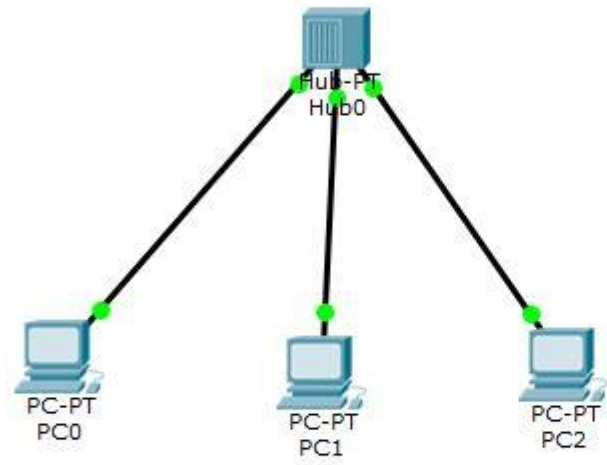
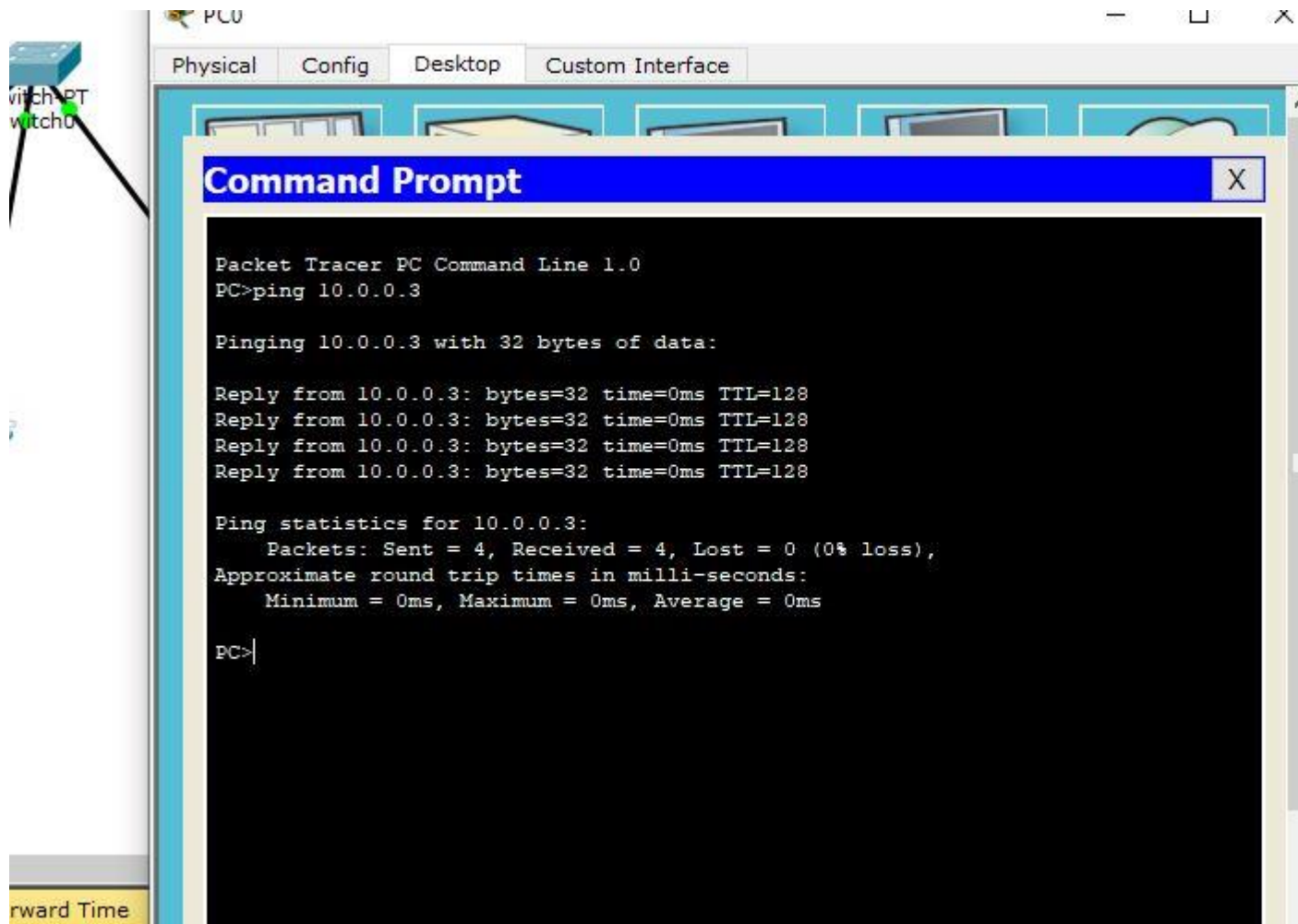
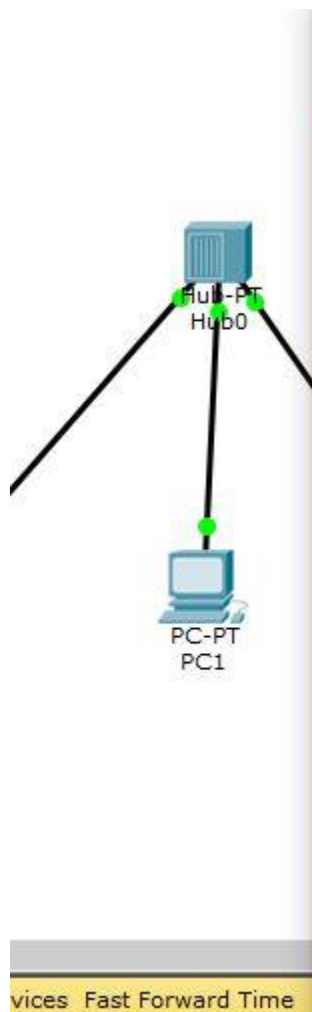


