTL=125
Reply from 10.0.0.1: bytes=32 time=2ms TTL=125
Ping statistics for 10.0.0.1:
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 2ms, Maximum = 8ms, Average = 3ms
PC>

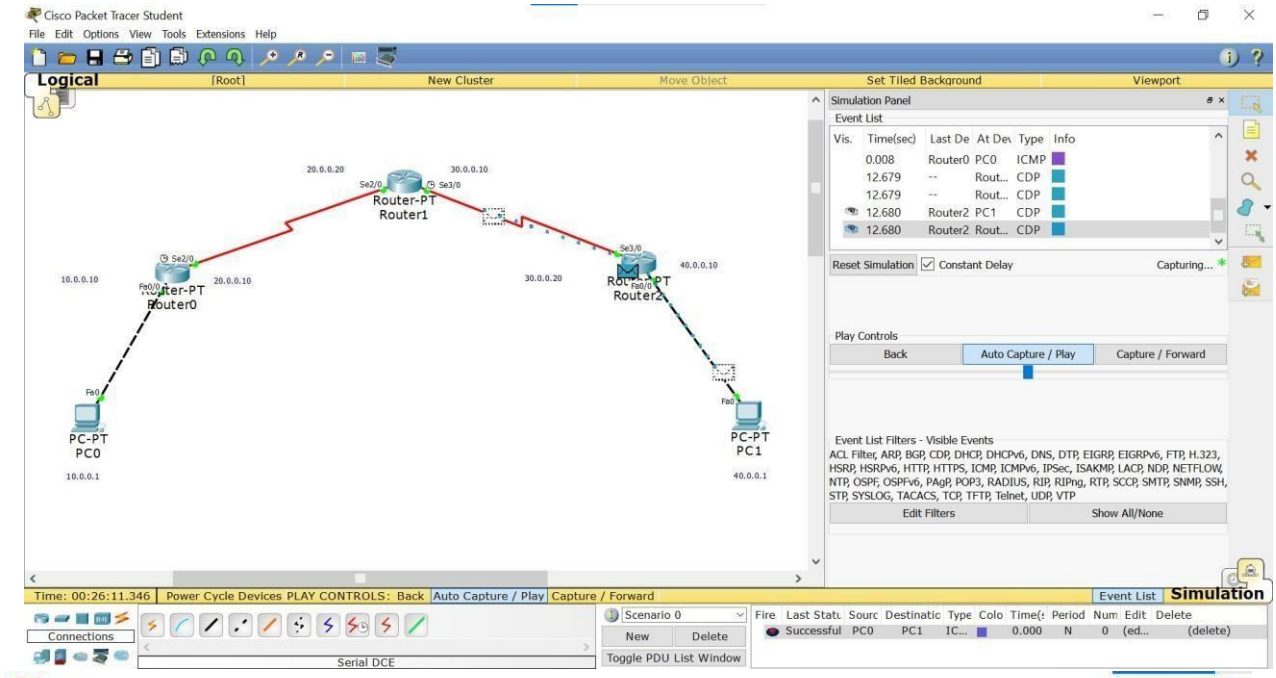
LAB 3

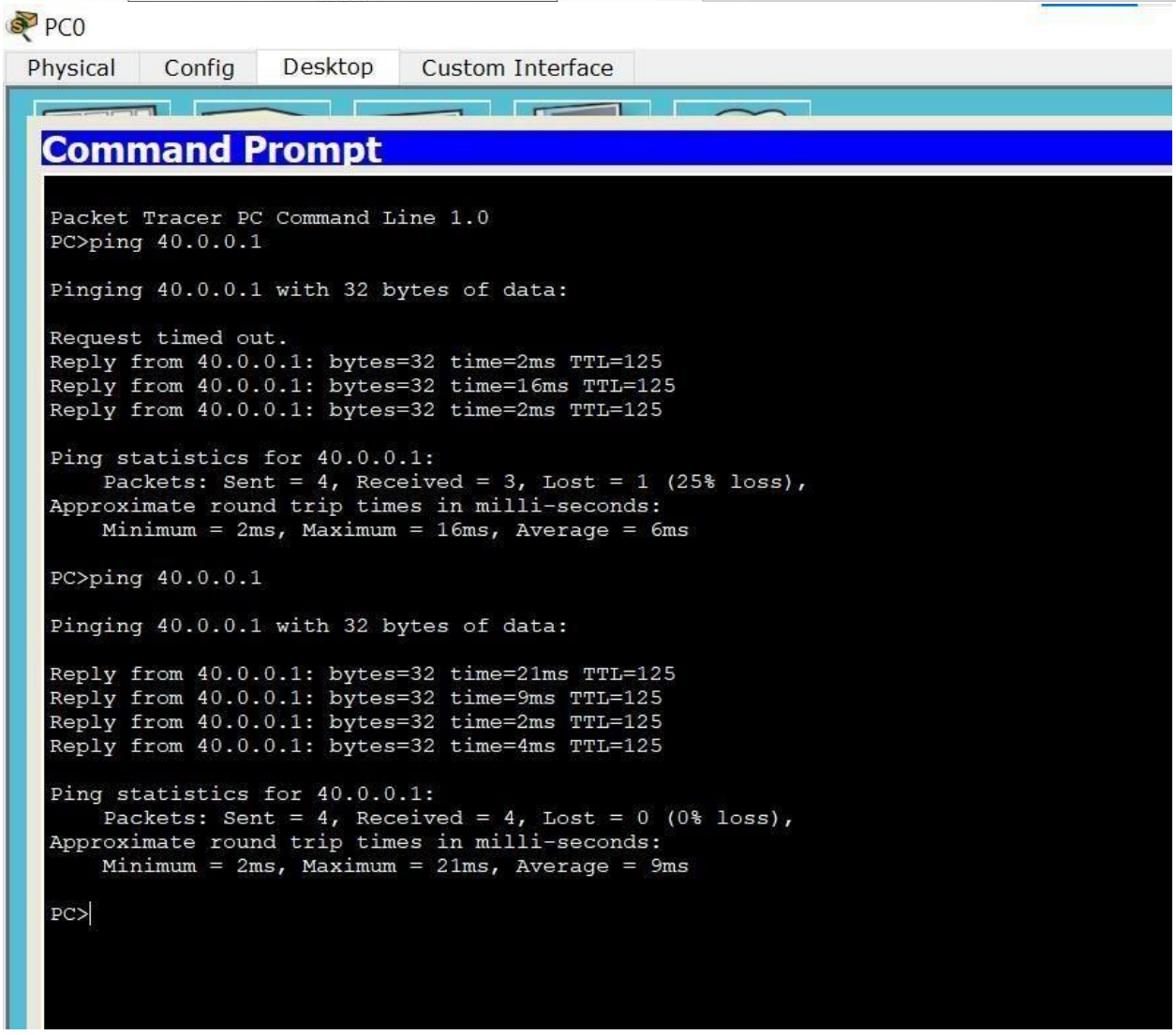
Configure default route to the Router.

TOPOLOGY:



OUTPUT:


Cisco Packet Tracer Student
File Edit Options View Tools Extensions Help
Logical
[Root]
New Cluster
Move Object
Set Tiled Background
Viewport
Router-PT
Router1
Router-PT
Router0
Router-PT
Router2
PC-PT
PC0
PC-PT
PC1
20.0.0.20
30.0.0.10
10.0.0.10
20.0.0.10
30.0.0.20
40.0.0.10
10.0.0.1
40.0.0.1
Simulation Panel
Event List
Vis. Time(sec) Last De At De Type Info
0.008 Router0 PC0 ICMP
12.679 -- Rout... CDP
12.679 -- Rout... CDP
12.680 Router2 PC1 CDP
12.680 Router2 Rout... CDP
Reset Simulation
Constant Delay
Capturing...
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, PAgP, POP3, RADIUS, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, VTP
Edit Filters
Show All/None
Time: 00:26:11.346
Power Cycle Devices PLAY CONTROLS: Back
Auto Capture / Play
Capture / Forward
Event List
Simulation
Connections
Serial DCE
Scenario 0
New
Delete
Toggle PDU List Window
Fire Last Stat Sourc Destinatic Type Colo Time(s Period Num Edit Delete
Successful PC0 PC1 IC... 0.000 N 0 (ed... (delete)

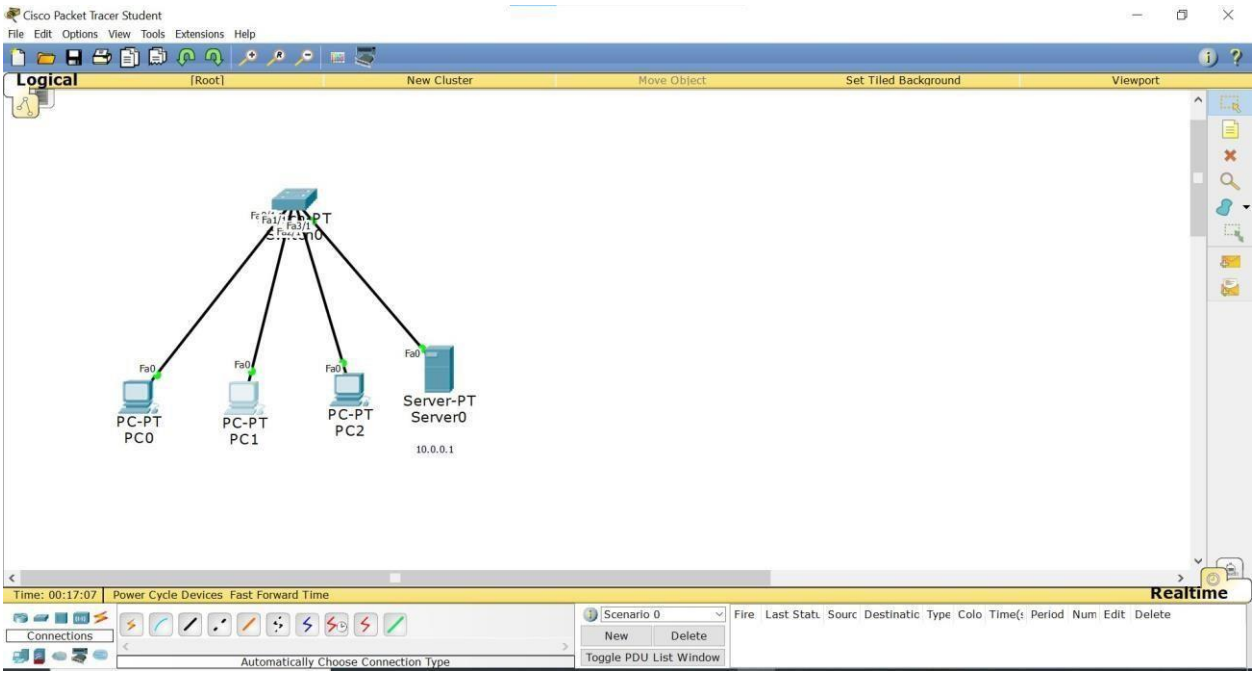

PC0
Physical
Config
Desktop
Custom Interface
Command Prompt
Packet Tracer PC Command Line 1.0
PC>ping 40.0.0.1
Pinging 40.0.0.1 with 32 bytes of data:
Request timed out.
Reply from 40.0.0.1: bytes=32 time=2ms TTL=125
Reply from 40.0.0.1: bytes=32 time=16ms TTL=125
Reply from 40.0.0.1: bytes=32 time=2ms TTL=125
Ping statistics for 40.0.0.1:
Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
Approximate round trip times in milli-seconds:
Minimum = 2ms, Maximum = 16ms, Average = 6ms
PC>ping 40.0.0.1
Pinging 40.0.0.1 with 32 bytes of data:
Reply from 40.0.0.1: bytes=32 time=21ms TTL=125
Reply from 40.0.0.1: bytes=32 time=9ms TTL=125
Reply from 40.0.0.1: bytes=32 time=2ms TTL=125
Reply from 40.0.0.1: bytes=32 time=4ms TTL=125
Ping statistics for 40.0.0.1:
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 2ms, Maximum = 21ms, Average = 9ms
PC>

LAB 4

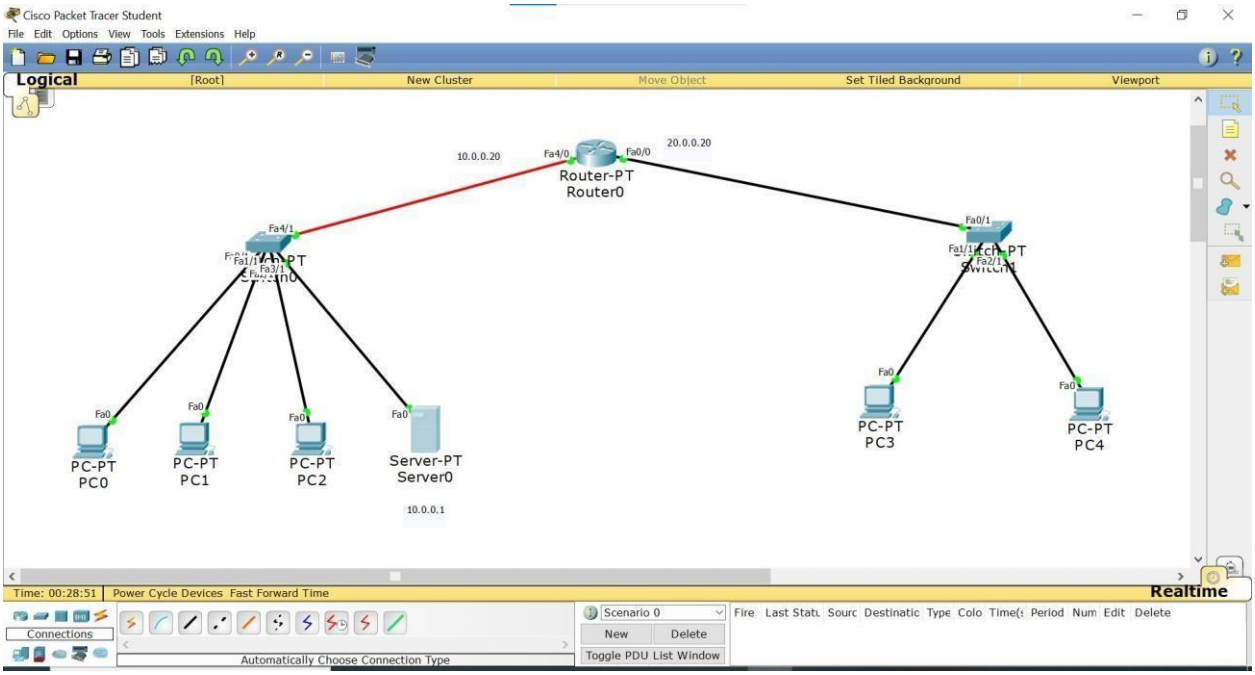
Configure DHCP within a LAN and outside LAN.

