Assignment 5:

To analyse the performance of various configurations and protocols in LAN

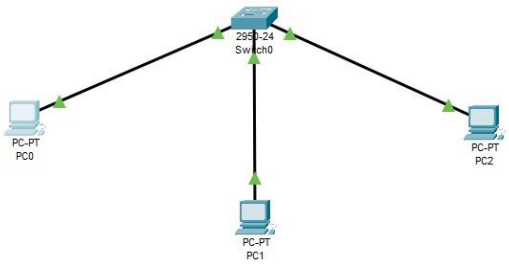
Requirements

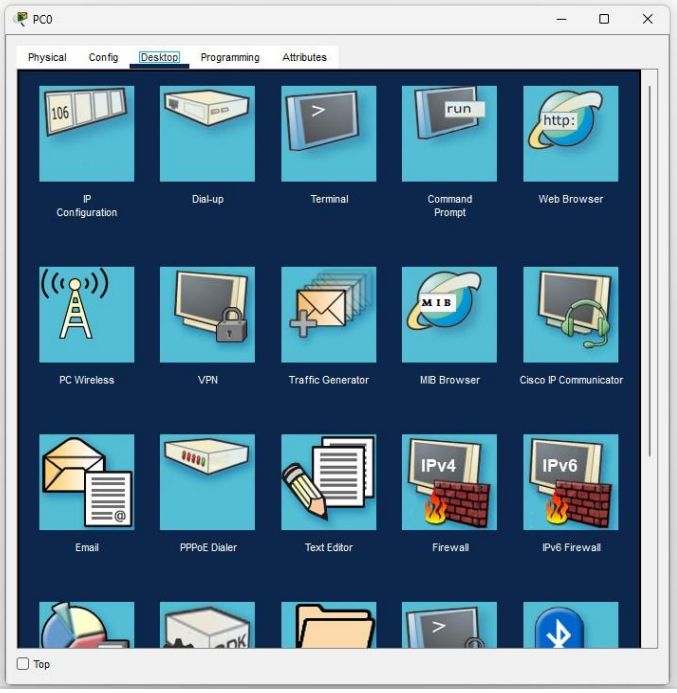
- Windows pc – 3Nos
- CISCO Packet Tracer Software (Student Version)
- 8 port switch – 1 No • Cat-5 LAN cable

