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Course:- MCA-2B

Subject:- Computer networks, Practical

Student ID:- 20711095

Problem statement:- Design a network for two organization between GEFitel GENU in soc department.

Objective:- Establish a network between soc department from organization in different city.

Description:- Step and practical for establish a network between two organization.

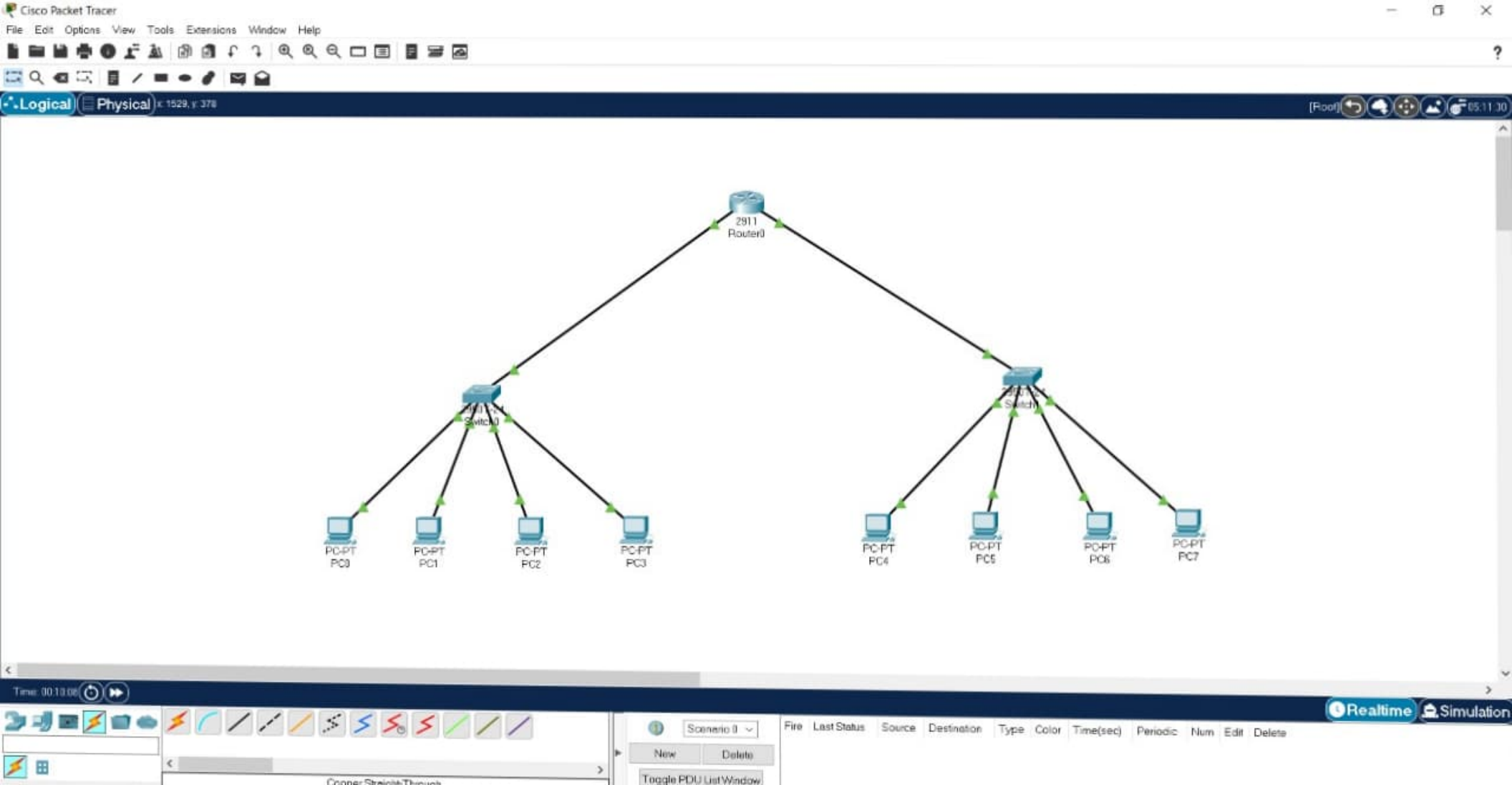
Step 1:- Create LAN-1 with 4PC and create LAN-2 ~~and~~ with 4PC.