TOPOLOGY:

PROGRAM 4.1:

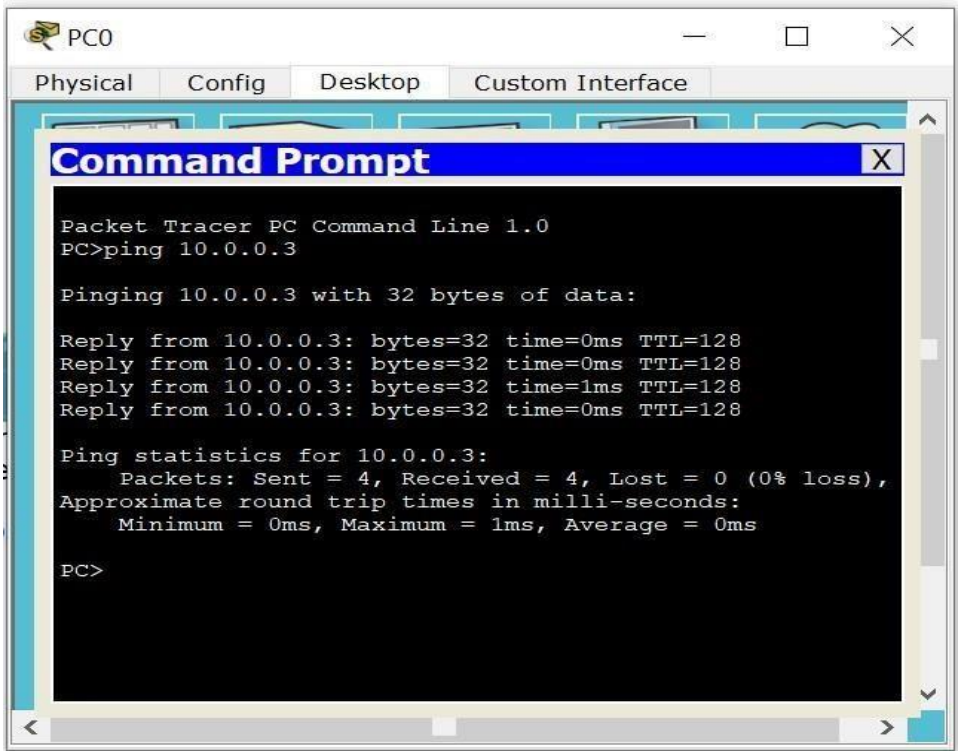


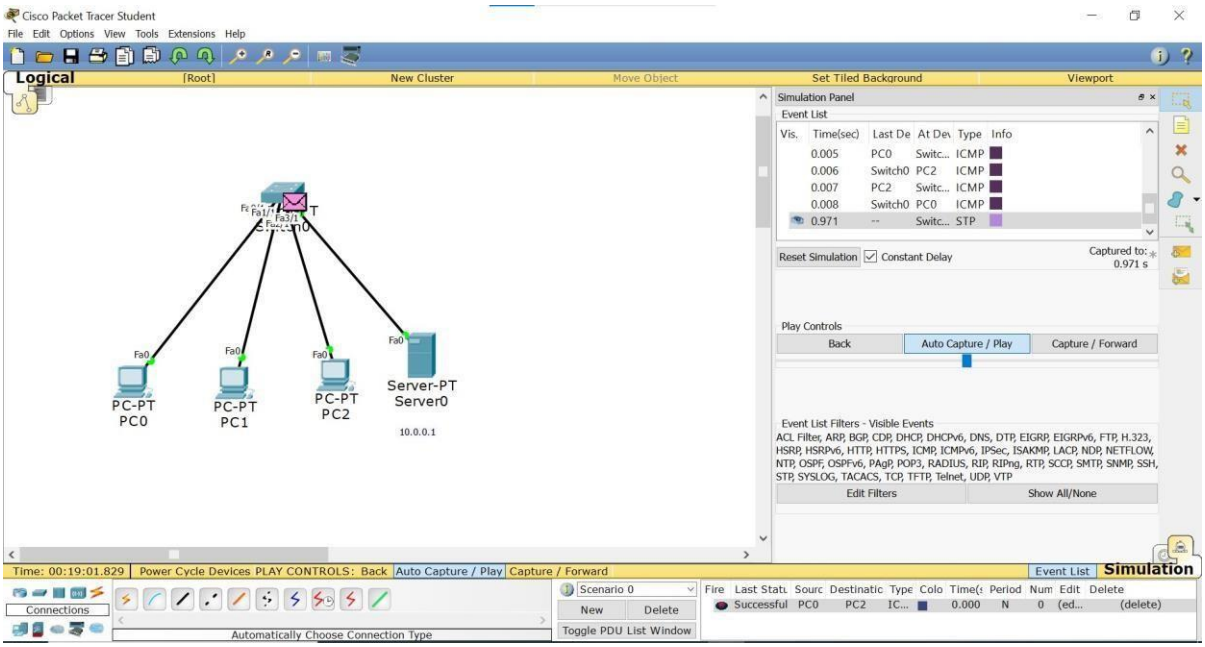
PROGRAM 4.2:



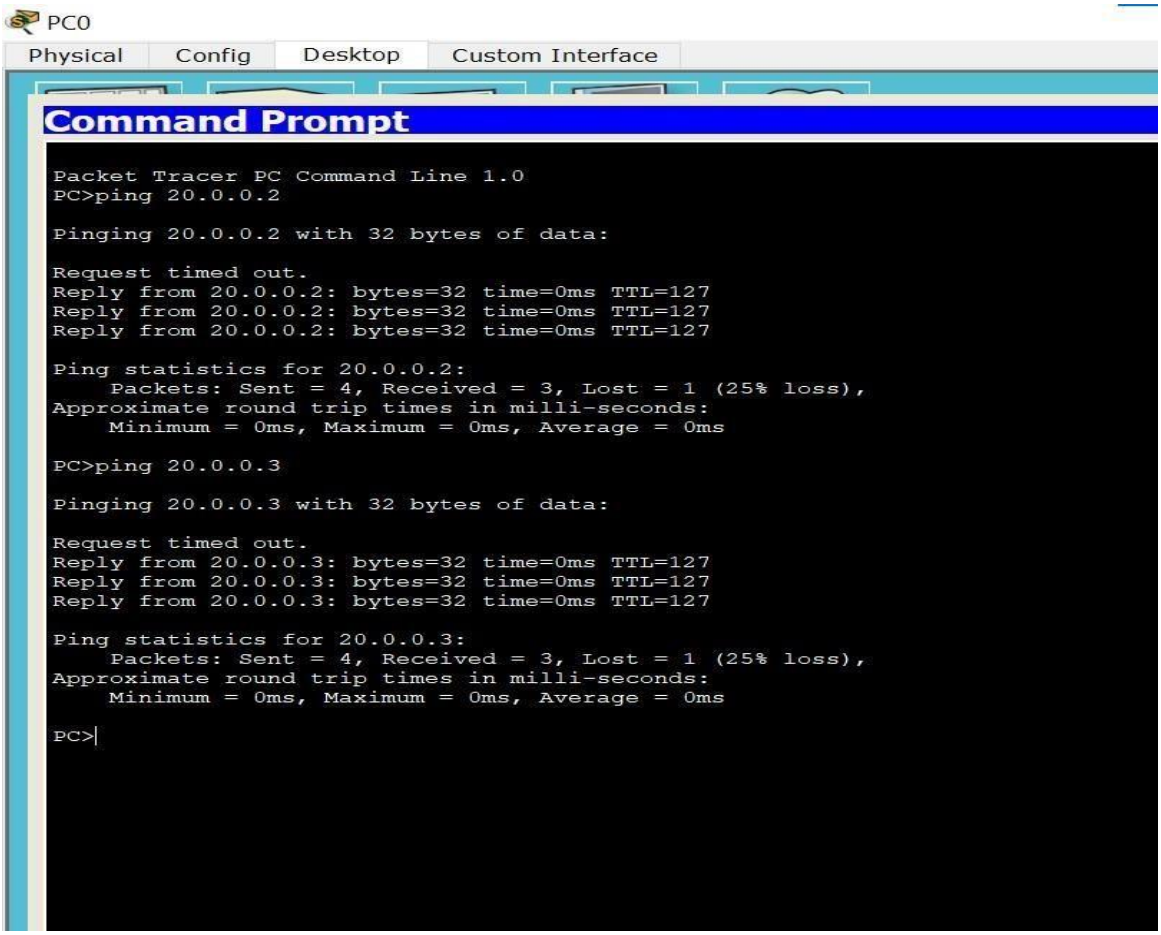
OUTPUT:

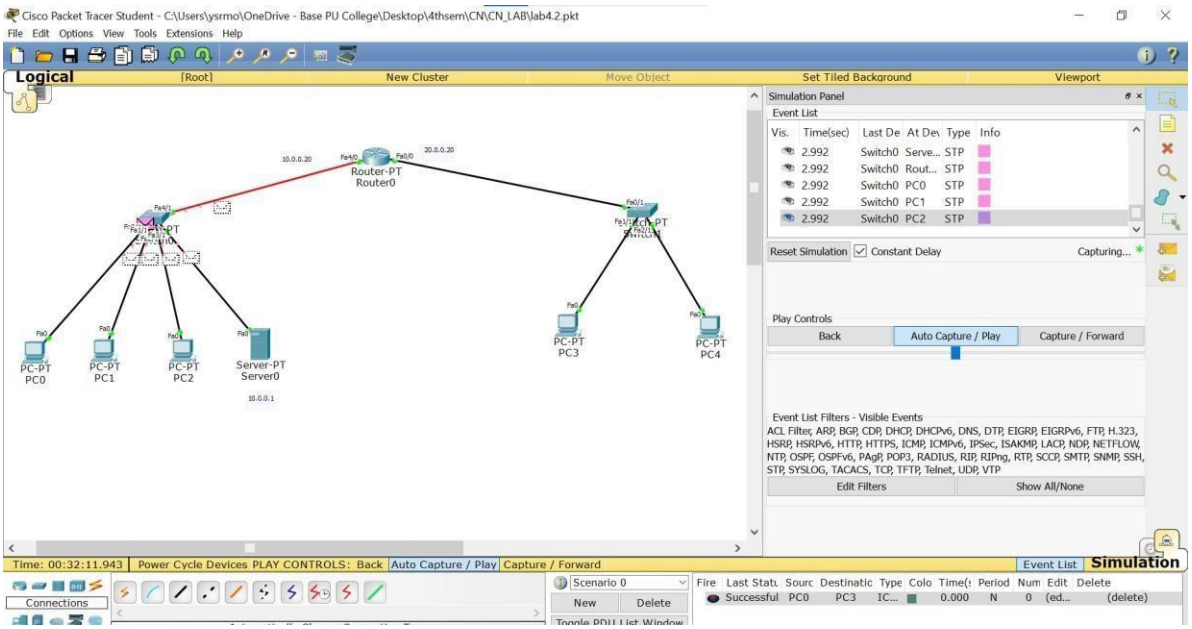
PROGRAM 4.1:




Cisco Packet Tracer Student
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
0.005 PC0 Switc... ICMP
0.006 Switch0 PC2 ICMP
0.007 PC2 Switc... ICMP
0.008 Switch0 PC0 ICMP
0.971 -- Switc... STP
Reset Simulation
Constant Delay
Captured to: 0.971 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, PAgP, POP3, RADIUS, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, VTP
Edit Filters
Show All/None
PC-PT PC0
PC-PT PC1
PC-PT PC2
Server-PT Server0
10.0.0.1
Fa0
Time: 00:19:01.829
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 Stat Sourc Destinatic Type Colo Time(s Period Num Edit Delete
Successful PC0 PC2 IC... 0.000 N 0 (ed... (delete)

PROGRAM 4.2:

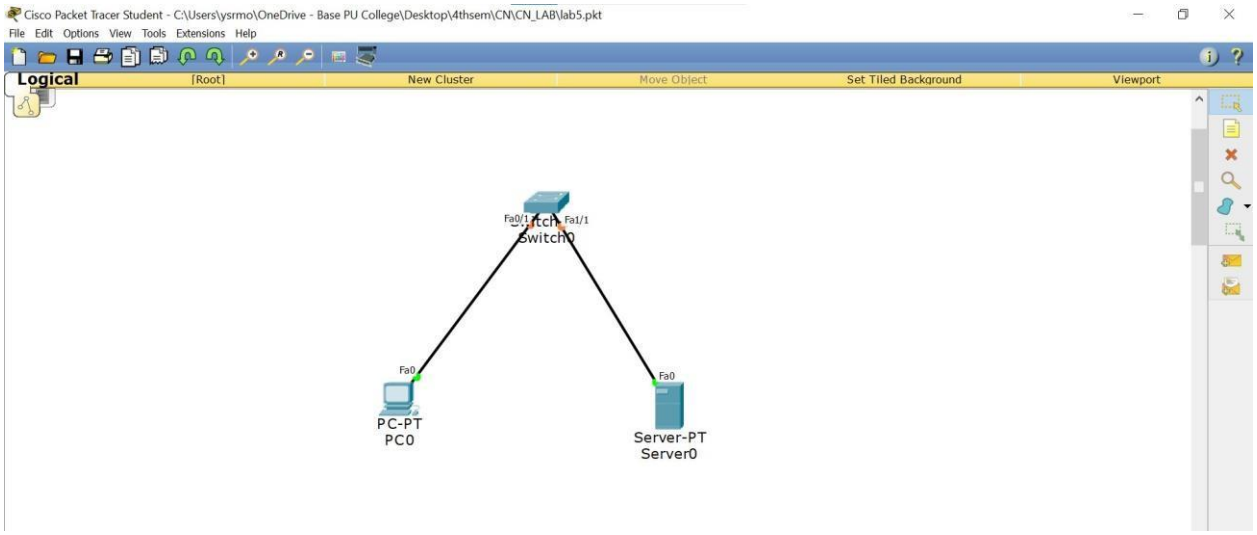

PC0
Physical
Config
Desktop
Custom Interface
Command Prompt
Packet Tracer PC Command Line 1.0
PC>ping 20.0.0.2
Pinging 20.0.0.2 with 32 bytes of data:
Request timed out.
Reply from 20.0.0.2: bytes=32 time=0ms TTL=127
Reply from 20.0.0.2: bytes=32 time=0ms TTL=127
Reply from 20.0.0.2: bytes=32 time=0ms TTL=127
Ping statistics for 20.0.0.2:
Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 0ms, Average = 0ms
PC>ping 20.0.0.3
Pinging 20.0.0.3 with 32 bytes of data:
Request timed out.
Reply from 20.0.0.3: bytes=32 time=0ms TTL=127
Reply from 20.0.0.3: bytes=32 time=0ms TTL=127
Reply from 20.0.0.3: bytes=32 time=0ms TTL=127
Ping statistics for 20.0.0.3:
Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 0ms, Average = 0ms
PC>