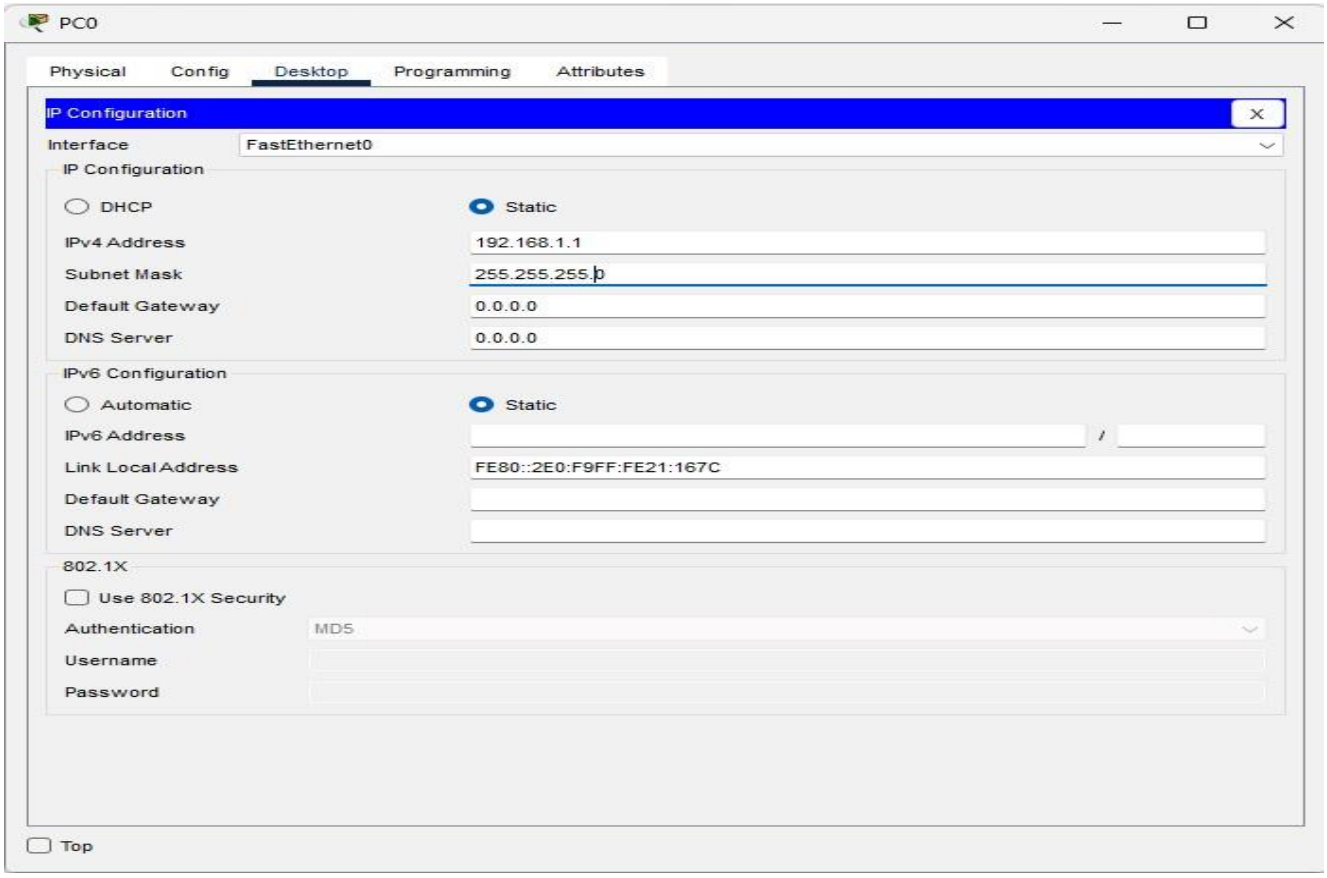
Procedure

- Open the CISCO Packet tracer software
- Drag and drop 3 pcs using End Device Icons on the left corner
- Select 8 port switch from switch icon list in the left bottom corner
- Make the connections using Straight through Ethernet cables
- Give IP address of the PC1, PC2 and PC3 as 192.168.1.1, 192.168.1.2 and 192.168.1.3 respectively, ping between PCs and observe the transfer of data packets in real and simulation mode.

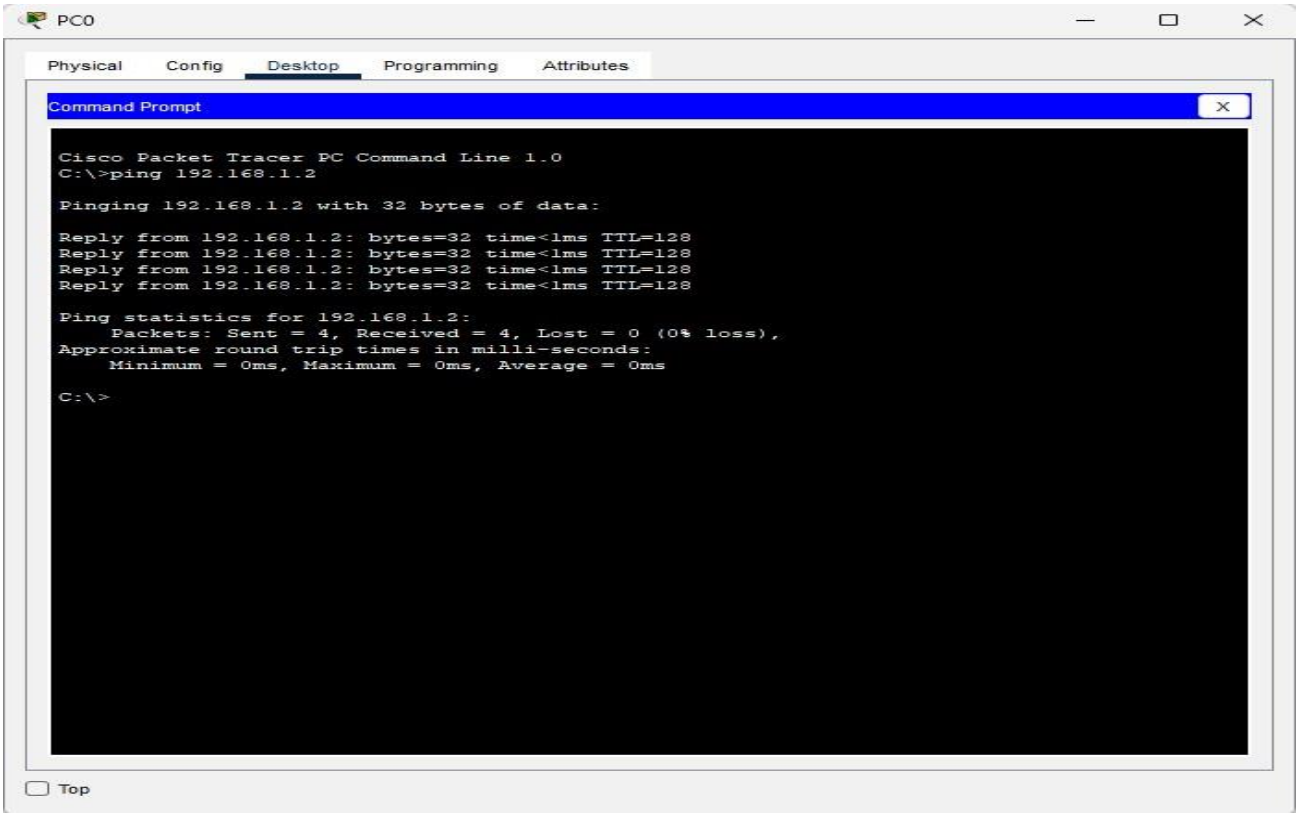
Assign IP to each machine:





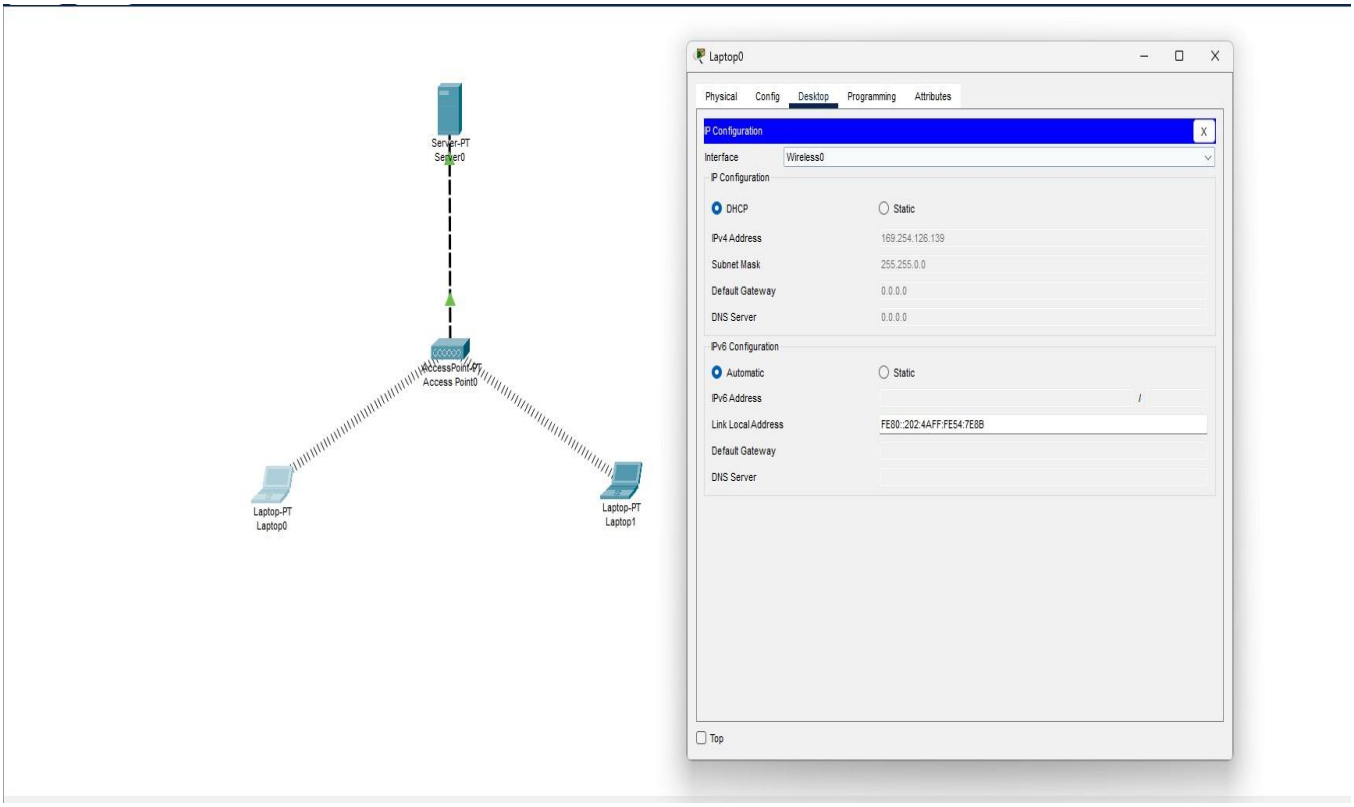


Ping to check connectivity:

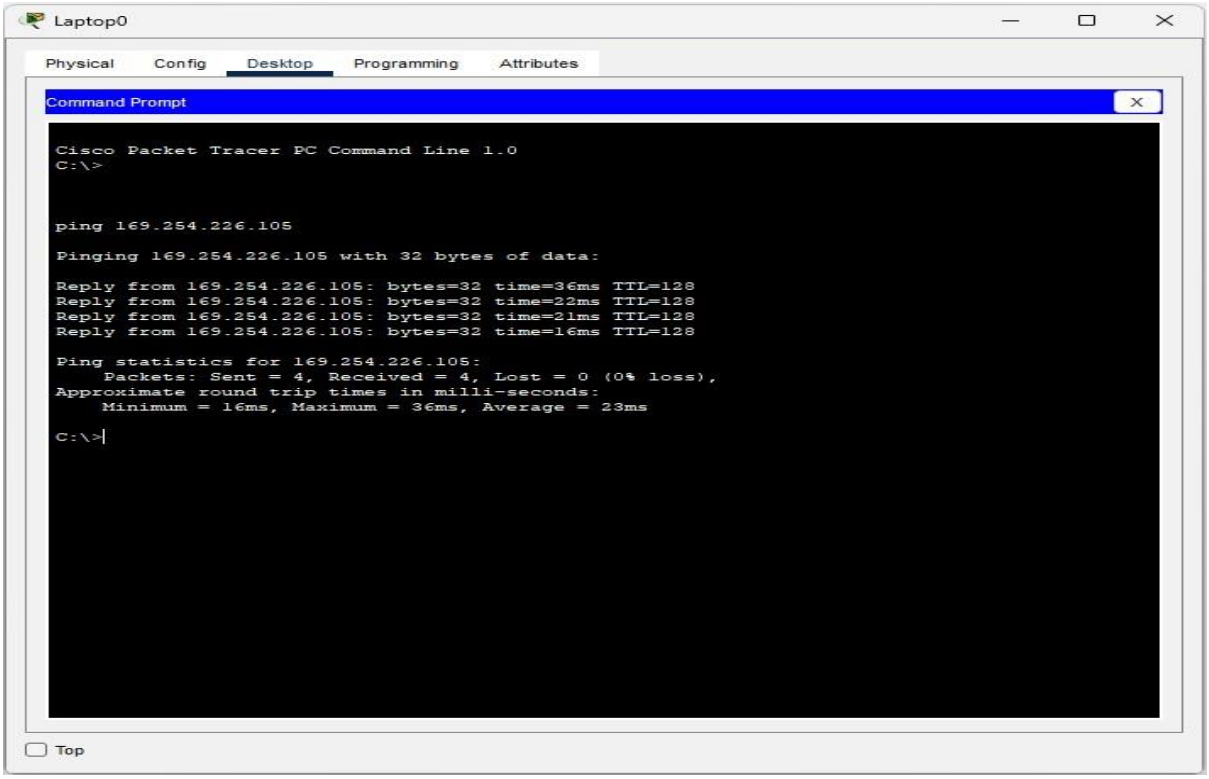


Configuration of wireless LAN

Wireless connection:



Ping to check wireless connectivity:



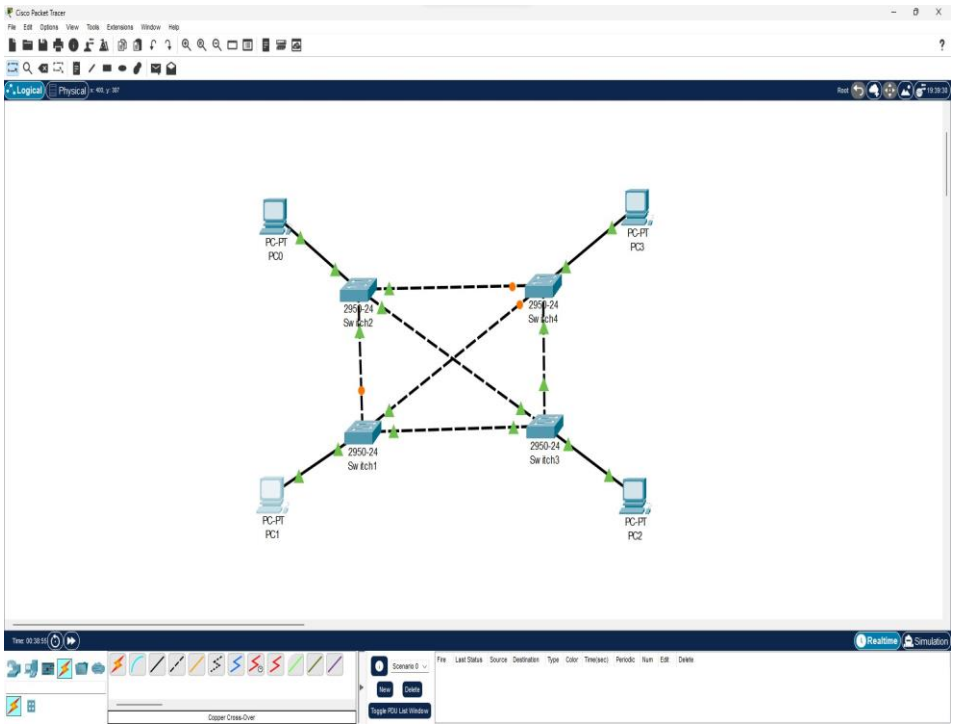
Assignment 6: STUDY OF DIFFERENT NETWORK TOPOLOGIES USING CISCO PACKET TRACER

A network is two or more devices connected through links. A link is a communications pathway that transfers data from one device to another. Two or more devices connect to a link; two or more links form a topology. The topology of a network is the geometric representation of the relationship of all the links and linking devices (usually called nodes) to one another. There are four basic topologies possible:

1. Mesh
2. Star
3. Bus and
4. Ring

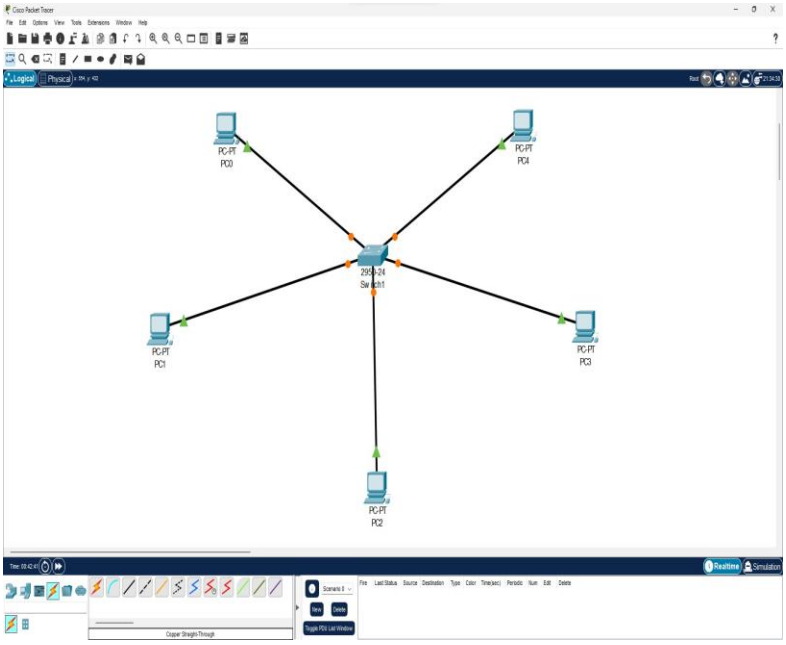
Mesh Topology

In a mesh topology, every device has a dedicated point-to-point link to every other device. The term *dedicated* means that the link carries traffic only between the two devices it connects. To find the number of physical links in a fully connected mesh network with every node, we first consider that each node must be connected to every other node.



