

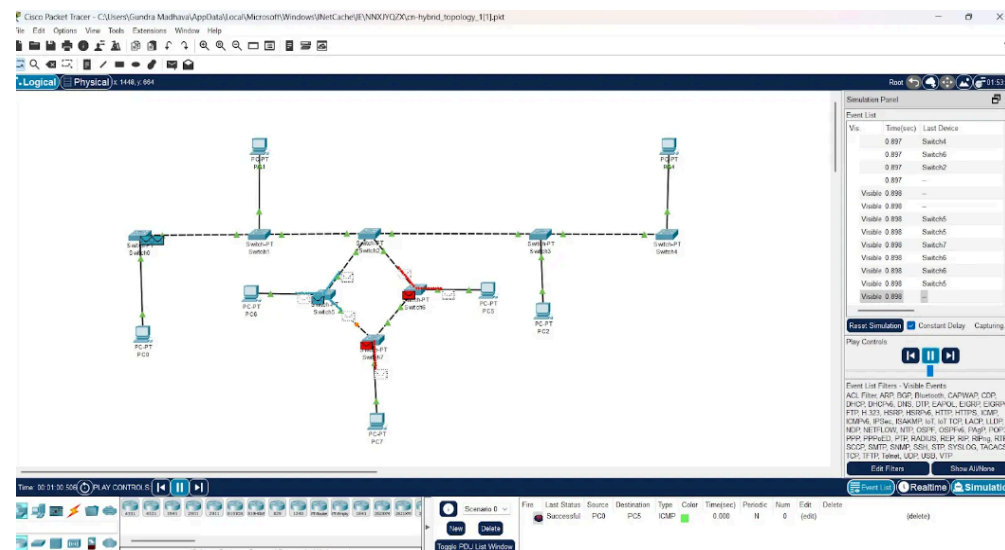
The screenshot displays the Cisco Packet Tracer application window. The main workspace shows a network topology with a central HUB connected to four PCs (PC1, PC2, PC3, PC4). The interface includes a command line at the bottom left, a packet list on the right, and simulation controls at the bottom right. The packet list shows a single packet (PC1) with a destination of HUB. The simulation controls include a play button and a simulation speed selector (Realtime, Fast, Slow).

The screenshot displays the Cisco Packet Tracer application window. The main workspace shows a network diagram with a central switch labeled 'Switch0' connected to ten PCs labeled 'PC0' through 'PC9'. The interface includes a top menu bar with options like File, Edit, Options, View, Tools, Extensions, and Window. Below the menu is a toolbar with various icons for network building and simulation. On the right side, there is a 'Simulation Panel' containing an 'Event List' table and 'Filter Controls' for managing simulation events. The 'Event List' table has columns for 'Via', 'Time(s)', and 'Last Device'. The 'Filter Controls' section includes buttons for 'Filter Simulation', 'Constant Delay', and 'Play Controls'. At the bottom, there is a status bar showing the current time as 'Time: 00:01:16.474' and a 'PLAY CONTROLS' section with play, pause, and stop buttons. The bottom-most bar shows the 'Scenarios' tab with 'Scenario 6' selected, and a 'Filter List' section with 'Realtime' and 'Simulation' modes.

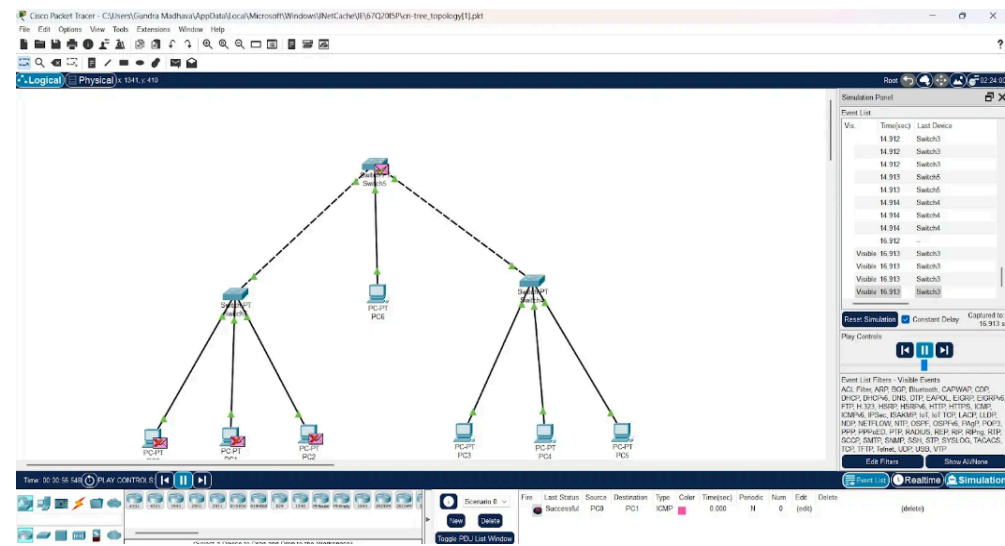
### Ex. No:3 Bus Topology



### Ex. No:6 Hybrid Topology



### Ex. No:7 Tree Topology



Ex. No:8 ARP