Cisco Packet Tracer Student - C:\Users\ysrmo\OneDrive - Base PU College\Desktop\4thsem\CN\CN_LAB\lab4.2.pkt
File Edit Options View Tools Extensions Help
Logical
[Root]
New Cluster
Move Object
Set Tiled Background
Viewport
Router-PT
Router0
10.0.0.20
20.0.0.20
PC-PT
PC0
PC-PT
PC1
PC-PT
PC2
Server-PT
Server0
PC-PT
PC3
PC-PT
PC4
Simulation Panel
Event List
Vis. Time(sec) Last De At De Type Info
2.992 Switch0 Serve... STP
2.992 Switch0 Rout... STP
2.992 Switch0 PC0 STP
2.992 Switch0 PC1 STP
2.992 Switch0 PC2 STP
Reset Simulation
Constant Delay
Capturing...
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, PAgP, POP3, RADIUS, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, VTP
Edit Filters
Show All/None
Time: 00:32:11.943
Power Cycle Devices PLAY CONTROLS: Back
Auto Capture / Play
Capture / Forward
Event List
Simulation
Connections
Scenario 0
New
Delete
Toggle PDU List Window
Fire Last Statu Sourc Destinatic Type Colo Time(s Period Num Edit Delete
Successful PC0 PC3 IC... 0.000 N 0 (ed... (delete)

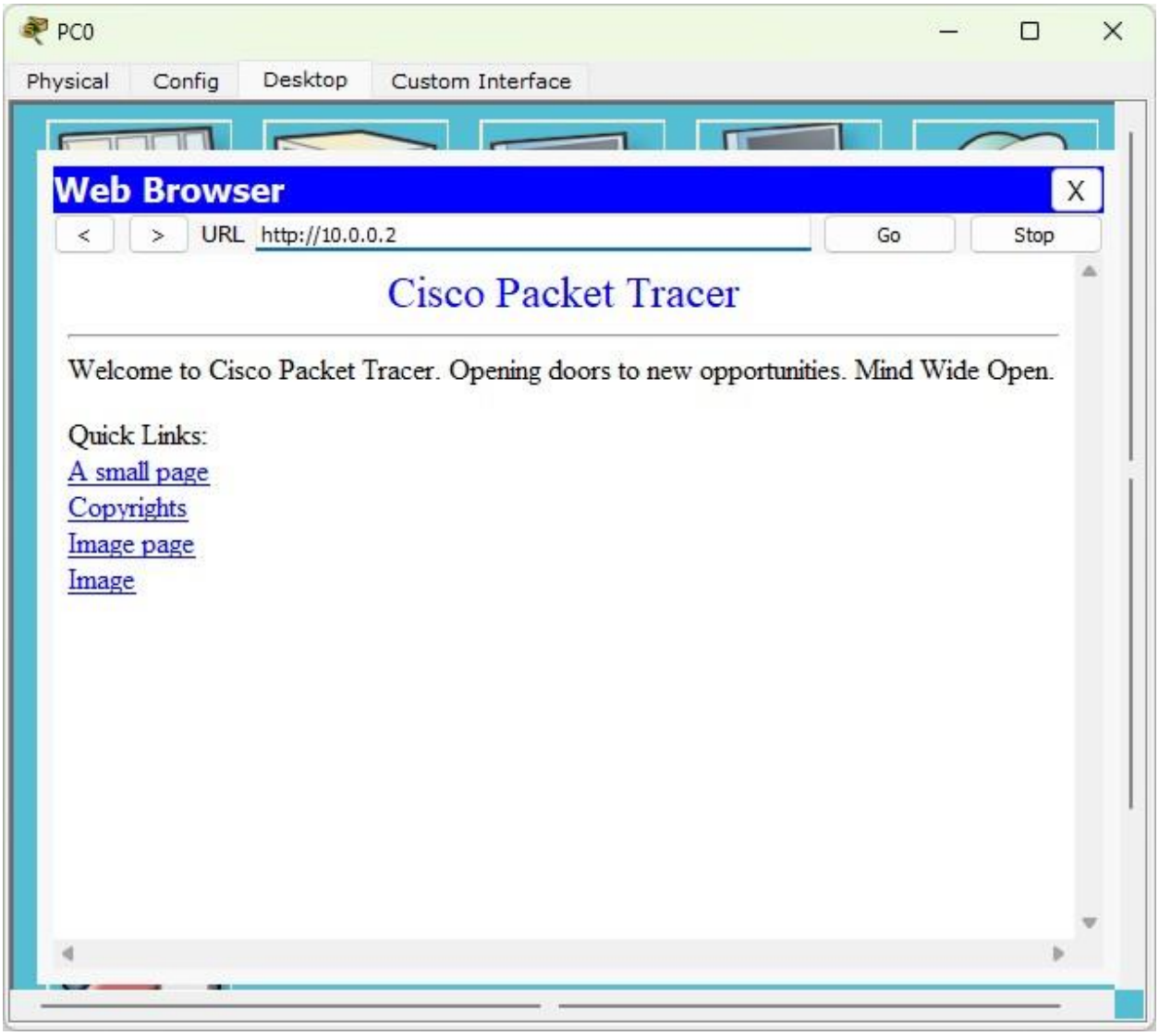
LAB 5

Configure Web Server, DNS within a LAN.

TOPOLOGY:



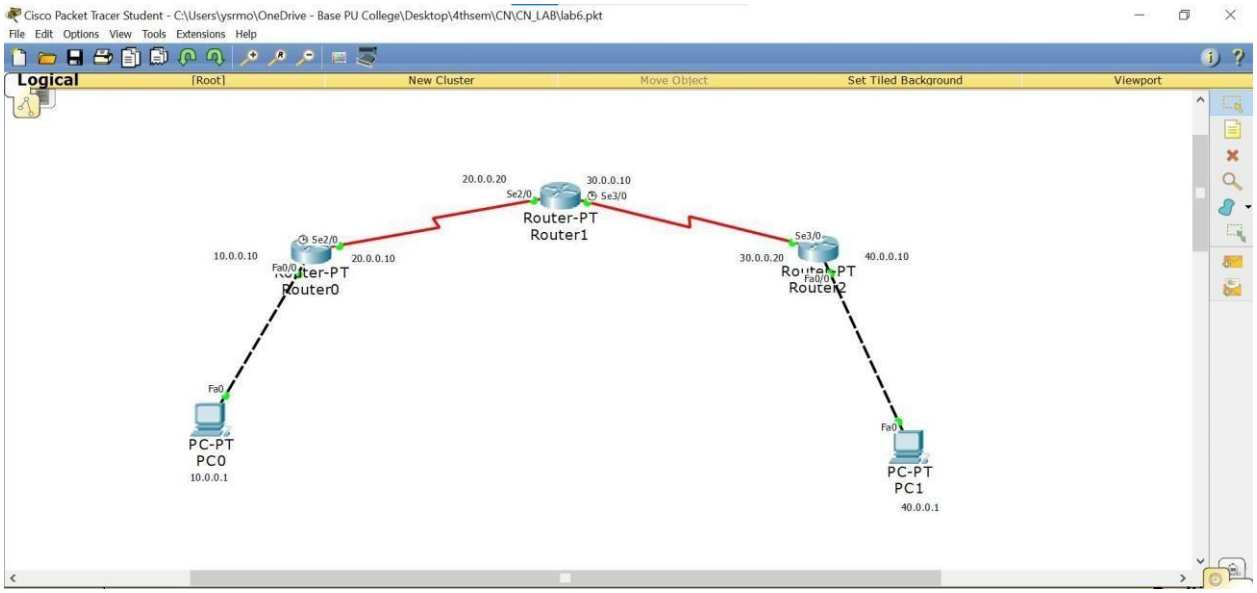
OUTPUT:


PC0
Physical
Config
Desktop
Custom Interface
Web Browser
X
<
>
URL
http://10.0.0.2
Go
Stop
Cisco Packet Tracer
Welcome to Cisco Packet Tracer. Opening doors to new opportunities. Mind Wide Open.
Quick Links:
A small page
Copyrights
Image page
Image

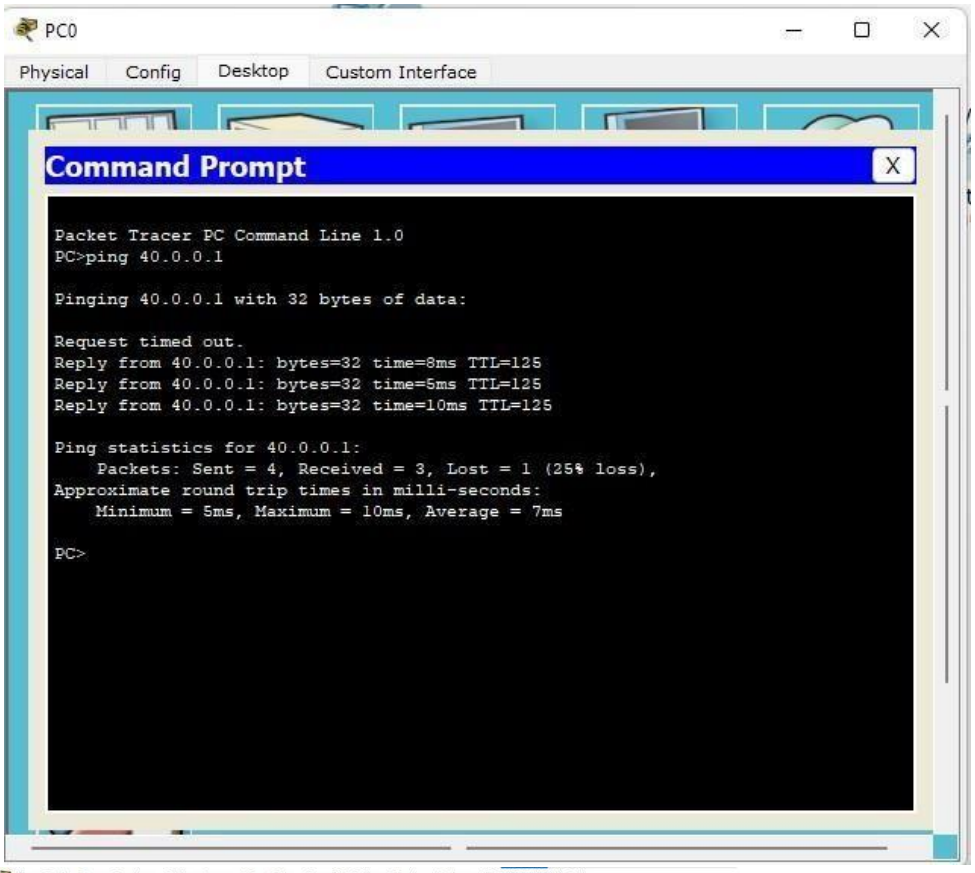
LAB 6

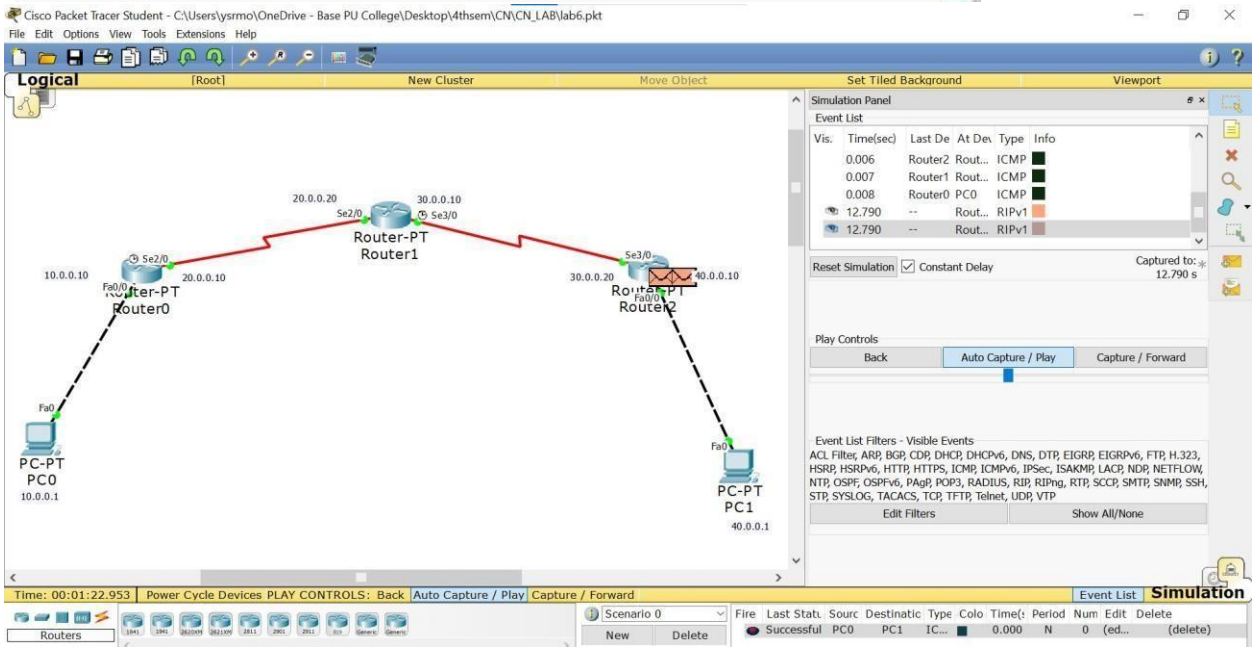
Configure RIP routing Protocol in Routers.

