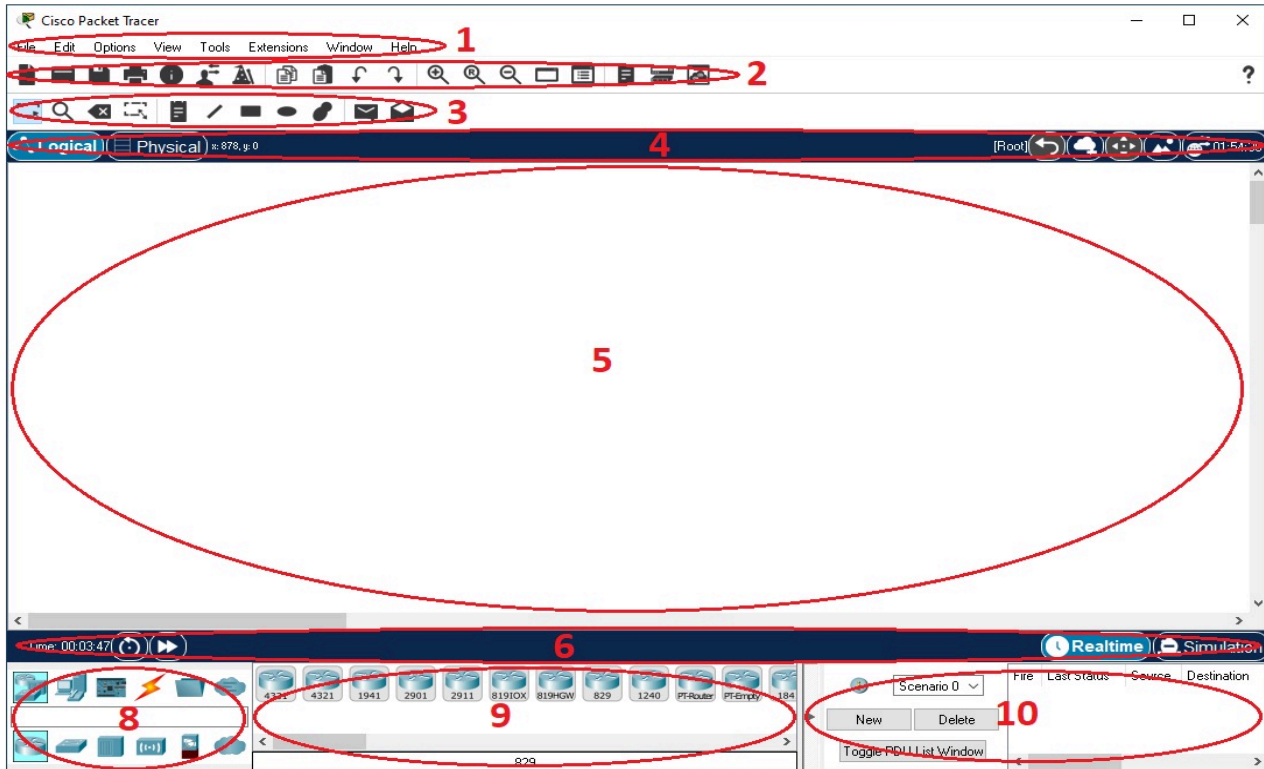# EXPERIMENT – 3

AIM: - To study the Packet tracer tool Installation and User Interface Overview

To understand environment of CISCO PACKET TRACER to design simple network. USER INTERFACE OVERVIEW:
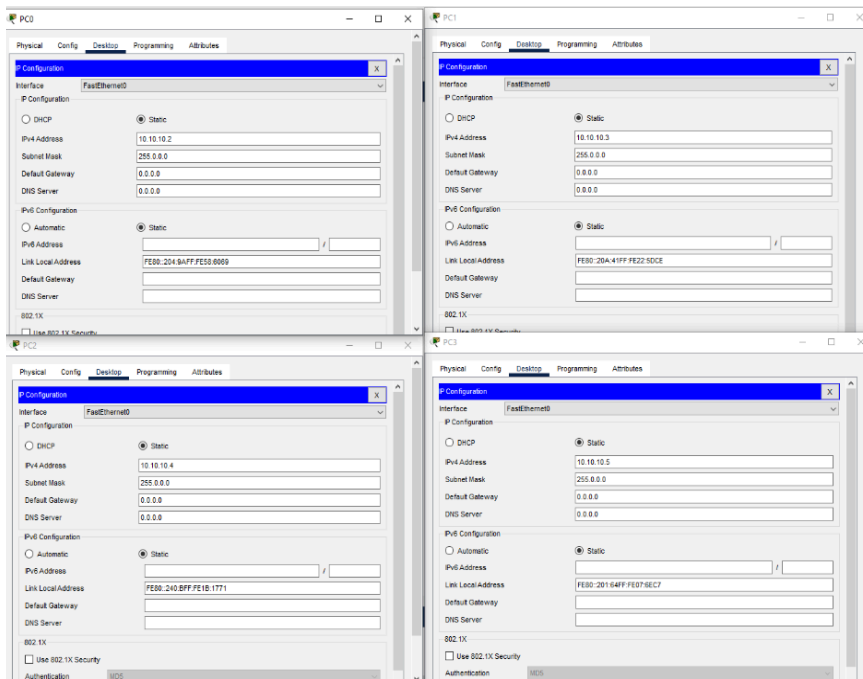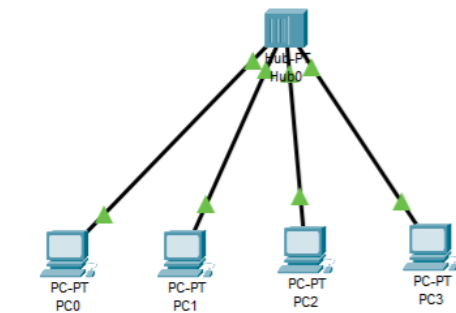