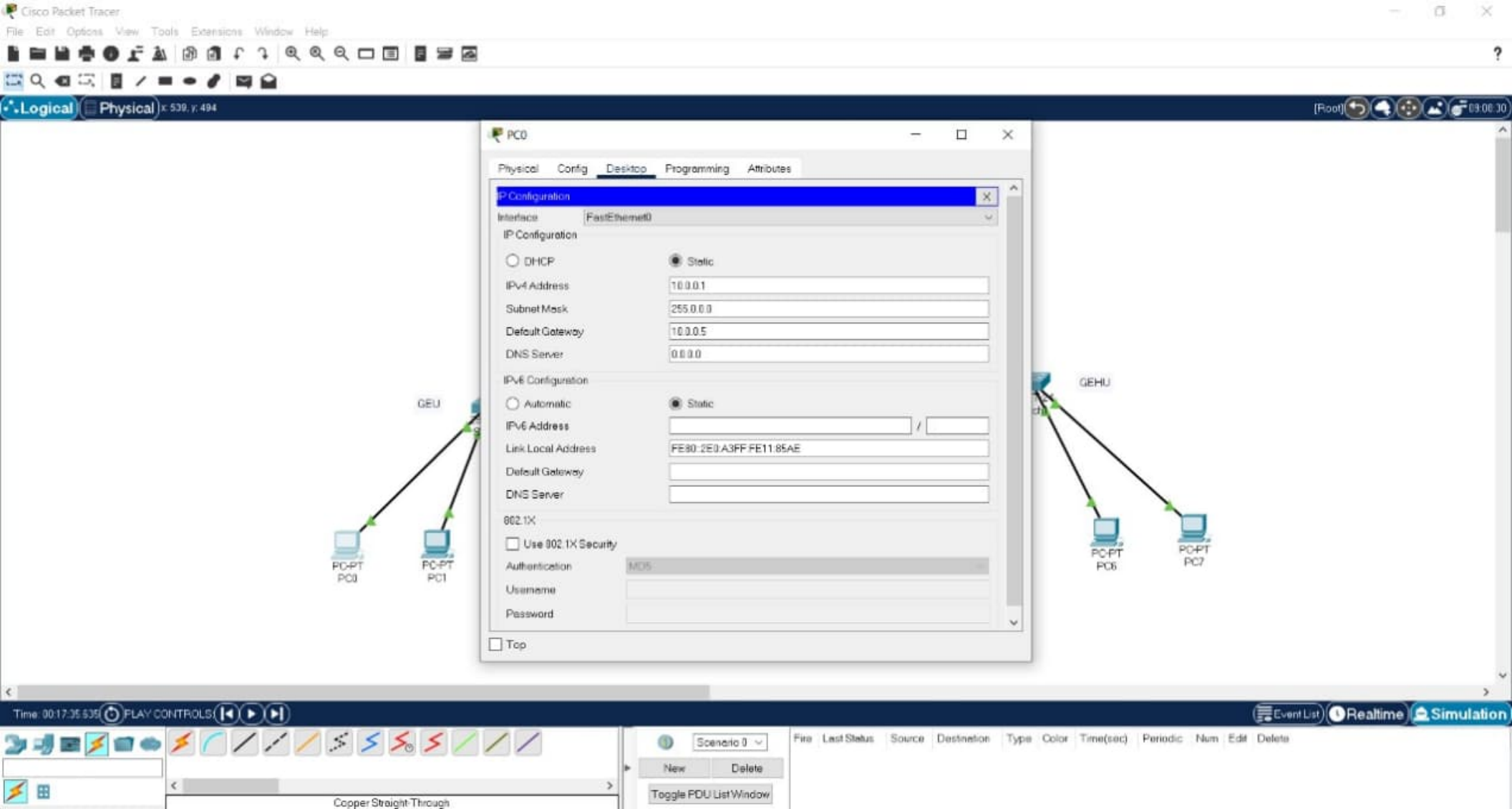
Step 2:- Connect both LAN with router and configure the router.