TOPOLOGY:



OUTPUT:

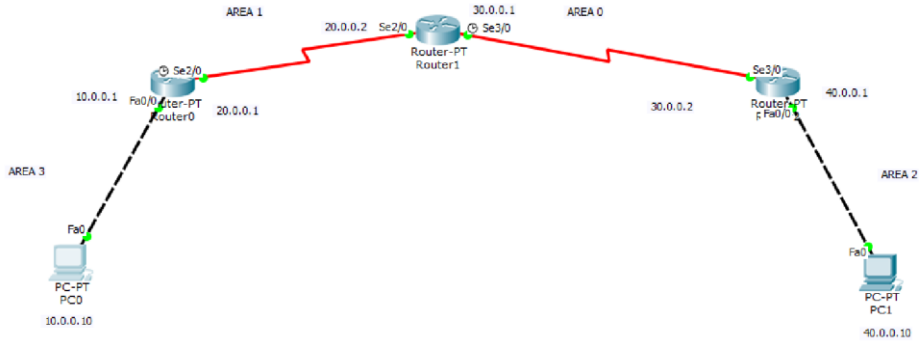

PC0
Physical
Config
Desktop
Custom Interface
Command Prompt
X
Packet Tracer PC Command Line 1.0
PC>ping 40.0.0.1
Pinging 40.0.0.1 with 32 bytes of data:
Request timed out.
Reply from 40.0.0.1: bytes=32 time=8ms TTL=125
Reply from 40.0.0.1: bytes=32 time=5ms TTL=125
Reply from 40.0.0.1: bytes=32 time=10ms TTL=125
Ping statistics for 40.0.0.1:
Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
Approximate round trip times in milli-seconds:
Minimum = 5ms, Maximum = 10ms, Average = 7ms
PC>


Cisco Packet Tracer Student - C:\Users\ysrmo\OneDrive - Base PU College\Desktop\4thsem\CN\CN_LAB\lab6.pkt
File Edit Options View Tools Extensions Help
Logical
[Root]
New Cluster
Move Object
Set Tiled Background
Viewport
Router-PT
Router1
Router-PT
Router0
Router-PT
Router2
PC-PT
PC0
PC-PT
PC1
Simulation Panel
Event List
Reset Simulation
Constant Delay
Play Controls
Back
Auto Capture / Play
Capture / Forward
Edit Filters
Show All/None
Time: 00:01:22.953
Power Cycle Devices PLAY CONTROLS: Back
Auto Capture / Play
Capture / Forward
Event List
Simulation
Routers
New
Delete

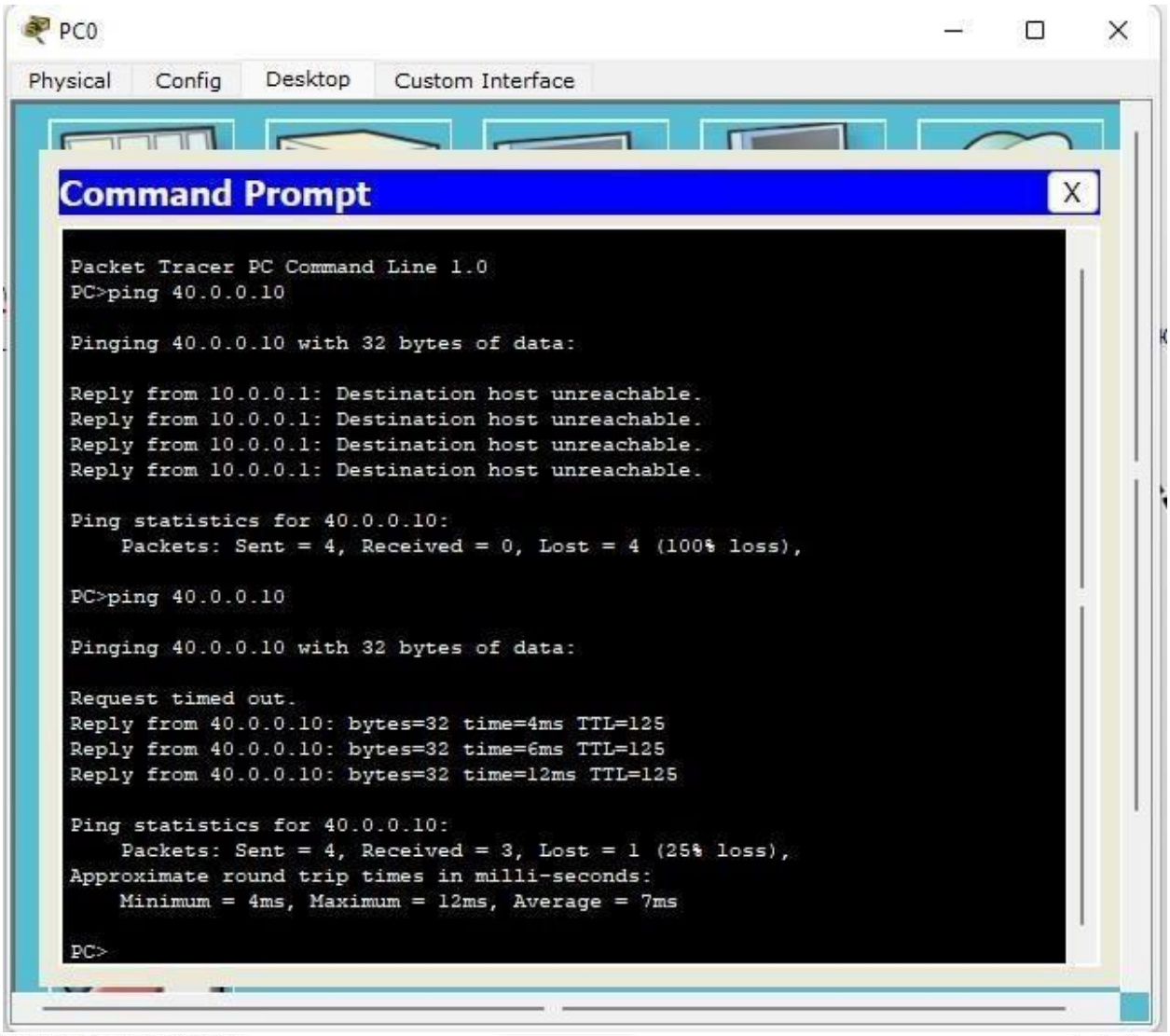
LAB 7

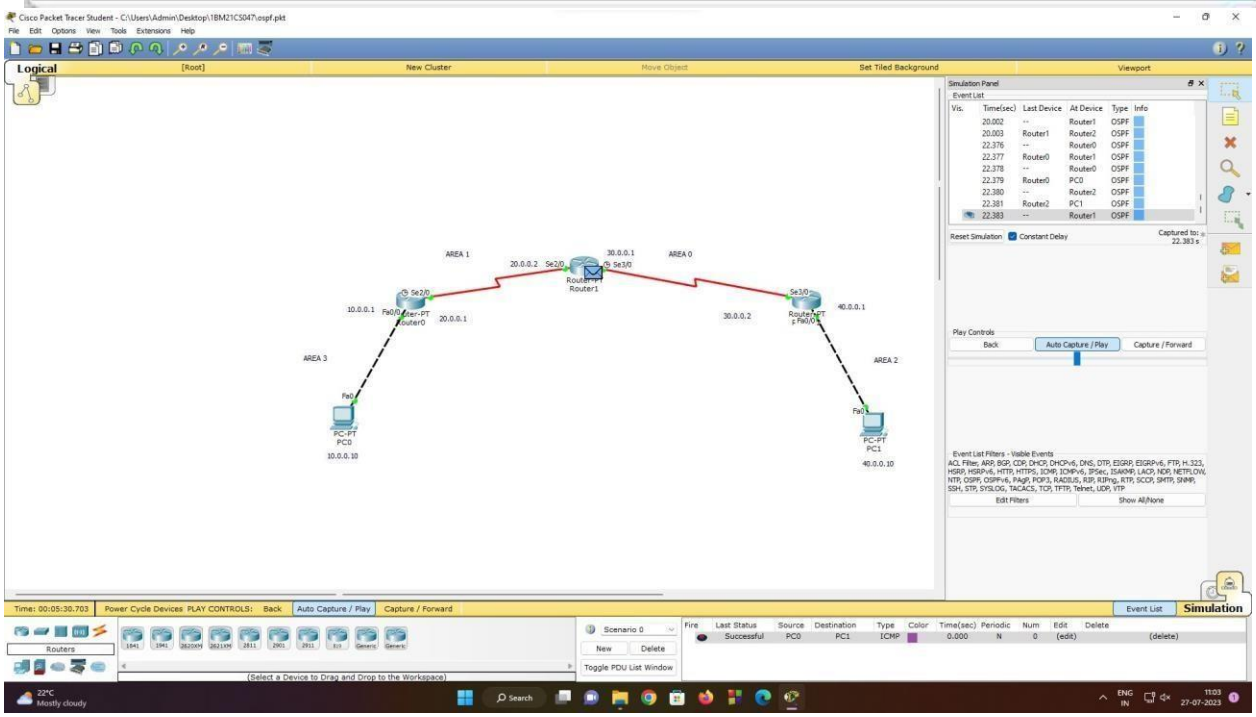
Configure OSPF routing protocol.

TOPOLOGY:



OUTPUT:

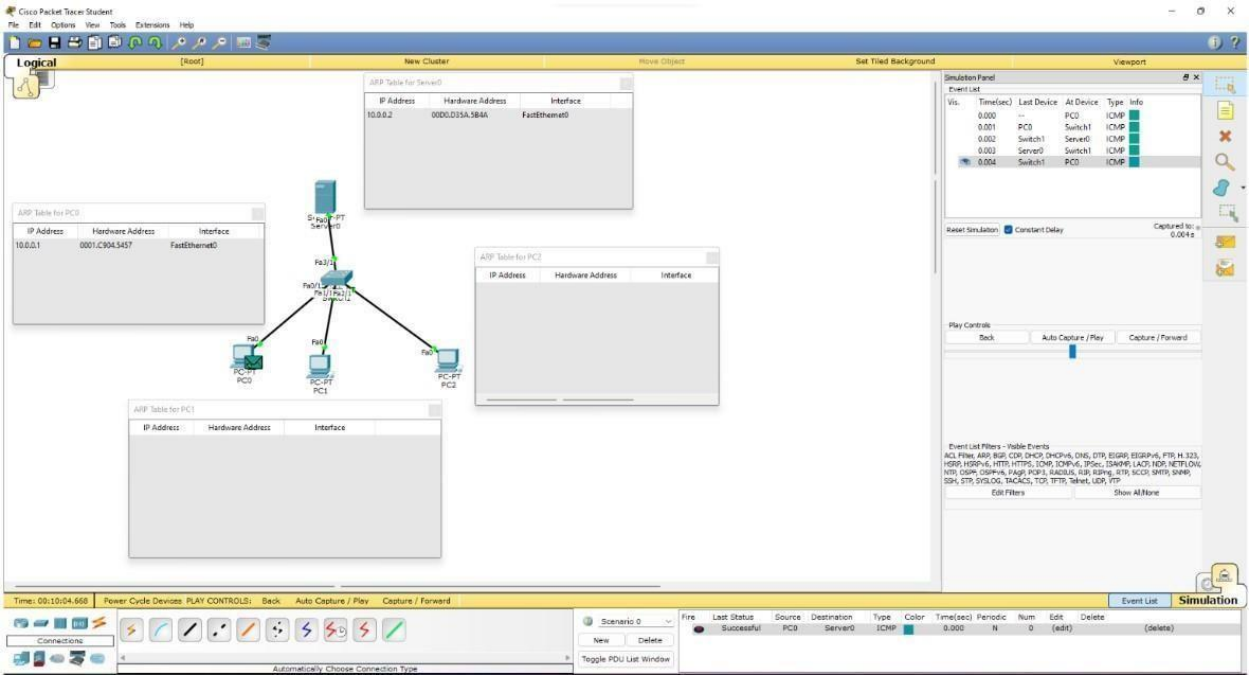

PC0
Physical
Config
Desktop
Custom Interface
Command Prompt
X
Packet Tracer PC Command Line 1.0
PC>ping 40.0.0.10
Pinging 40.0.0.10 with 32 bytes of data:
Reply from 10.0.0.1: Destination host unreachable.
Reply from 10.0.0.1: Destination host unreachable.
Reply from 10.0.0.1: Destination host unreachable.
Reply from 10.0.0.1: Destination host unreachable.
Ping statistics for 40.0.0.10:
Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),
PC>ping 40.0.0.10
Pinging 40.0.0.10 with 32 bytes of data:
Request timed out.
Reply from 40.0.0.10: bytes=32 time=4ms TTL=125
Reply from 40.0.0.10: bytes=32 time=6ms TTL=125
Reply from 40.0.0.10: bytes=32 time=12ms TTL=125
Ping statistics for 40.0.0.10:
Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
Approximate round trip times in milli-seconds:
Minimum = 4ms, Maximum = 12ms, Average = 7ms
PC>