Create a topology and simulate sending a simple PDU from source to destination using hub and switch as connecting devices and demonstrate ping messages.







PC0

Physical Config Desktop Custom Interface

### Command Prompt

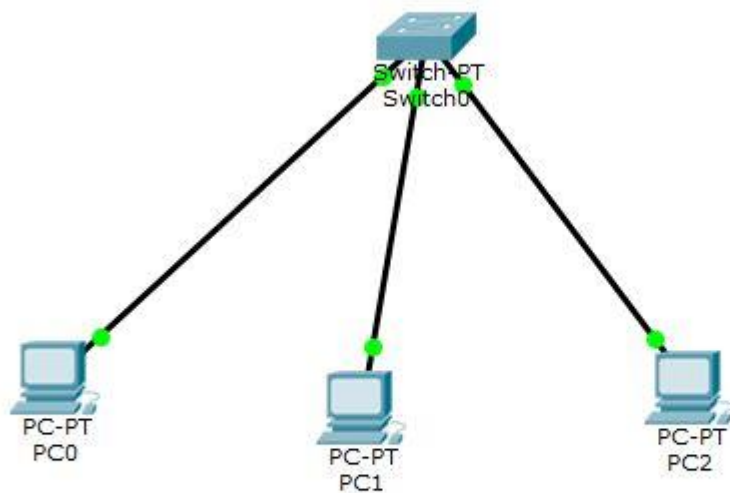
```
Packet Tracer PC Command Line 1.0
PC>ping 10.0.0.3


Pinging 10.0.0.3 with 32 bytes of data:

Reply from 10.0.0.3: bytes=32 time=1ms TTL=128
Reply from 10.0.0.3: bytes=32 time=13ms TTL=128
Reply from 10.0.0.3: bytes=32 time=0ms TTL=128
Reply from 10.0.0.3: bytes=32 time=0ms TTL=128

Ping statistics for 10.0.0.3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 13ms, Average = 3ms

PC>
```




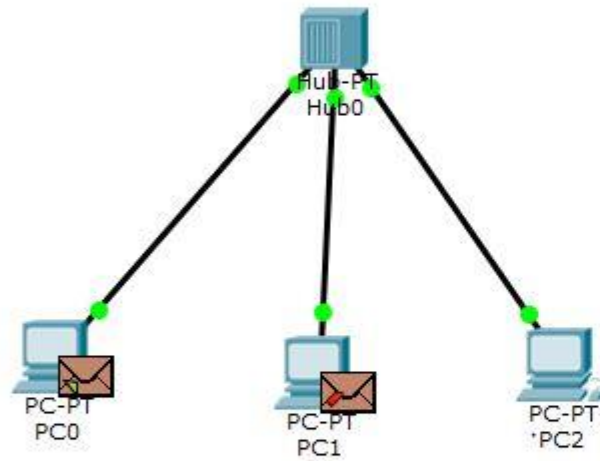


Logical

[Root]