The layout of Packet Tracer is divided into several components. The components of the Packet Tracer interface are as follows:

1. Menu bar – This is a common menu found in all software applications; it is used to open, save, print, change preferences, and so on.

2. Main toolbar – This bar provides shortcut icons to menu options that are commonly accessed, such as open, save, zoom, undo, and redo, and on the right-hand side is an icon for entering network information for the current network.

3. Common tools bar – This toolbar provides controls for manipulating topologies, such as select, move layout, place note, delete, inspect, resize shape, and add simple/complex PDU.

4. Logical/Physical workspace tabs – These tabs allow you to toggle between the Logical and Physical work areas.

5. Workspace – This is the area where topologies are created and simulations are displayed.

6. Real-time/Simulation tabs – These tabs are used to toggle between the real and simulation modes. Buttons are also provided to control the time, and to capture the packets.

7. Network component box – This component contains all of the network and end devices available with Packet Tracer, and is further divided into two areas:

8. **Device-type selection box** – This area contains device categories

9. **Device-specific selection box** – When a device category is selected, this selection box displays the different device models within that category

10. User-created packet box – Users can create highly-customized packets to test them
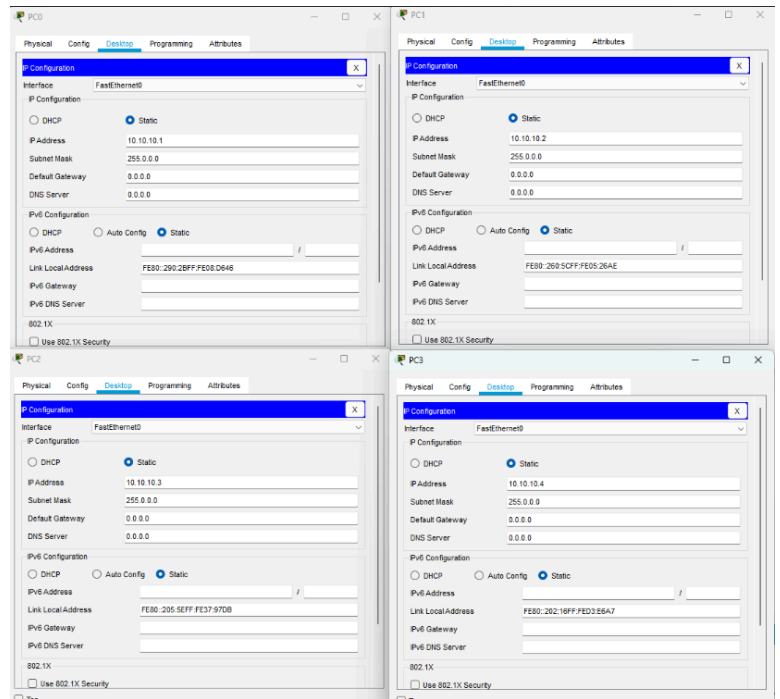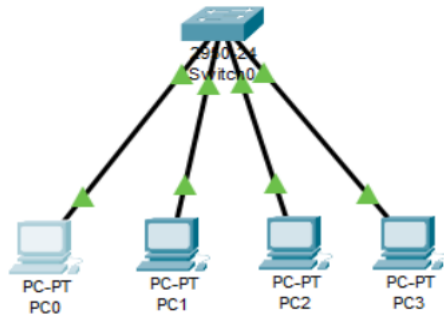
topology from this area, and the results are displayed as a list.

Analyse the behaviour of network devices using CISCO PACKET TRACER simulator.

a. 4 Generic PCs and One HUB:

b. 4 Generic PCs and One Switch:

RESULT: -
Cisco packet have been installed successfully and the interface is studied.