Logical
AREA 1
AREA 0
AREA 3
AREA 2
PC-PT PC0
PC-PT PC1
Simulation

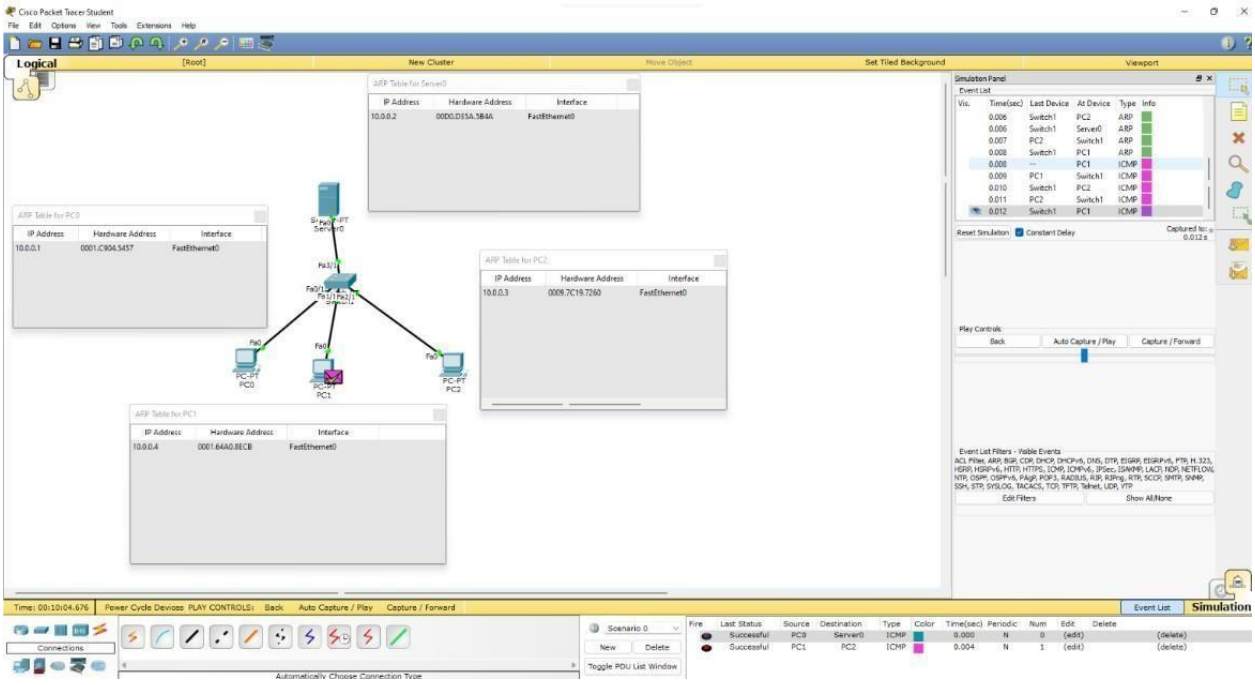
LAB 8

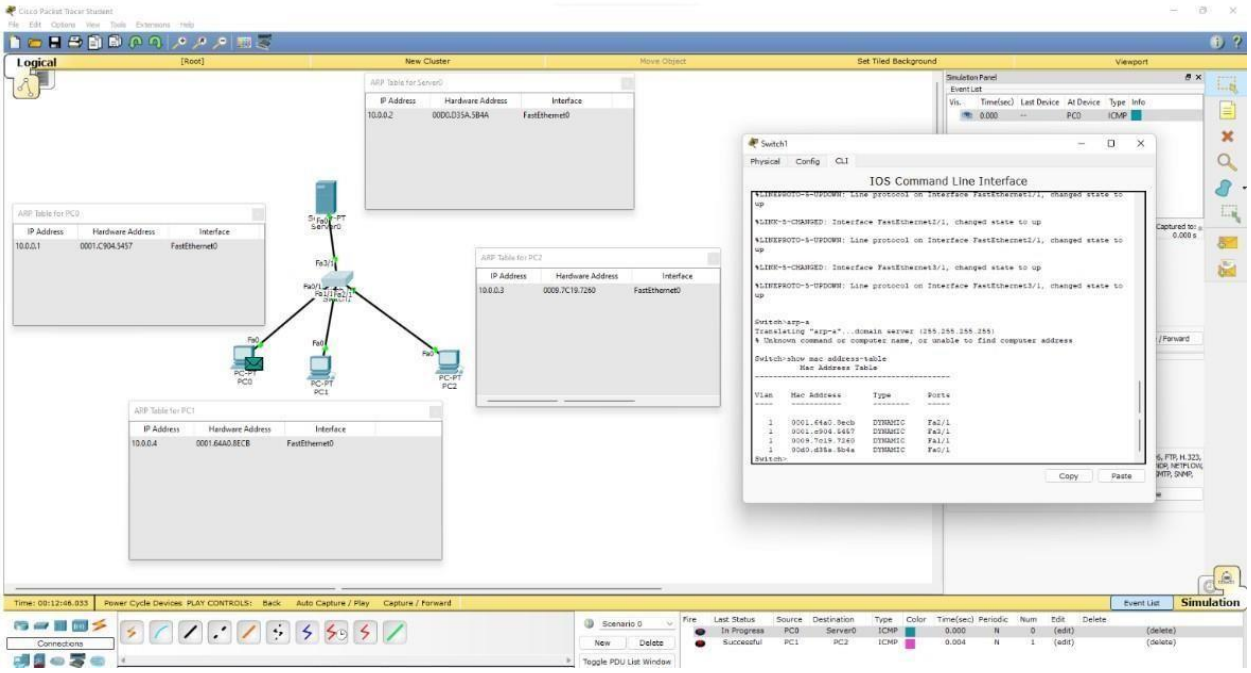
To construct a simple LAN and understand the concept and operation of Address Resolution Protocol (ARP).

TOPOLOGY:



OUTPUT:

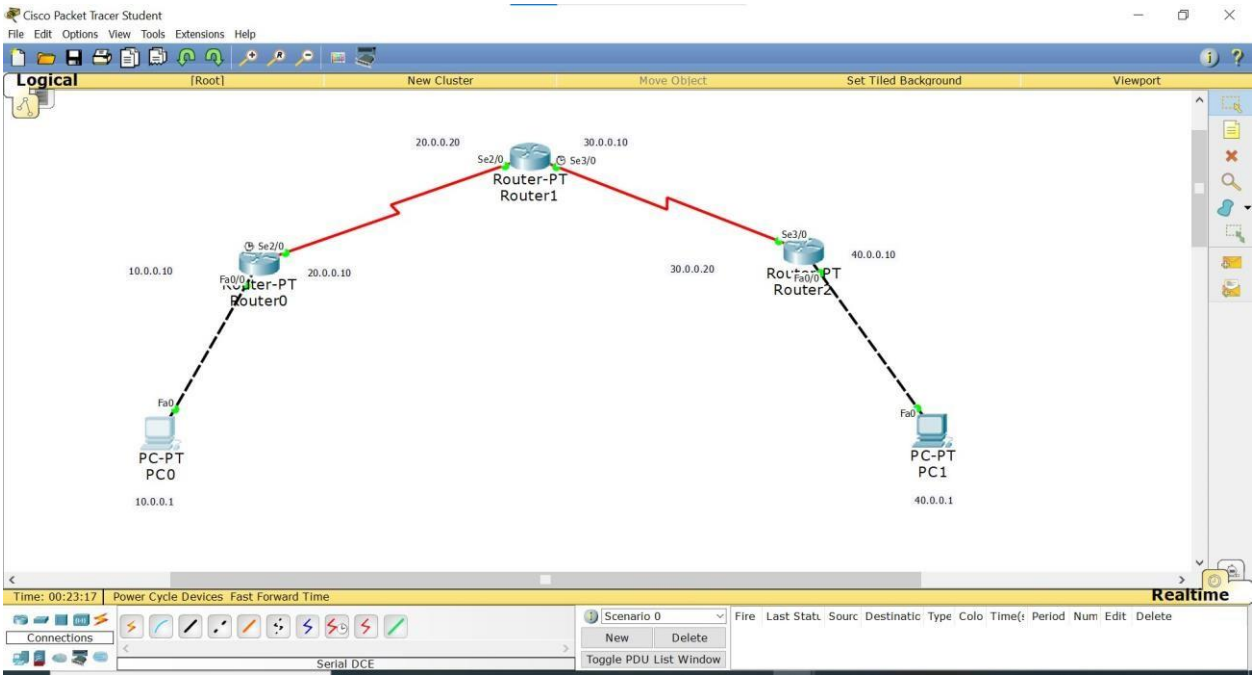




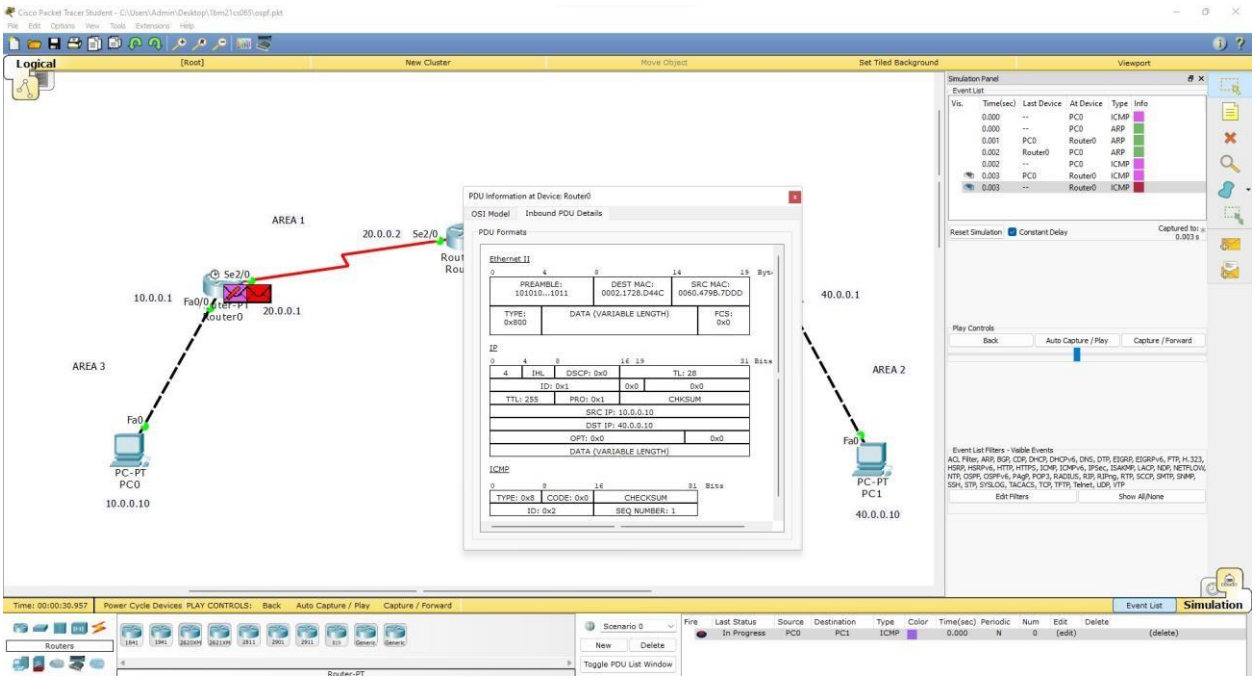
LAB 10

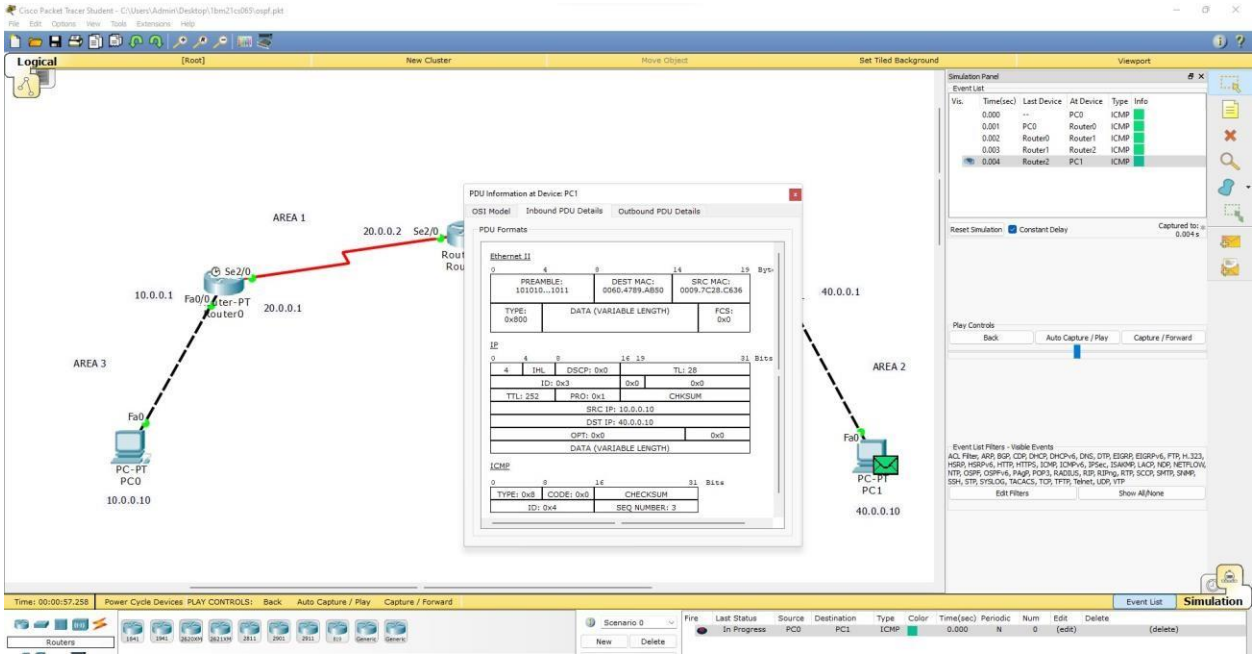
Demonstrate the TTL/ Life of a Packet.