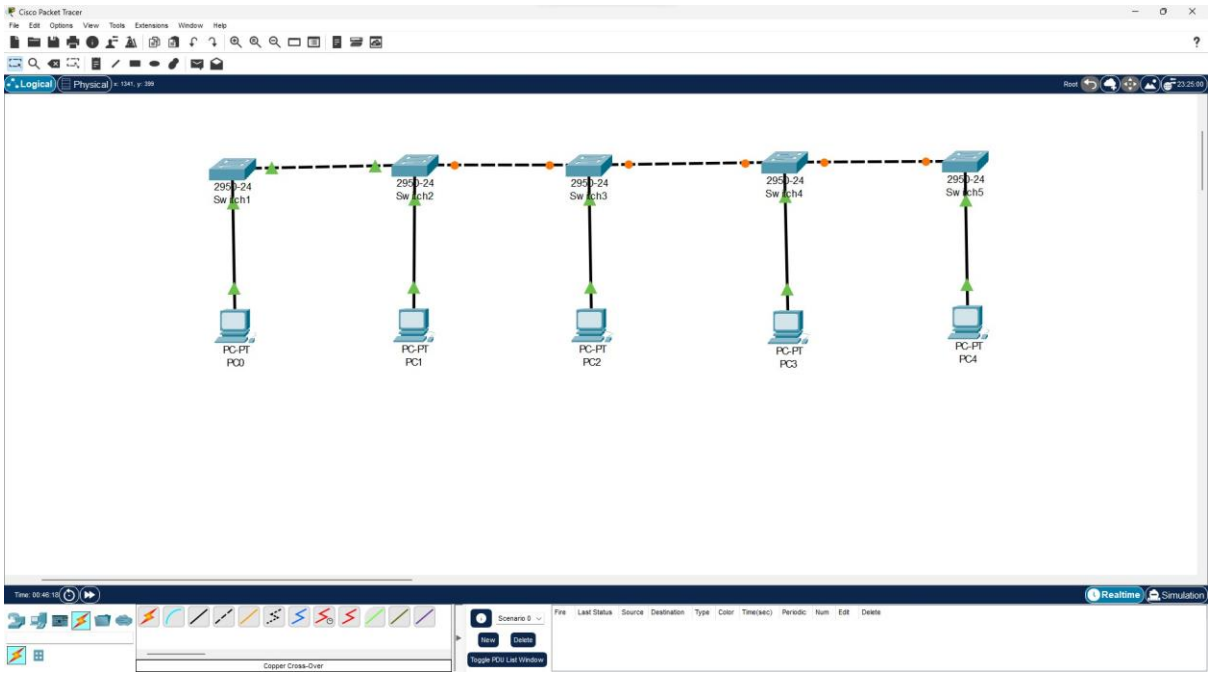
Star Topology

In a star topology, each device has a dedicated point-to-point link only to a central controller, usually called a hub. The devices are not directly linked to one another. Unlike a mesh topology, a star topology does not allow direct traffic between devices. The controller acts as an exchange: If one device wants to send data to another, it sends the data to the controller, which then relays the data to the other connected device.



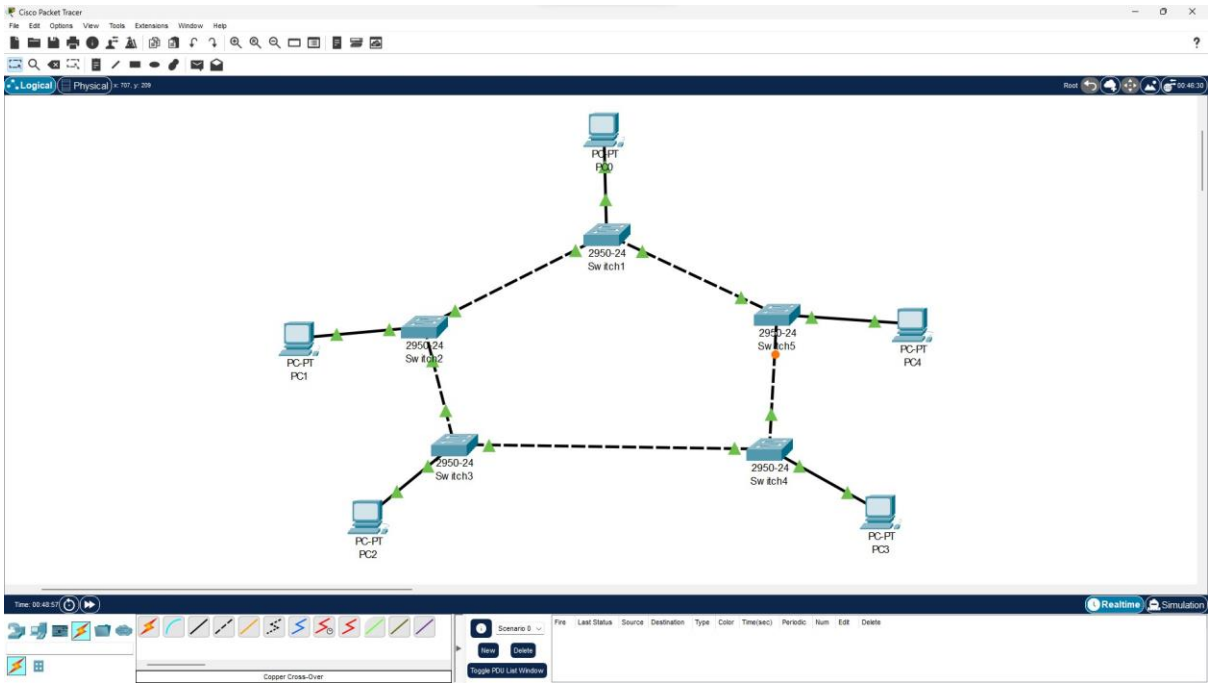
Bus Topology

A bus topology, on the other hand, is multipoint. One long cable acts as a backbone to link all the devices in a network. Nodes are connected to the bus cable by drop lines and taps. A drop line is a connection running between the device and the main cable.