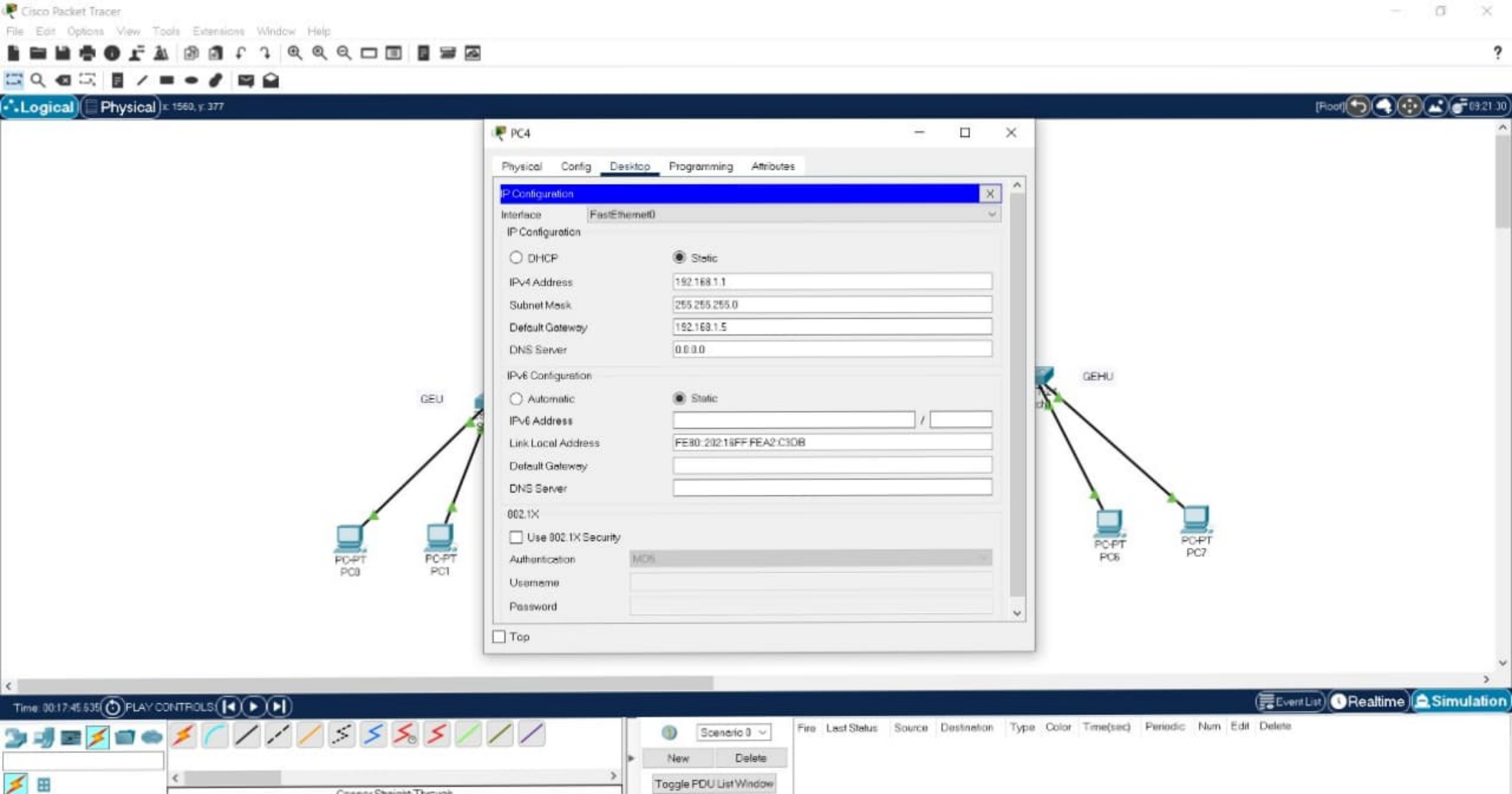
Step 3:- Def Default gateway for LAN-1 is 10.0.0.5

Default gateway for LAN-2 is
192.168.1.1

Step 4 → Sending PDU to see if connection
is established.