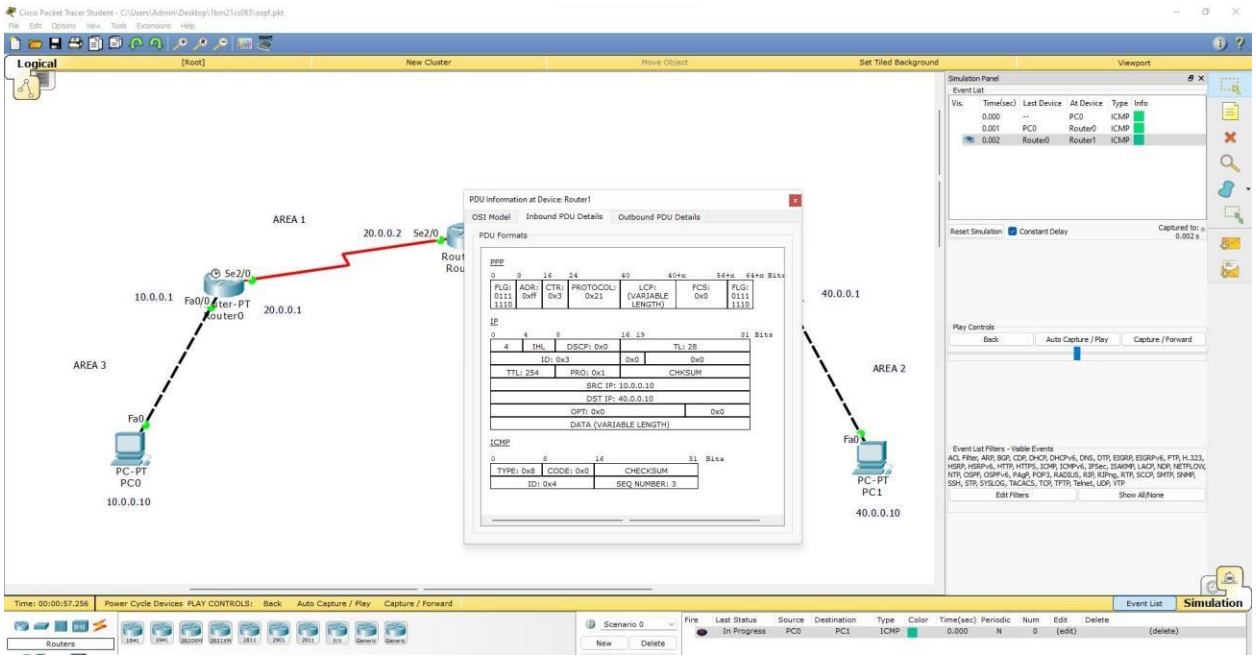
TOPOLOGY:

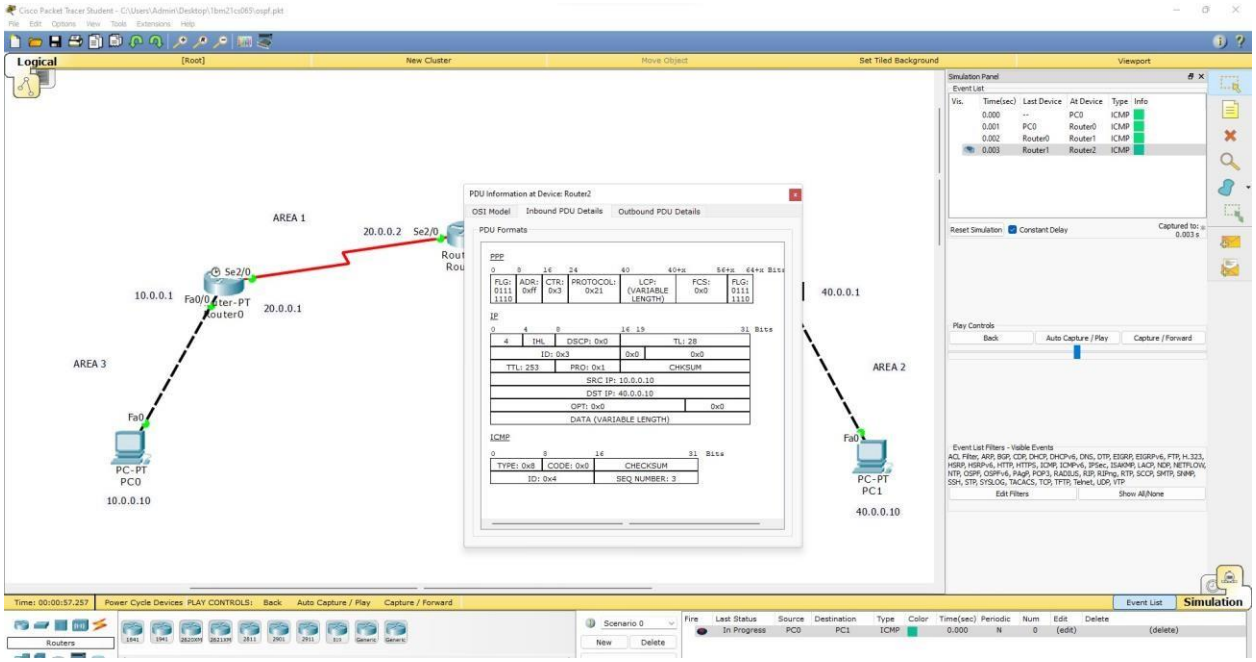


OUTPUT:


Logical
AREA 1
AREA 2
AREA 3
20.0.0.2
Se2/0
10.0.0.1
20.0.0.1
40.0.0.1
Router0
PC-PT
PC0
10.0.0.10
PC-PT
PC1
40.0.0.10
Fa0
PDU Information at Device: Router0
OSI Model
Inbound PDU Details
PDU Formats
Ethernet II
PREAMBLE: 101010...1011
DEST MAC: 0002.1728.D44C
SRC MAC: 0060.479B.7DDD
TYPE: 0x800
DATA (VARIABLE LENGTH)
FCS: 0x0
IP
SRC IP: 10.0.0.10
DST IP: 40.0.0.10
ICMP
TYPE: 0x8
CODE: 0x0
CHECKSUM
SEQ NUMBER: 1
Simulation Panel
Event List
Simulation


Logical
AREA 1
AREA 2
AREA 3
20.0.0.2
Se2/0
10.0.0.1
20.0.0.1
40.0.0.1
Router0
PC-PT
PC0
10.0.0.10
PC-PT
PC1
40.0.0.10
Fa0
PDU Information at Device: PC1
OSI Model
Inbound PDU Details
Outbound PDU Details
PDU Formats
Ethernet II
PREAMBLE: 101010...1011
DEST MAC: 0060.4789.AB50
SRC MAC: 0009.7C28.C636
TYPE: 0x800
DATA (VARIABLE LENGTH)
FCS: 0x0
IP
SRC IP: 10.0.0.10
DST IP: 40.0.0.10
ICMP
TYPE: 0x8
CODE: 0x0
CHECKSUM
SEQ NUMBER: 3
Simulation Panel
Event List
Simulation

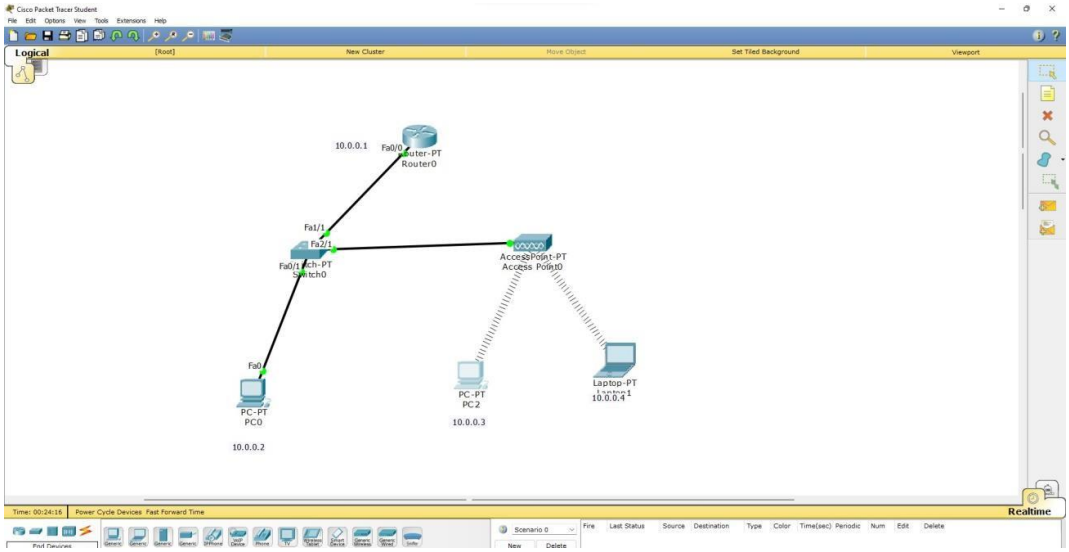

Logical
AREA 1
20.0.0.2
Se2/0
10.0.0.1
Fa0/0
Router-PT
Router0
20.0.0.1
40.0.0.1
AREA 3
AREA 2
Fa0
PC-PT
PC0
10.0.0.10
PC-PT
PC1
40.0.0.10
PDU Information at Device: Router1
OSI Model
Inbound PDU Details
Outbound PDU Details
PDU Formats
PPP
IP
ICMP
TTL: 254
SRC IP: 10.0.0.10
DST IP: 40.0.0.10
DATA (VARIABLE LENGTH)
TYPE: 0x8
CODE: 0x0
CHECKSUM
ID: 0x4
SEQ NUMBER: 3
Simulation Panel
Event List
Play Controls
Simulation

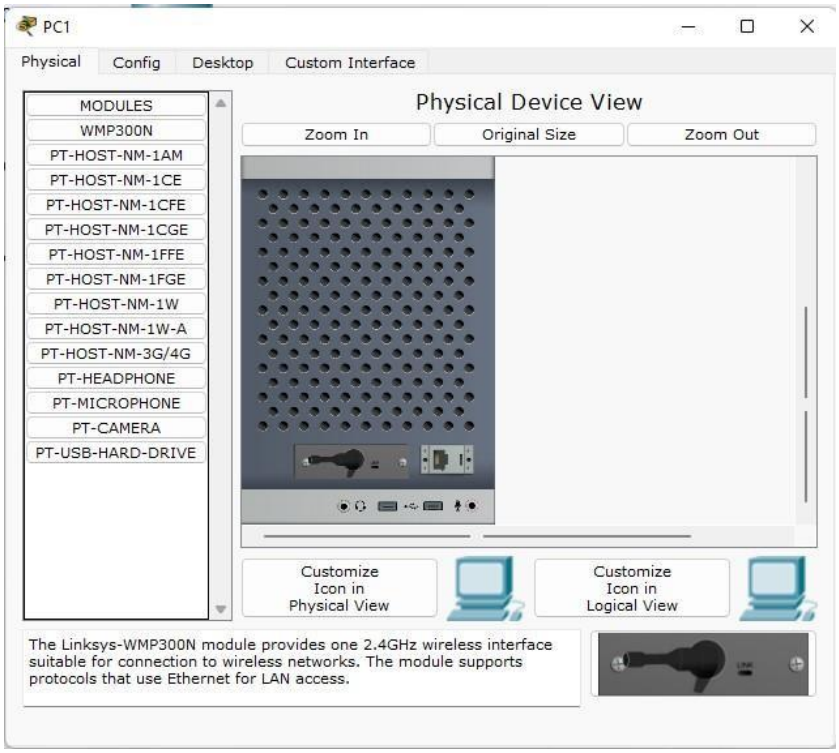

Logical
AREA 1
20.0.0.2
Se2/0
10.0.0.1
Fa0/0
Router-PT
Router0
20.0.0.1
40.0.0.1
AREA 3
AREA 2
Fa0
PC-PT
PC0
10.0.0.10
PC-PT
PC1
40.0.0.10
PDU Information at Device: Router2
OSI Model
Inbound PDU Details
Outbound PDU Details
PDU Formats
PPP
IP
ICMP
TTL: 253
SRC IP: 10.0.0.10
DST IP: 40.0.0.10
DATA (VARIABLE LENGTH)
TYPE: 0x8
CODE: 0x0
CHECKSUM
ID: 0x4
SEQ NUMBER: 3
Simulation Panel
Event List
Play Controls
Simulation