New Cluster





Time: 00:19:56.771

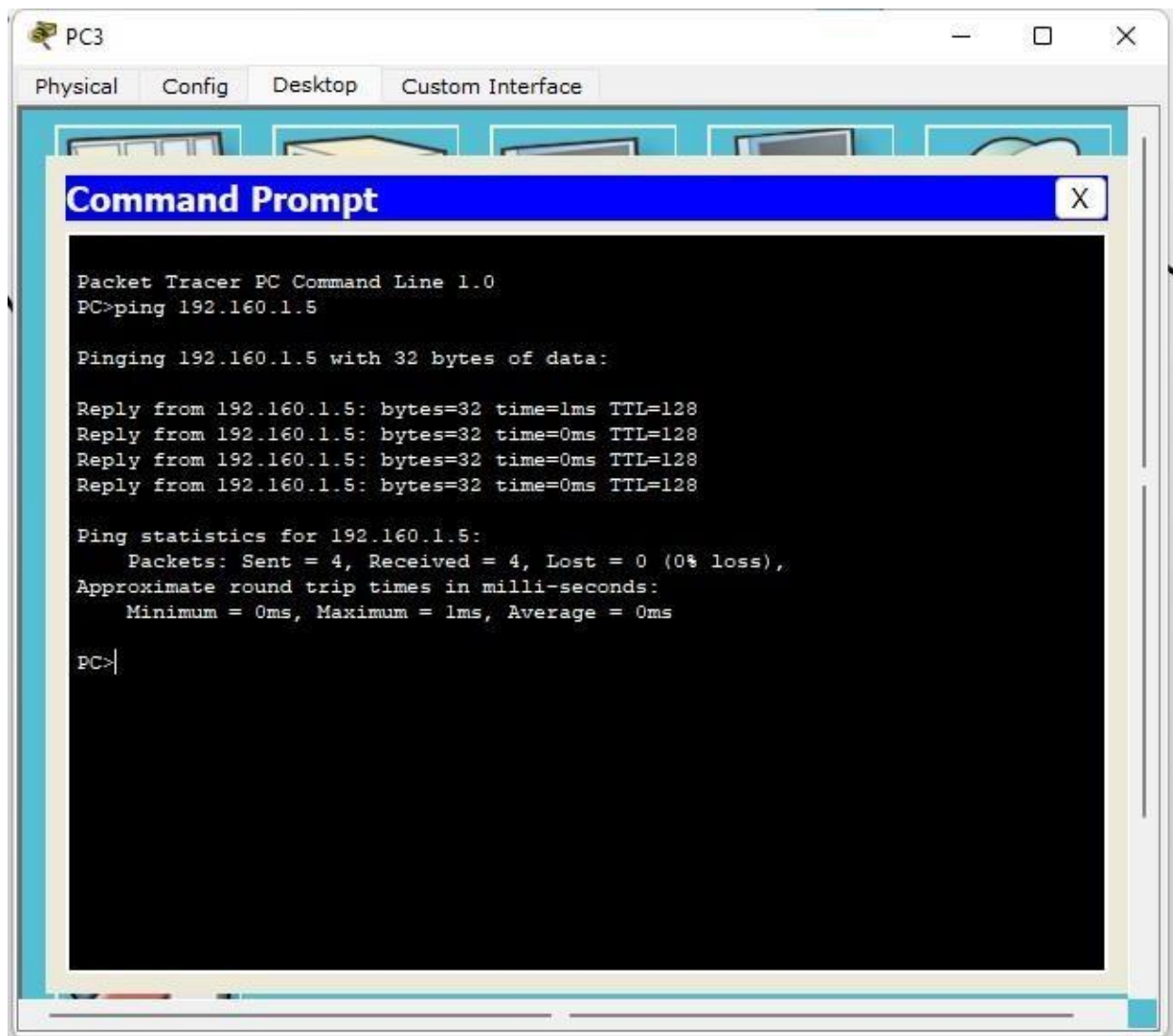
Power Cycle Devices

PLAY CONTROLS:

Back

Auto Capture / Play

Capture / Forward



Cisco Packet Tracer Student

File Edit Options View Tools Extensions Help

Logical [Root] New Cluster Move Object Set Tiled Background Viewport

Simulation Panel

Event List

Vis.	Time(sec)	Last Device	At Device	Type	Info
	5.429	Switch1	Hub0	ICMP	
	5.430	Hub0	PC0	ICMP	
	5.430	Hub0	PC1	ICMP	
	5.430	Hub0	PC2	ICMP	
	7.427	Switch1	Hub0	STP	
	7.428	Switch1	Hub0	STP	
	7.428	Switch1	PC3	STP	
	7.428	Switch1	PC5	STP	

Reset Simulation ☒ Constant Delay Captured to 7.428 s

Play Controls Back Auto Capture / Play Capture / Forward

Event List Filters - Visible Events

ACL Filter: ARP, BGP, CDP, DHCP, DHCPv6, DNS, DTP, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, LACP, NTP, NETFLOW, NTP, OSPF, OSPFv6, PAgg, POP3, RADIUS, RDP, RDPv6, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TFTP, TFTPv6, Telnet, UDP, VTP

Edit Filters Show All/None

Time: 00:51:21.954 Power Cycle Devices PLAY CONTROLS: Back Auto Capture / Play Capture / Forward

Connections

Scenario 0

New Delete

Toggle PDU List Window

Automatically Choose Connection Type

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	PC2	ICMP		0.000	N	0	(edit)	(delete)
	Successful	PC3	PC5	ICMP		3.422	N	1	(edit)	(delete)
	Successful	PC0	PC4	ICMP		5.423	N	2	(edit)	(delete)

ENG IN 10:07 AM 6/15/2023

am

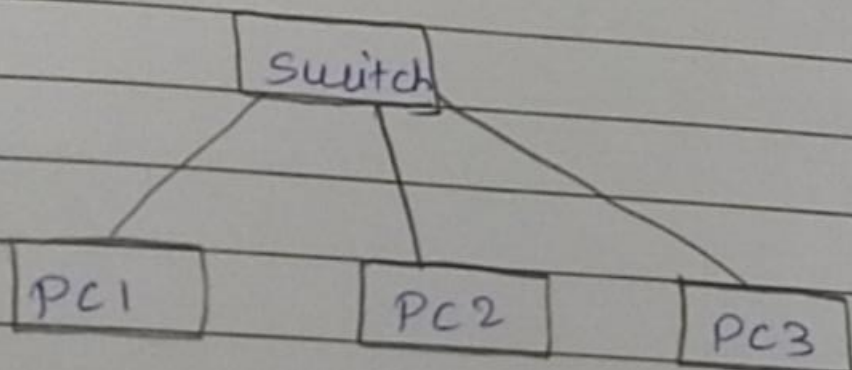
observation

## Lab-1

1. create a topology and simulate simple PDU from source to destination hub and switch as connecting device demonstrate ping message Switch.

Aim:- Create a topology and simulate simple PDU from source to destination switch

### Topology







Result: PC Ping 10.0.0.3  
Pinging 10.0.0.3 with 32 bytes of  
Reply from 10.0.0.3: bytes=32 time=1  
Reply from 10.0.0.3: bytes=32 time=0  
Reply from 10.0.0.3: bytes=32 time=0  
Reply from 10.0.0.3: bytes=32 time=0  
Ping statistics for 10.0.0.3: Packets:  
Received = 4 (100% success) Approximate round trip times in  
Observation: minimum=0ms, maximum=0ms

The PDU is sent from  
is broadcasted to all the PC's  
PC's which are not destination PC's  
PDU, Acknowledgement is sent to  
The destination PC.

Hub:-

Create a...

of PDU  
Real time from one PC to  
Promt of PC a PC by

Result :-

PC > Ping 10.0.0.9  
Pingeng 10.0.0.9 with 32 bytes

Reply from 10.0.0.9 : bytes = 32  
Reply from 10.0.0.9 : bytes = 32  
Reply from 10.0.0.9 : bytes = 32  
Reply from 10.0.0.9 : bytes = 32

Ping statistics for 10.0.0.9  
Packets : sent = 4 , Received = 4

Approximate round