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Course MCA

Semester 2 Section B

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Paper name Computer Network

Paper code TMC203

Q1

Problem Statement: There is an organization A with multiple department - - - - - Show communication with user number 1 and user number 5 of network.

Objective: By the question we are learning to make a network inside any building by using switch copper straight through wire and PC's.

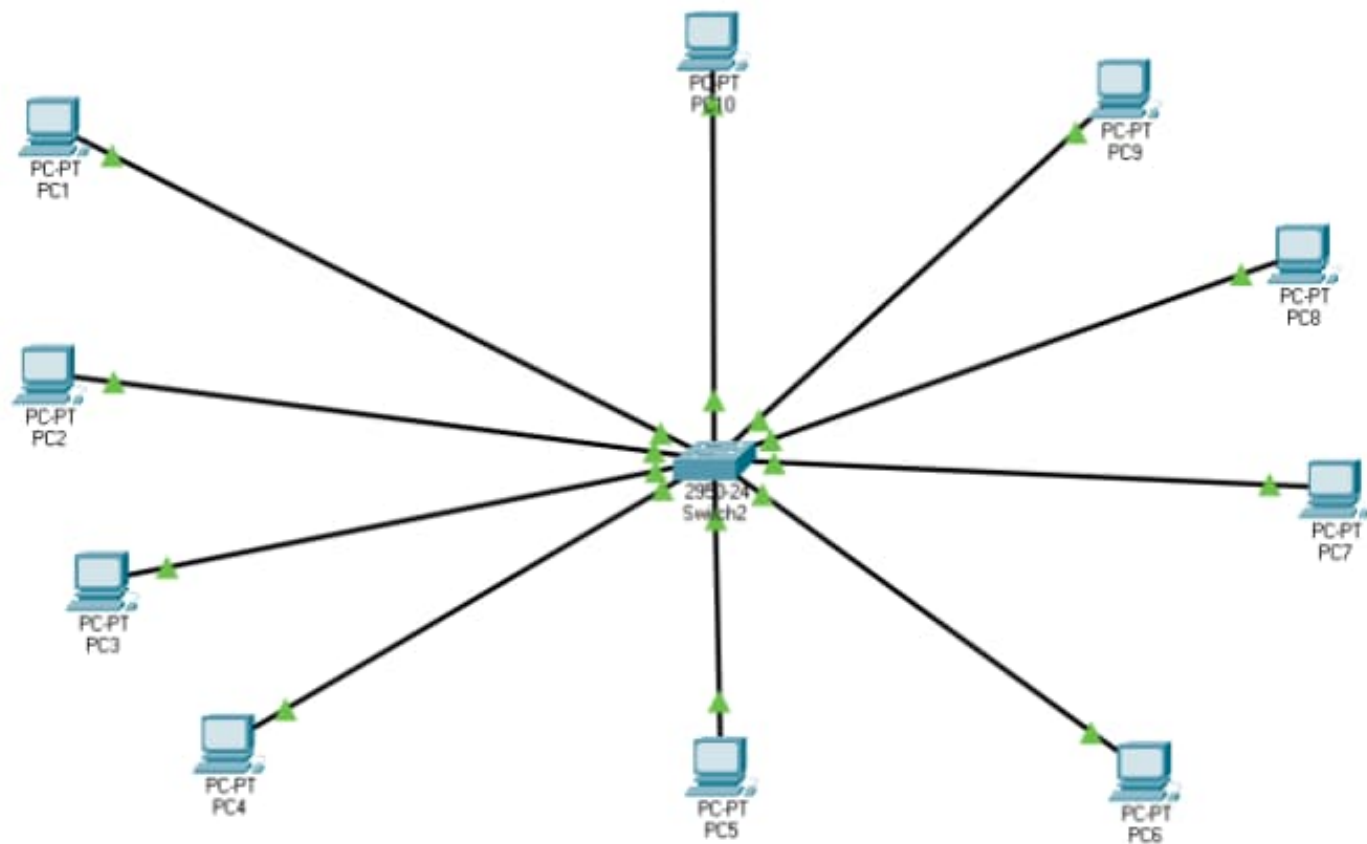
Steps of network

Step 1 Design a network by connection switch with PC

Step 2 Assign IP address to different PC

Step 3 Configuring the network by sending message from PC 1 to PC 5

Sagar



Physical Config Desktop Programming Attributes

IP Configuration

Interface FastEthernet0

IP Configuration

☐ DHCP

☒ Static