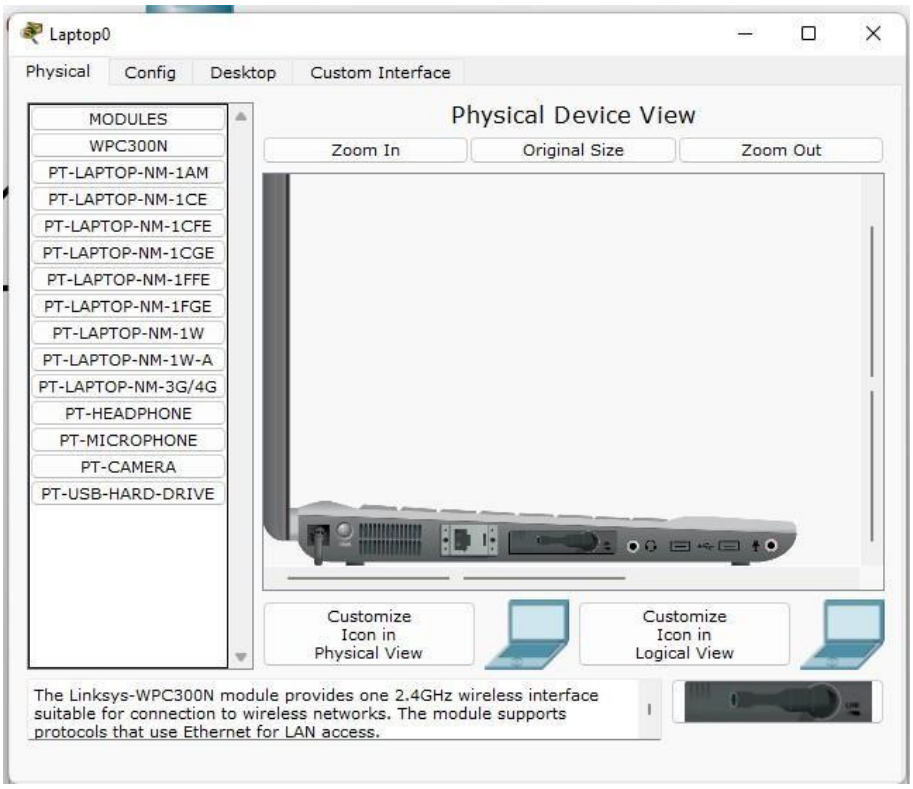
LAB 11

To construct a WLAN and make the nodes communicate wirelessly

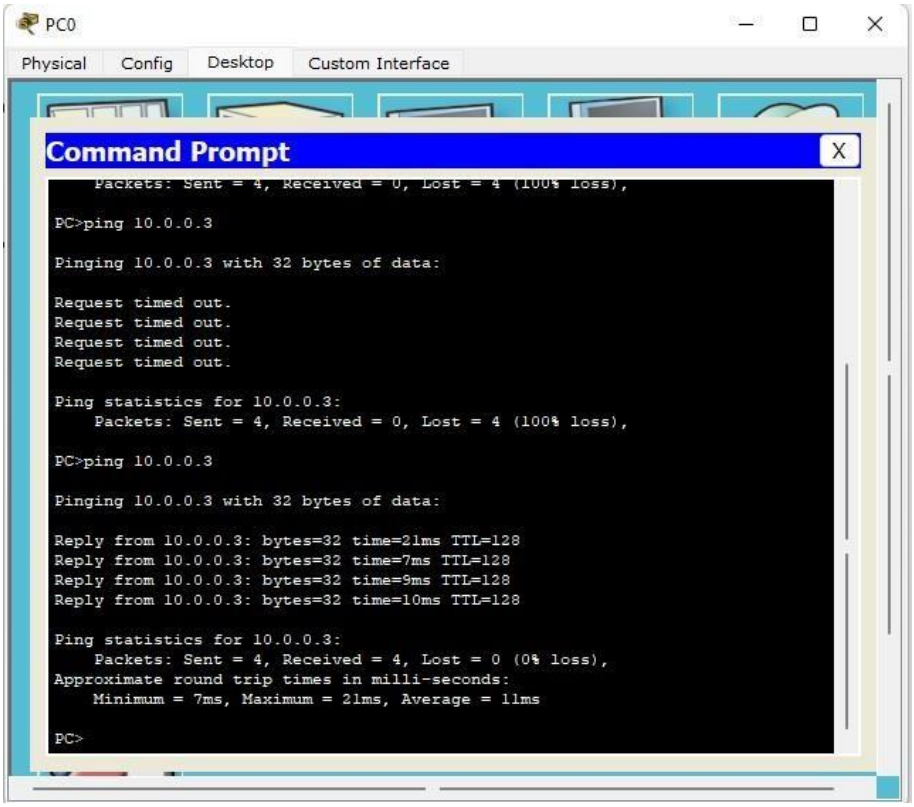
TOPOLOGY:






Laptop0
Physical
Config
Desktop
Custom Interface
MODULES
WPC300N
PT-LAPTOP-NM-1AM
PT-LAPTOP-NM-1CE
PT-LAPTOP-NM-1CFE
PT-LAPTOP-NM-1CGE
PT-LAPTOP-NM-1FFE
PT-LAPTOP-NM-1FGE
PT-LAPTOP-NM-1W
PT-LAPTOP-NM-1W-A
PT-LAPTOP-NM-3G/4G
PT-HEADPHONE
PT-MICROPHONE
PT-CAMERA
PT-USB-HARD-DRIVE
Physical Device View
Zoom In
Original Size
Zoom Out
Customize Icon in Physical View
Customize Icon in Logical View
The Linksys-WPC300N module provides one 2.4GHz wireless interface suitable for connection to wireless networks. The module supports protocols that use Ethernet for LAN access.

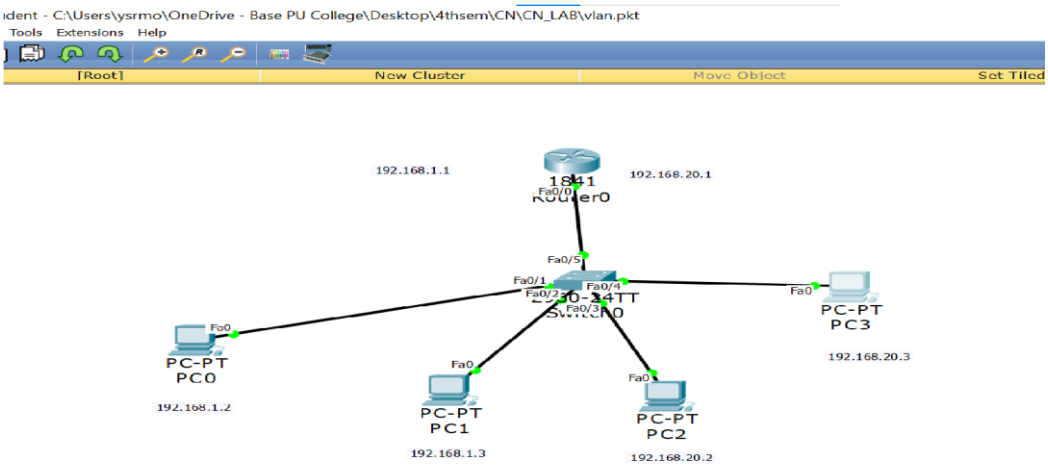
OUTPUT:


PC0
Physical
Config
Desktop
Custom Interface
Command Prompt
X
Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),
PC>ping 10.0.0.3
Pinging 10.0.0.3 with 32 bytes of data:
Request timed out.
Request timed out.
Request timed out.
Request timed out.
Ping statistics for 10.0.0.3:
Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),
PC>ping 10.0.0.3
Pinging 10.0.0.3 with 32 bytes of data:
Reply from 10.0.0.3: bytes=32 time=21ms TTL=128
Reply from 10.0.0.3: bytes=32 time=7ms TTL=128
Reply from 10.0.0.3: bytes=32 time=9ms TTL=128
Reply from 10.0.0.3: bytes=32 time=10ms TTL=128
Ping statistics for 10.0.0.3:
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 7ms, Maximum = 21ms, Average = 11ms
PC>

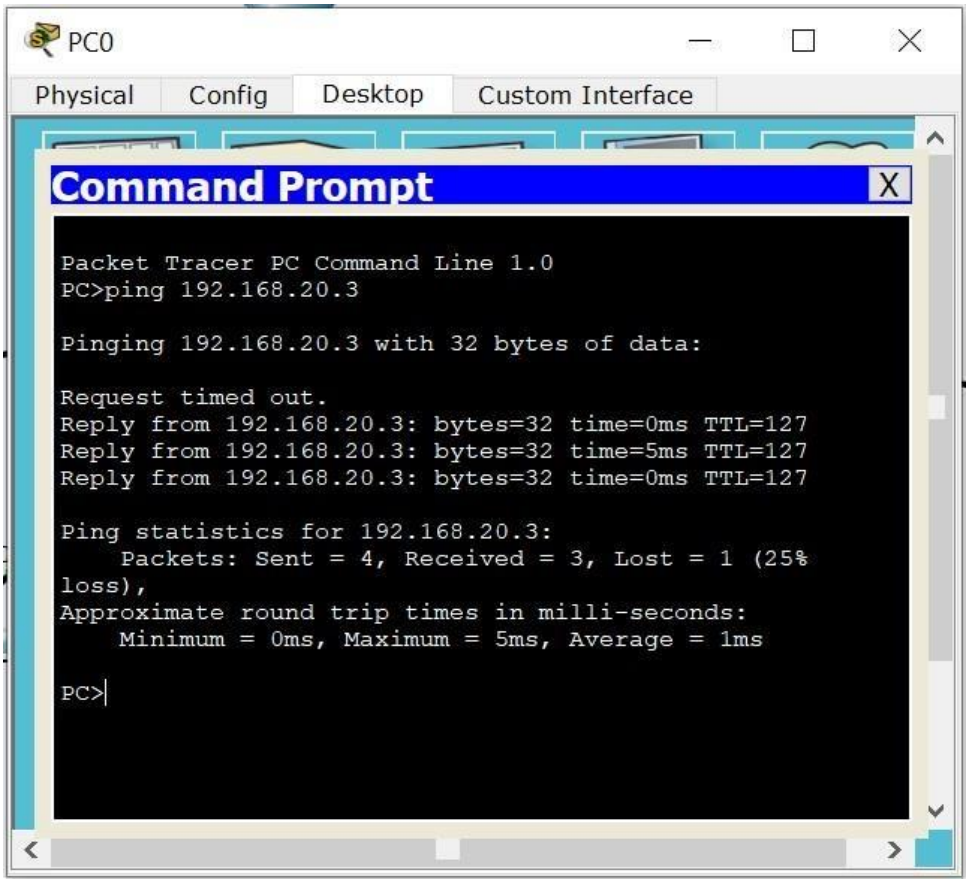
LAB 9

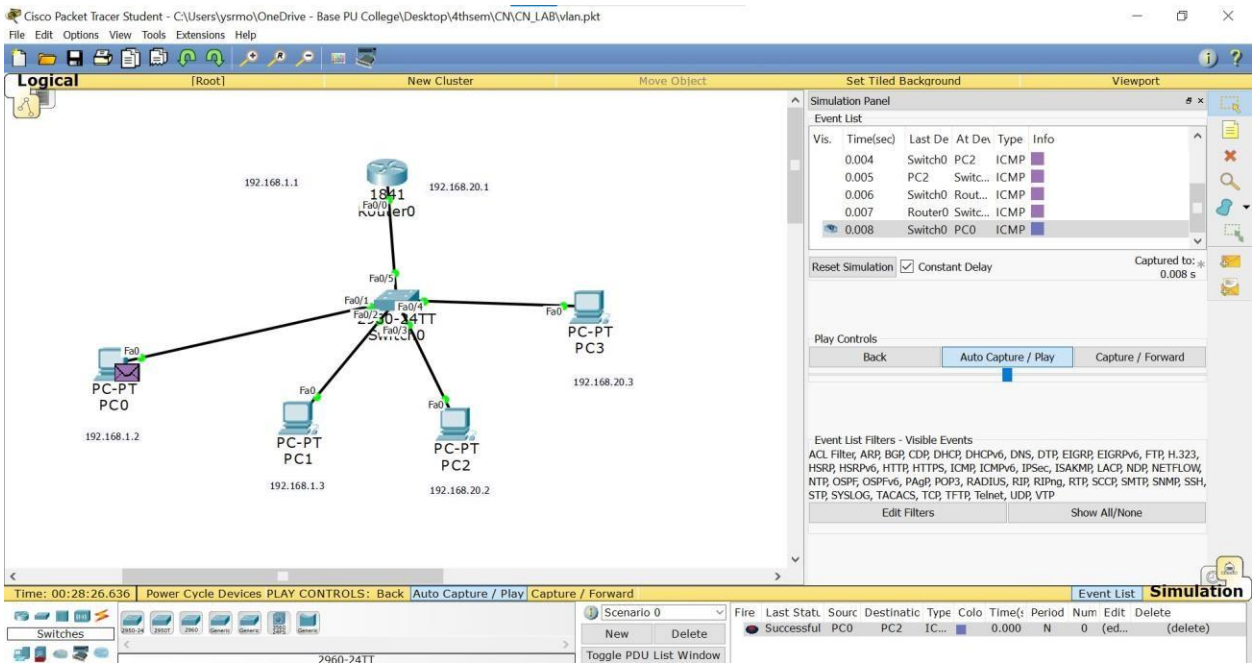
To construct a VLAN and make a pc communicate among VLAN.

TOPOLOGY:



OUTPUT:

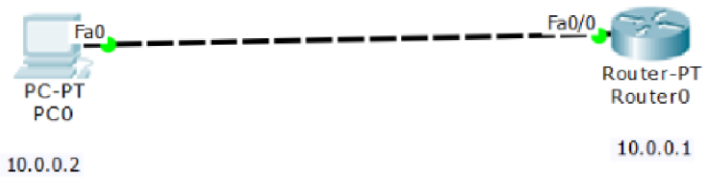



Cisco Packet Tracer Student - C:\Users\ysrmo\OneDrive - Base PU College\Desktop\4thsem\CN\CN_LAB\vlan.pkt
File Edit Options View Tools Extensions Help
Logical
[Root]
New Cluster
Move Object
Set Tiled Background
Viewport
192.168.1.1
1841
Router0
192.168.20.1
Fa0/5
Fa0/1
Fa0/2
Fa0/3
Fa0/4
2960-24TT
Switch0
Fa0
PC-PT
PC0
192.168.1.2
PC-PT
PC1
192.168.1.3
PC-PT
PC2
192.168.20.2
PC-PT
PC3
192.168.20.3
Simulation Panel
Event List
Vis. Time(sec) Last De At De Type Info
0.004 Switch0 PC2 ICMP
0.005 PC2 Switc... ICMP
0.006 Switch0 Rout... ICMP
0.007 Router0 Switc... 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, PAgP, POP3, RADIUS, RIP, RIPng, RTP, 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
Event List
Simulation
Switches
2960-24TT
Scenario 0
New
Delete
Toggle PDU List Window
Fire Last Stat Sourc Destinatic Type Colo Time(s Period Num Edit Delete
Successful PC0 PC2 IC... 0.000 N 0 (ed... (delete)