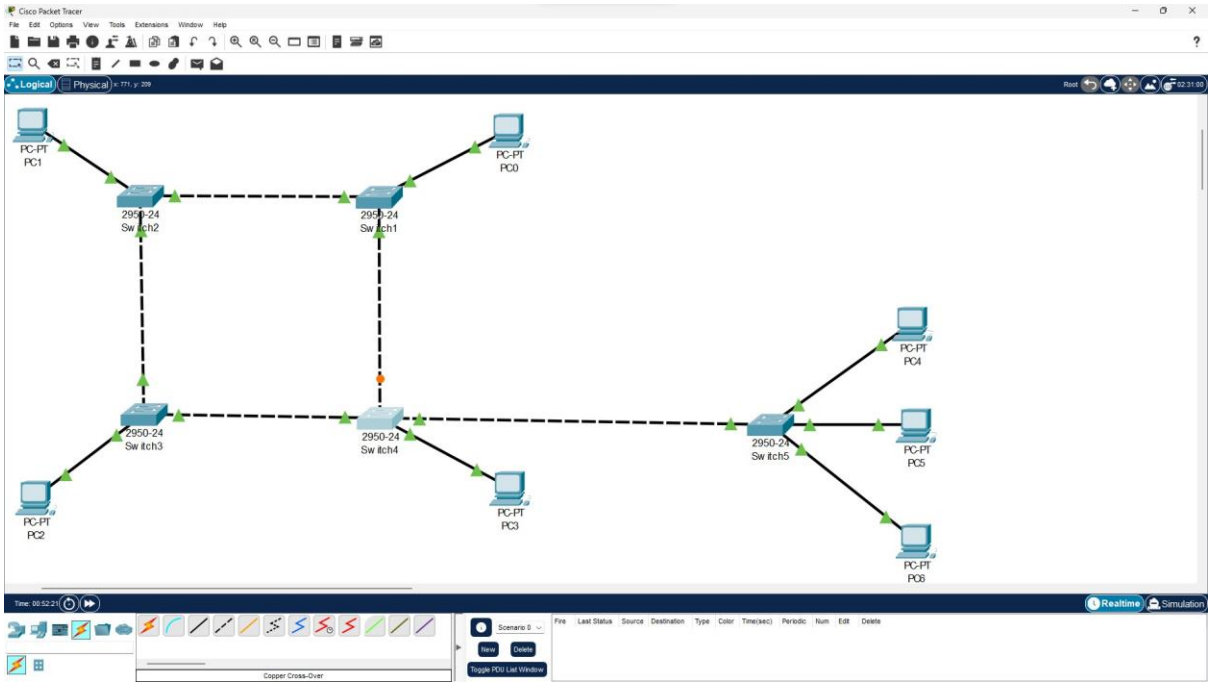
Ring Topology

In a ring topology, each device has a dedicated point-to-point connection with only the two devices on either side of it. A signal is passed along the ring in one direction, from device to device, until it reaches its destination. Each device in the ring incorporates a repeater. When a device receives a signal intended for another device, its repeater regenerates the bits and passes them along. A ring is relatively easy to install and reconfigure. Each device is linked to only its immediate neighbors (either physically or logically). To add or delete a device requires changing only two connections.



Hybrid Topology

A network can be a hybrid. For example, you can have a main star topology with each branch connecting several stations in a bus topology.



Procedure

- You can't connect end devices directly with each other. For this, you will need a **communication device** like *hub* or *switch*. For the sake of simplicity, use *switch* for connecting end devices. You can find *communication devices* from tools menu that can be found in bottom left corner. Simply go to the toolbox and select *switches*. You will find different models of switches. You can use any of them. The number of switches must be equal to the number of end devices.

- Here comes the connection setup. For this purpose, go to the toolbox (as used earlier) and select the connections menu item. There are different sort of connecting media in there. Select *copper-straight through cable* for connecting each pair of switch and end device together. Connect each of the end device with corresponding switch turn by turn.

- For configuring IP address, you will need to open end device configuration. This can be done easily by clicking on the end