IPv4 Address

198.68.10.1

Subnet Mask

255.255.255.0

Default Gateway

0.0.0.0

DNS Server

0.0.0.0

IPv6 Configuration

PC5

PhysicalConfigDesktopProgrammingAttributes

IP Configuration

InterfaceFastEthernet0

IP Configuration

☐ DHCP

☒ Static

IPv4 Address

198.68.10.5

Subnet Mask

255.255.255.0

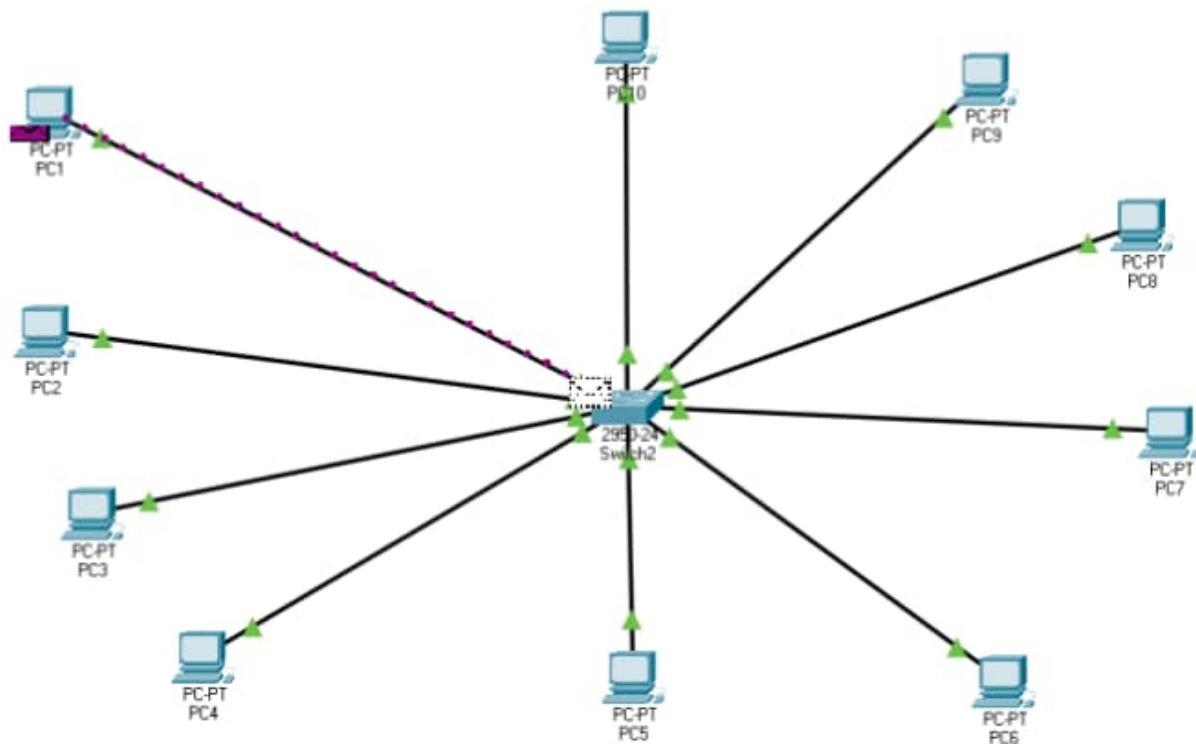
Default Gateway

0.0.0.0

DNS Server

0.0.0.0

IPv6 Configuration



Simulation Panel

Event List

Vis.	Time(sec)	Last Device	At Device
	0.000	--	PC1
<input checked="" type="checkbox"/>	0.001	PC1	Switch2

Reset Simulation ☒ Constant Delay Captured to: 0.001 s

Play Controls

Event List Filters - Visible Events

ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPSec, ISAKMP, IoT, IoT TCP, LACP, LLDP, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters Show All/None

TOOLS:



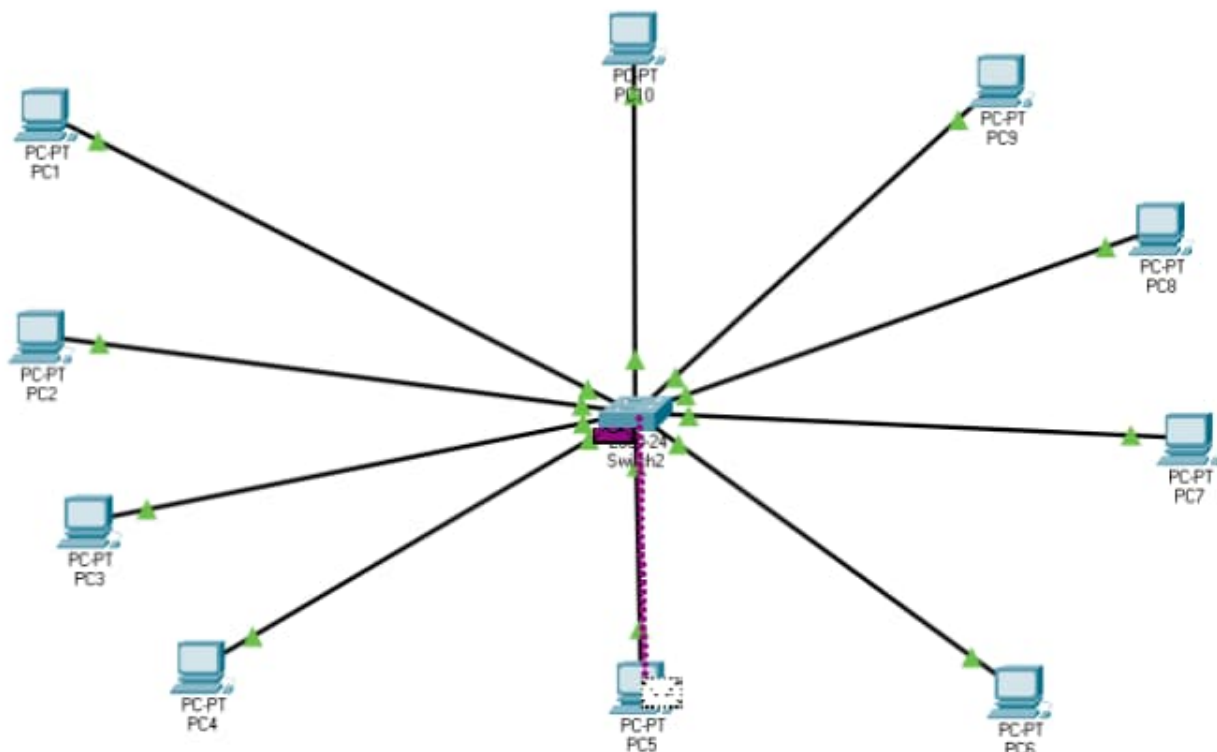
Scenario 0

New Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	In Progress	PC1	PC5	ICMP		0.000	N	0	(edit)	(delete)

Console



Simulation Panel

Event List

Vis.	Time(sec)	Last Device	At Device
	0.000	--	PC1
	0.001	PC1	Switch2
<input checked="" type="checkbox"/>	0.002	Switch2	PC5

Reset Simulation ☒ Constant Delay Captured to: 0.002 s

Play Controls

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Event List Filters - Visible Events

ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, IoT, IoT TCP, LACP, LLDP, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters Show All/None

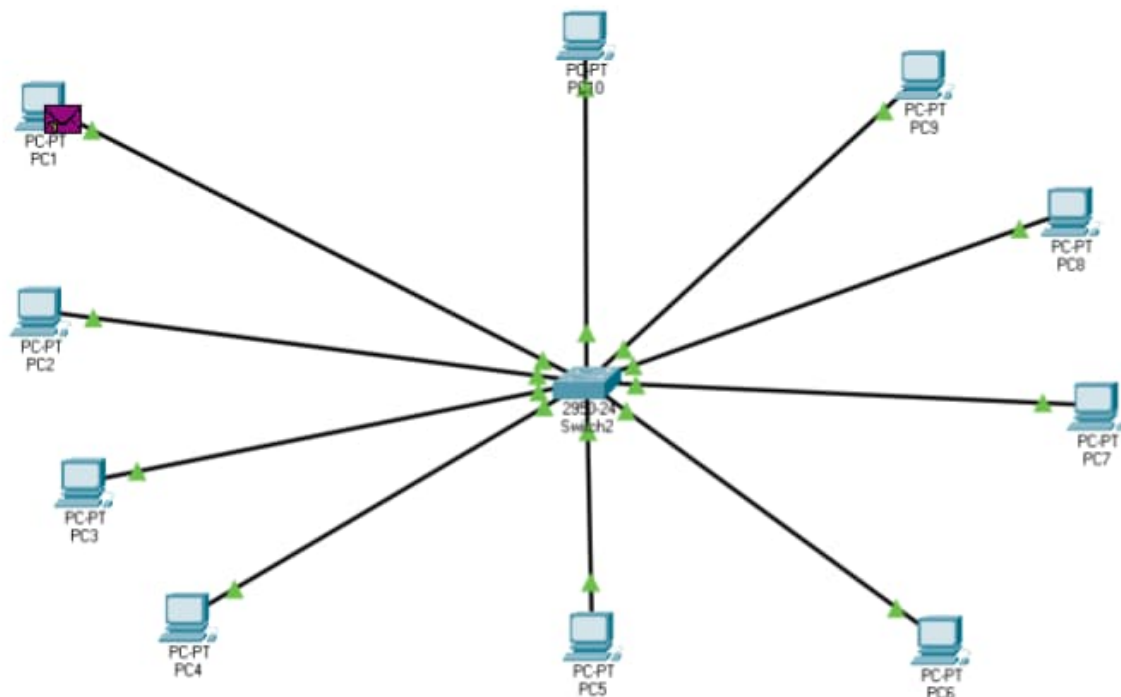
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Scenario 0

New Delete

Toggle PDUI List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
<input checked="" type="checkbox"/>	In Progress	PC1	PC5	ICMP	Red	0.000	N	0	(edit)	(delete)



Simulation Panel

Event List

Vis.	Time(sec)	Last Device	At Device
	0.000	--	PC1
	0.001	PC1	Switch2
	0.002	Switch2	PC5
	0.003	PC5	Switch2
<input checked="" type="checkbox"/>	0.004	Switch2	PC1

Reset Simulation ☒ Constant Delay Captured to: 0.004 s

Play Controls

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Event List Filters - Visible Events

ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPSec, ISAKMP, IoT, IoT TCP, LACP, LLDP, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters Show All/None

PLAY CONTROLS: ⏮ ⏪ ⏩ ⏭

Scenario 0

New Delete

Toggle PDU List Window

Scenario 0

New Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC1	PC5	ICMP		0.000	N	0	(edit)	(delete)