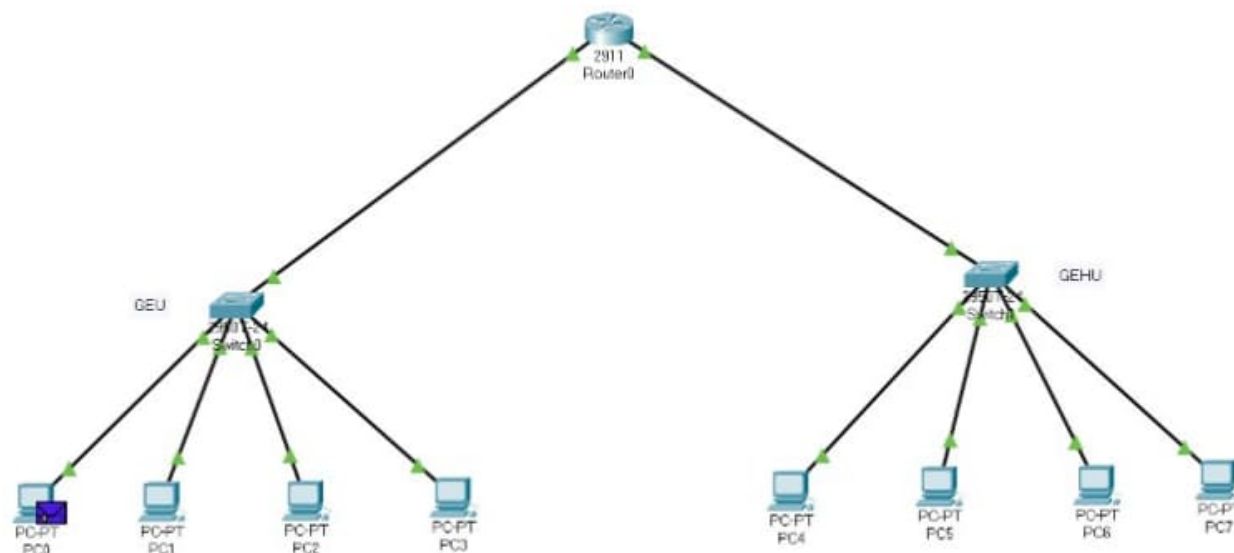






Logical Physical x 1553, y 900

[Root] 10:23:00



Simulation Panel

Event List

Vis.	Time(sec)	Lost Device	At Device	T
	0.000	-	PC0	
	0.001	PC0	Switch0	
	0.002	Switch0	Router0	
	0.003	Router0	Switch1	
	0.004	Switch1	PC5	
	0.005	PC5	Switch1	
	0.006	Switch1	Router0	
	0.007	Router0	Switch0	
	0.008	Switch0	PC0	
	0.391	-	Switch1	

Reset Simulation ☒ Constant Delay Captured to 0.391 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 PC, LACP, LLDP, Meraki, 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

Time: 00:17:46.016 PLAY CONTROLS



Copper Straight-Through

Scenario 0

New

Delete

Toggle PDU List Window

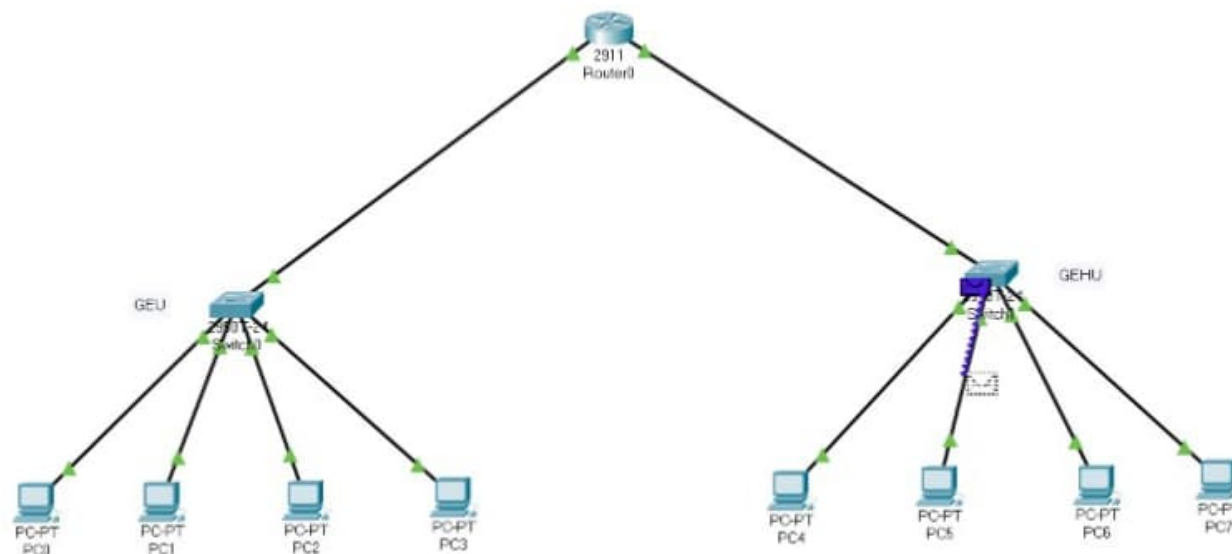
Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete

Successful PC0 PC5 ICMP 0.000 N 0 (edit) (delete)



Logical Physical x 1549, y 371

[Root] 10.09.30



Simulation Panel

Event List

Vis.	Time(sec)	Last Device	At Device	T
	0.000	-	PC0	
	0.001	PC0	Switch0	
	0.002	Switch0	Router0	
	0.003	Router0	Switch1	
	0.004	Switch1	PC5	
	0.005	PC5	Switch1	
	0.006	Switch1	Router0	
	0.007	Router0	Switch0	
	0.008	Switch0	PC0	
	0.381	-	Switch1	

Reset Simulation ☒ Constant Delay Captured to: 0.381 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, Mavski, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAUP, 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

Time: 00:17:46.016 PLAY CONTROLS



Scenario 0

New

Delete

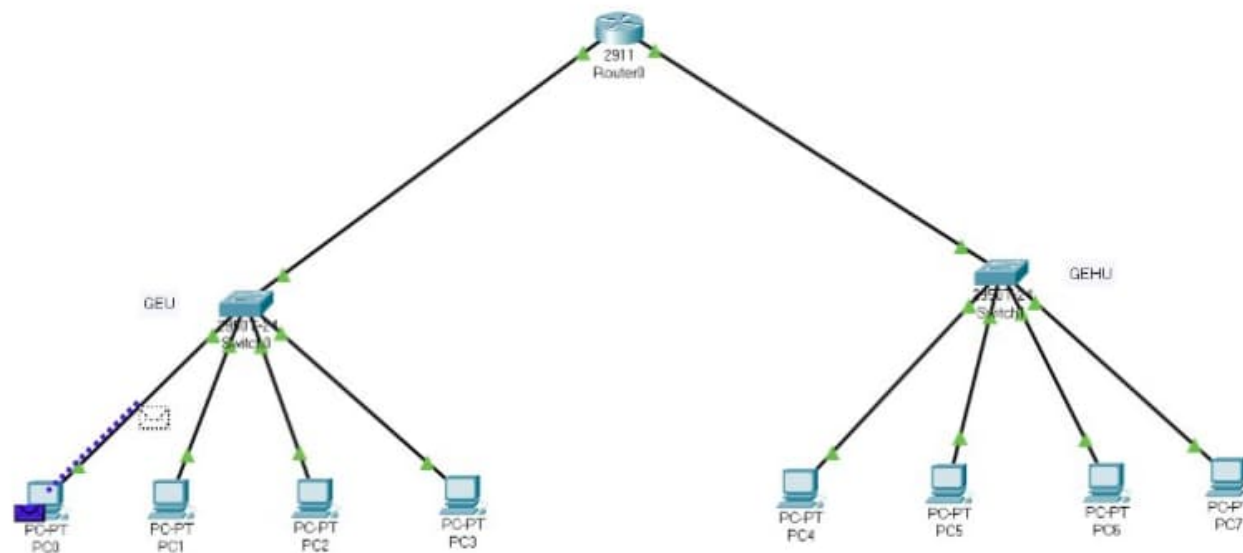
Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	PC5	ICMP		0.000	N	0	(edit)	(delete)



Logical Physical x 1398, y 707

[Root] 09:39:30



Simulation Panel

Event List

Vis.	Time(sec)	Last Device	At Device	T
	0.000	-	PC0	
	0.001	PC0	Switch0	

Reset Simulation ☒ Constant Delay Capturing

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, Mireki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RIPv6, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters Show All/None

Event List Realtime Simulation

Time: 00:17:45.635 PLAY CONTROLS



Scenario 0

New Delete

Toggle PDU List Window

Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete

In Progress	PC0	PC5	ICMP		0.000	N	0	(edit)	(delete)
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