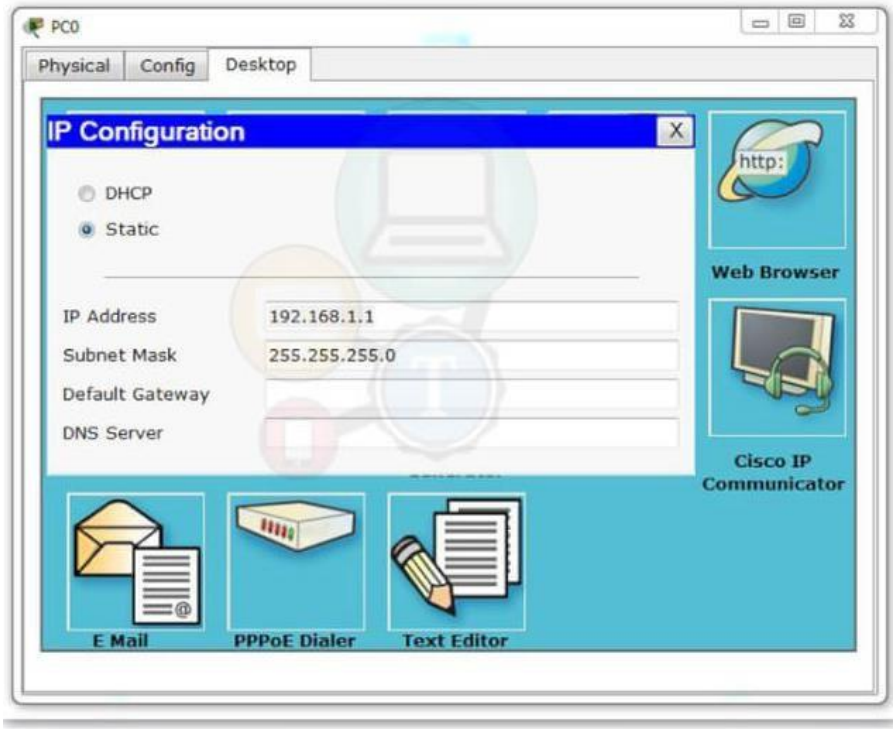
device. Nevertheless, you will see the following configuration screen.

You will need to look for ‘IP Configuration’ option. This option is present under the ‘Desktop’ tab. So, go ahead and click on that to open *desktop* for enhanced configuration settings.

This is the main step. In the coming step, you are going to learn about assigning IP address to end device. However, before that you will need to open IP configuration settings. For this, please go ahead and click on the 'IP Configuration' option. This will open up a dialog box, which is shown in the following picture.

Enter the following configuration data. But please do remember, that for each device you will have to use different IP address. You can use the following list of IP addresses:

Switch	**IP Address**
Switch 0	192.168.1.1
Switch 1	192.168.1.2
Switch 2	192.168.1.3
Switch 3	192.168.1.4
Switch 4	192.168.1.5
Switch 5	192.168.1.6



- Build the topologies and perform the following operations.
- You have to check network is established properly or not by ping command in command prompt.
- You have sent two PDU packets one targeted from PC0 to PC2 and another targeted from PC3 to PC1.

- Go to simulation (Bottom left) → Show filters → Select ICMP → Add simple PDU → Auto capture/play
- Take proper screenshot of simulation output and network setup.
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Assignment 7 –

Title - Implement static routing in Cisco packet Tracer

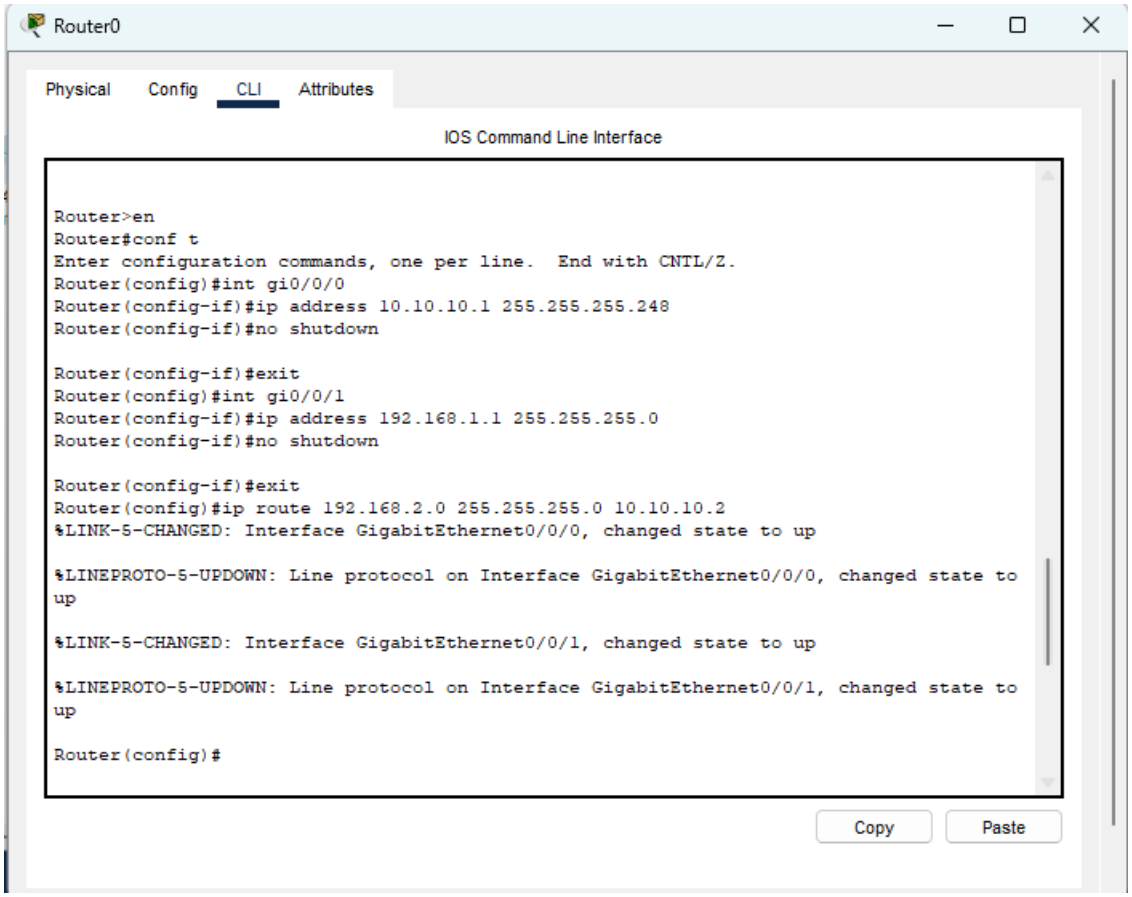
Introduction - Routing is simply a process of choosing route for delivering data to its destination. All hosts who can generate a routing table can do a routing. Routing process is needed when we are going to deliver packets of data to a network that isn't directly connected with the sender.