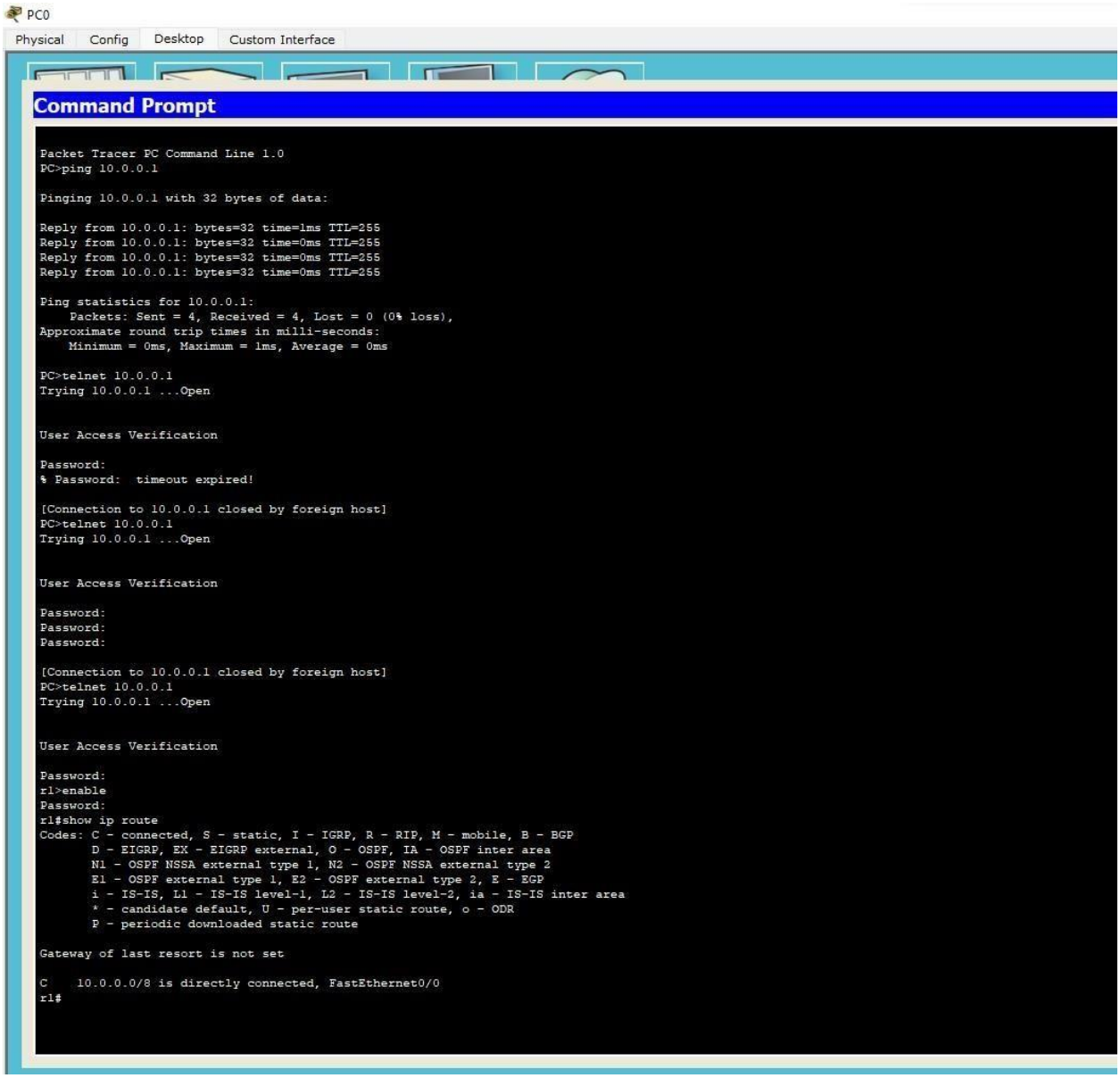
LAB 12

To understand the operation of TELNET by accessing the router in server room from a PC in IT office.

TOPOLOGY:



OUTPUT:


PC0
Physical
Config
Desktop
Custom Interface
Command Prompt
Packet Tracer PC Command Line 1.0
PC>ping 10.0.0.1
Pinging 10.0.0.1 with 32 bytes of data:
Reply from 10.0.0.1: bytes=32 time=1ms TTL=255
Reply from 10.0.0.1: bytes=32 time=0ms TTL=255
Reply from 10.0.0.1: bytes=32 time=0ms TTL=255
Reply from 10.0.0.1: bytes=32 time=0ms TTL=255
Ping statistics for 10.0.0.1:
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 1ms, Average = 0ms
PC>telnet 10.0.0.1
Trying 10.0.0.1 ...Open
User Access Verification
Password:
% Password: timeout expired!
[Connection to 10.0.0.1 closed by foreign host]
PC>telnet 10.0.0.1
Trying 10.0.0.1 ...Open
User Access Verification
Password:
Password:
Password:
[Connection to 10.0.0.1 closed by foreign host]
PC>telnet 10.0.0.1
Trying 10.0.0.1 ...Open
User Access Verification
Password:
r1>enable
Password:
r1#show ip route
Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, B - BGP
D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area
N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2
E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP
i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS inter area
* - candidate default, U - per-user static route, o - ODR
P - periodic downloaded static route
Gateway of last resort is not set
C 10.0.0.0/8 is directly connected, FastEthernet0/0
r1#

LAB 13 Program 1

Write a program for error detecting code using CRC-CCITT (16-bits)

CODE:

```
#include<stdio.h>#include<string.h>

#define N strlen(gen_poly) char data[28]; char check_value[28]; char
gen_poly[10]; int data_length,i,j; void XOR(){ for(j = 1;j < N; j++)
check_value[j] = (( check_value[j] == gen_poly[j])?'0':'1');} void receiver(){
printf("Enter the received data: "); scanf("%s", data); printf("Data received:
%s", data); crc(); for(i=0;(i<N-1) && (check_value[i]!='1');i++); if(i<N-1)
printf("\nError detected\n\n");
        else printf("\nNo error
            detected\n\n");
} void crc(){
for(i=0;i<N;i++)
check_value[i]=data[i];
    do{ if(check_value[0]=='1')
            XOR(); for(j=0;j<N-1;j++)
        check_value[j]=check_value[j+1];
        check_value[j]=data[i++];
        }while(i<=data_length+N-1);
} int

main()
```

```
{ printf("\nEnter data to be transmitted: ");
   scanf("%s",data); printf("\n Enter the
   Generating polynomial: ");
   scanf("%s",gen_poly); data_length=strlen(data);
   for(i=data_length;i<data_length+N-1;i++)
      data[i]='0';
   printf("\n Data padded with n-1 zeros : %s",data); crc();
   printf("\nCRC or Check value is :
   %s",check_value);
   for(i=data_length;i<data_length+N-1;i++)
   data[i]=check_value[i-data_length]; printf("\n Final
   data to be sent : %s",data); receiver();
      return 0;
}
```

OUTPUT:

```
Enter data to be transmitted: 10001000000100001

 Enter the Generating polynomial: 1011

 Data padded with n-1 zeros : 10001000000100001000
CRC or Check value is : 100
 Final data to be sent : 10001000000100001100
Enter the received data: 10001000000100001100
Data received: 10001000000100001100
No error detected
```

```
 Enter data to be transmitted: 10001000000100001

  Enter the Generating polynomial: 1011

  Data padded with n-1 zeros : 10001000000100001000
 CRC or Check value is : 100
  Final data to be sent : 10001000000100001100
 Enter the received data: 10010000000100001100
 Data received: 10010000000100001100
 Error detected
```

Program 2

Write a program for congestion control using Leaky bucket algorithm.

CODE:

```
#include<stdio.h> void
main()
{ int b_size,d_rate,in_d_rate,rem_b_size;
   printf("Enter the bucket size:\n");
   scanf("%d",&b_size); rem_b_size=b_size;
   printf("Enter the outgoing data rate:\n");
   scanf("%d",&d_rate); while(1) {
   printf("Enter the size of incoming packet\n");
   scanf("%d",&in_d_rate); if(in_d_rate<=b_size)
   { if(in_d_rate<=rem_b_size) { rem_b_size=rem_b_size-
      in_d_rate; rem_b_size=rem_b_size+d_rate;
      printf("Data packet is accepted\n"); printf("Remaining
      space in bucket is....
      %d\n",rem_b_size); printf("\n");
      } else{ printf("Data packet is dropped because the bucket size is less than
      the packet
size\n"); printf("\n");
   }
   }
   }
}
```

OUTPUT:

```
Enter the bucket size:
5000
Enter the outgoing data rate:
200
Enter the size of incoming packet
3000
Data packet is accepted
Remaining space in bucket is.... 2200

Enter the size of incoming packet
2500
Data packet is dropped because the bucket size is less than the packet size

Enter the size of incoming packet
```

LAB 14 Program 1

Using TCP/IP sockets, write a client-server program to make client sending the file name and the server to send back the contents of the requested file if present.

SOLUTION:

ClientTCP.py

```
from socket import * serverName =
'127.0.0.1' serverPort = 12000 clientSocket =
socket(AF_INET, SOCK_STREAM)
clientSocket.connect((serverName,serverPort))
sentence = input("\nEnter file name: ")

clientSocket.send(sentence.encode()) filecontents
= clientSocket.recv(1024).decode() print
('\nFrom Server:\n') print(filecontents)
clientSocket.close()
```

ServerTCP.py

```
from socket import * serverName="127.0.0.1"
serverPort = 12000 serverSocket =
socket(AF_INET,SOCK_STREAM)
serverSocket.bind((serverName,serverPort))
serverSocket.listen(1) while 1: print ("The server is
ready to receive") connectionSocket, addr =
serverSocket.accept() sentence =
connectionSocket.recv(1024).decode()
file=open(sentence,"r") l=file.read(1024)
```

connectionSocket.send(l.encode())

print ('\nSent contents of ' + sentence)

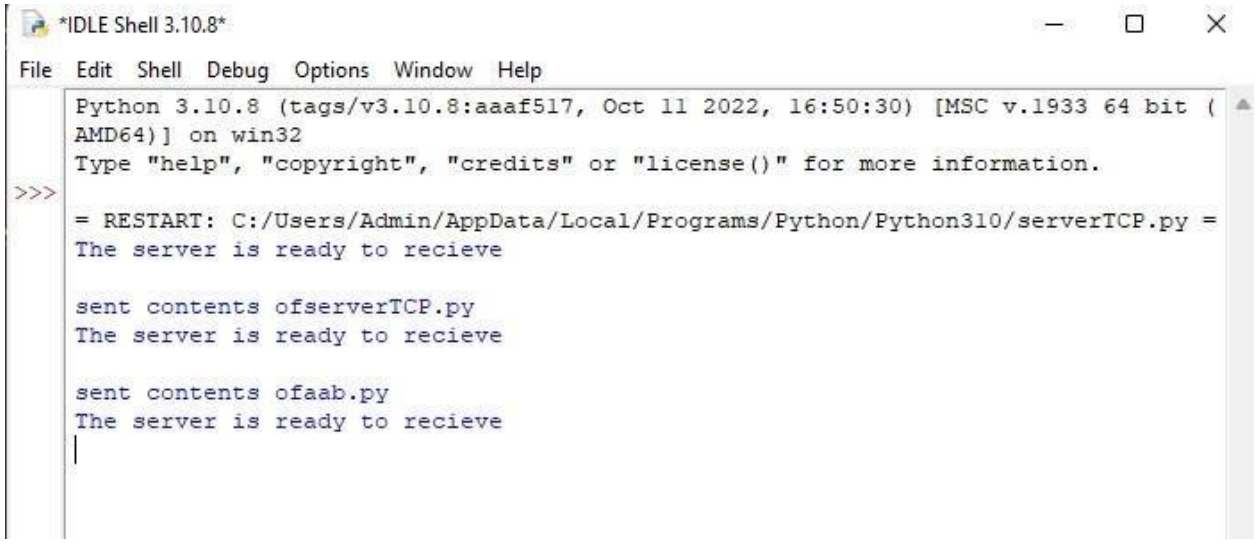
file.close() connectionSocket.close()

OUTPUT:

Client:

```
>>>
= RESTART: C:/Users/Admin/AppData/Local/Programs/Python/Python310/clientTCP.py =

Enter file name:aab.py

From Server:

Python 3.10.8 (tags/v3.10.8:aaaf517, Oct 11 2022, 16:50:30) [MSC v.1933 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
class Node:
    def _init_(self,data):
        self.data=data
        self.left=None
        self.right=None
        self.height=1

class AVL Tree:
    def getHeight(self,root):
        if not root:
            return 0
        return root.height

    def getBalance(self,root):
        if not root:
            return 0
        return self.getHeight(root.left)-self.getHeight(root.right)

    def rightRotate(self,z):
        y=z.left
        T3=y.right

        y.right=z
        z.left=T3

        z.height=1+max(self.getHeight(z.left),self.getHeight(z.right))
        y.height=1+max(self.getHeight(y.left),self.getHeight(y.right))

        return y

    def insert(self,root,data):
        if not root:
            return Node(data)
        if data < root.data
            root.left=self.insert(root.left,data)
        else:
            root.right=se
>>>
```

Server:



Program 2

Using UDP sockets, write a client-server program to make client sending the file name and the server to send back the contents of the requested file if present.

SOLUTION:

ClientUDP.py

```
from socket import * serverName = "127.0.0.1"
serverPort = 12000 clientSocket = socket(AF_INET, SOCK_DGRAM)
sentence = input("\nEnter file name: ")
clientSocket.sendto(bytes(sentence,"utf-8"),(serverName, serverPort))

filecontents,serverAddress = clientSocket.recvfrom(2048) print
('\nReply from Server:\n') print
(filecontents.decode("utf-8")) # for i in filecontents:
   # print(str(i), end = '')
clientSocket.close() clientSocket.close()
```

ServerUDP.py

```
from socket import * serverPort =
12000 serverSocket = socket(AF_INET,
SOCK_DGRAM)
serverSocket.bind(("127.0.0.1", serverPort)) print
("The server is ready to receive") while 1: sentence,
clientAddress = serverSocket.recvfrom(2048)
sentence = sentence.decode("utf-8")
file=open(sentence,"r") con=file.read(2048)
    serverSocket.sendto(bytes(con,"utf-8"),clientAddress)
   print ('\nSent contents of ', end = ' ') print (sentence) #
   for i in sentence:
```

print (str(i), end = '') file.close()

OUTPUT:

Client:

```
= RESTART: C:/Users/Admin/AppData/Local/Programs/Python/Python310/clientUDP.py =

Enter file name:  serverUDP.py

Reply from Server:

from socket import *
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(("127.0.0.1", serverPort))
print ("The server is ready to receive")
while 1:
     sentence, clientAddress = serverSocket.recvfrom(2048)
     sentence = sentence.decode("utf-8")
     file=open(sentence,"r")
     con=file.read(2048)

     serverSocket.sendto(bytes(con,"utf-8"),clientAddress)

     print ('\nSent contents of ', end = ' ')
     print (sentence)
    #  for i in sentence:
        #  print (str(i), end = '')
     file.close()

>>>
```

Server:

```
>>>
= RESTART: C:/Users/Admin/AppData/Local/Programs/Python/Python310/serverUDP.py =
The server is ready to receive

Sent contents of  serverUDP.py
```