Objective – To understand the concept of static routing by simulating it in CISCO packet tracer

Connect two routers and two PCs as end devices like this

Configure the routers by clicking on the router > CLI tab

and pasting this in router0



en

conf t

int gi0/0/0

ip address 10.10.10.1 255.255.255.248

no shutdown

exit

int gi0/0/1

ip address 192.168.1.1 255.255.255.0

no shutdown

exit

ip route 192.168.2.0 255.255.255.0 10.10.10.2

and pasting this in router1

en

conf t

int gi0/0/0

ip address 10.10.10.2 255.255.255.248

no shutdown

exit

int gi0/0/1

ip address 192.168.2.1 255.255.255.0

no shutdown

exit

ip route 192.168.1.0 255.255.255.0 10.10.10.1

Configure the IP Addresses and Gateway of the PCs by clicking on the PC an going to Desktop>IP Config

For PC0

IP Address : 192.168.1.2

Gateway : 192.168.1.1

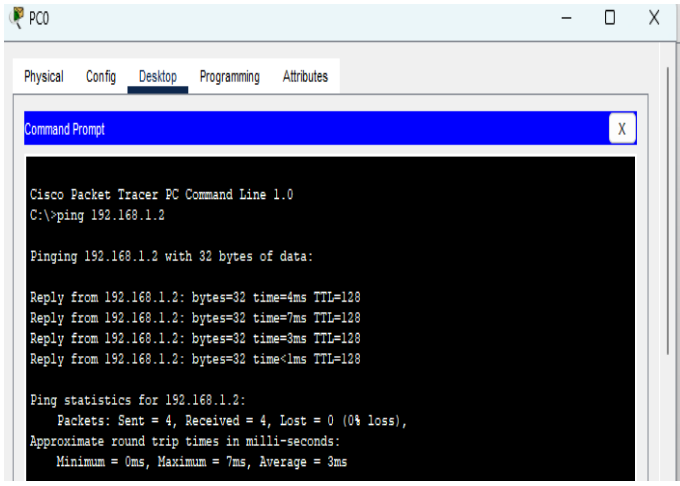
For PC1

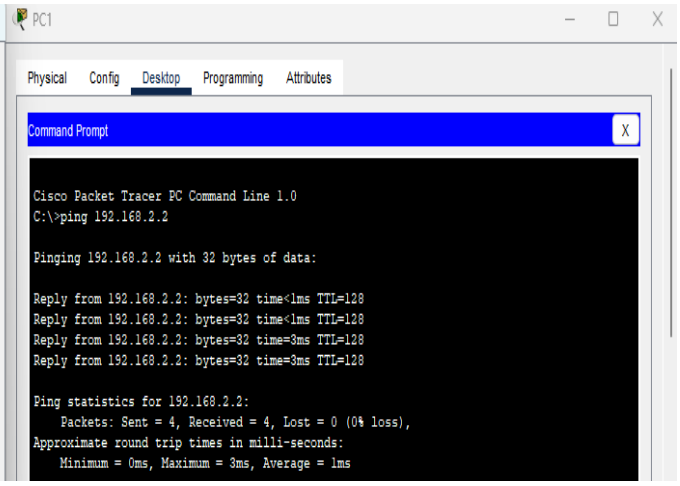
IP Address : 192.168.2.2

Gateway : 192.168.2.1

Now open Command Prompt by clicking on PCs then Desktop> Command Prompt

Ping test for both the systems


PC0
Physical
Config
Desktop
Programming
Attributes
Command Prompt
Cisco Packet Tracer PC Command Line 1.0
C:\>ping 192.168.1.2
Pinging 192.168.1.2 with 32 bytes of data:
Reply from 192.168.1.2: bytes=32 time=4ms TTL=128
Reply from 192.168.1.2: bytes=32 time=7ms TTL=128
Reply from 192.168.1.2: bytes=32 time=3ms TTL=128
Reply from 192.168.1.2: bytes=32 time<1ms TTL=128
Ping statistics for 192.168.1.2:
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 7ms, Average = 3ms


PC1
Physical
Config
Desktop
Programming
Attributes
Command Prompt
Cisco Packet Tracer PC Command Line 1.0
C:\>ping 192.168.2.2
Pinging 192.168.2.2 with 32 bytes of data:
Reply from 192.168.2.2: bytes=32 time<1ms TTL=128
Reply from 192.168.2.2: bytes=32 time<1ms TTL=128
Reply from 192.168.2.2: bytes=32 time=3ms TTL=128
Reply from 192.168.2.2: bytes=32 time=3ms TTL=128
Ping statistics for 192.168.2.2:
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 3ms, Average = 1ms