

# NETWORK TOPOLOGY IN PACKET TRACER

CSE1004(NETWORK AND COMMUNICATION)LAB:L53-L54



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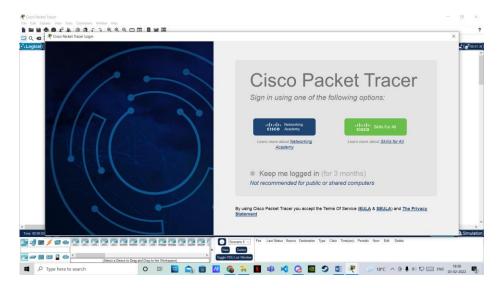
#### **QUESTION:**

Create different types of Network Topology in Cisco Packet Tracer.

#### **DESCRIPTION:**

#### **Getting started:**

Open your packet tracer and first login through your Netcad credentials:



#### Adding Pcs in Cisco Packet Tracer:

To add PCs in Cisco Packet Tracer, you need to perform the following steps:

- 1. In the Cisco Packet Tracer console, click on the PC icon, click Generic, and then click in the logical view area to add a Generic PC.
- 2. Repeat the same step to add three more Generic PCs in the logical view area, as shown in the following figure.

#### Adding Swicthes in Cisco Packet Tracer:

- 1. To add a switch in Cisco Packet Tracer, click the Switch icon, select a switch type, such as 2960, and then add the selected switch in the logical view area.
- 2. Repeat the same step to add one more switch.

#### • Connection Types in Cisco Packet Tracer:

To connect devices in Cisco Packet Tracer, first, you need to understand the various types of cables (connections) used to connect network devices. Some of the common types of cables are:

- Straight-through: Used to connect different types of devices (devices that use different wiring standards), such as Router-to-Switch and Switch-to-PC.
- 2. **Cross-over:** Used to connect same types of devices, such as router-to-router, PC-to-PC, and switch-to-Switch.
- 3. **Serial DCE:** Used to connect router-to-router in a WAN network.
- 4. **Console:** Used to take console (using hyper terminal) of a router on a PC.

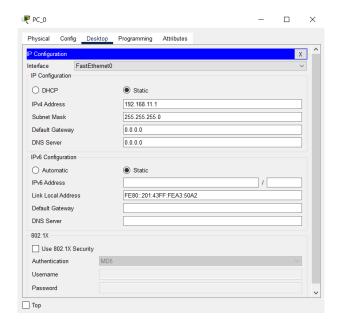
#### Connecting Devices in Cisco Packet Tracer:

- To connect devices in Cisco Packet Tracer, click the connection type icon, and select an appropriate cable. For example, to connect PC0 to Switch0, select the straight-through cable, click on PC0, select the FastEthernet0 interface.
- Next, click on Switch0, and then select the FastEthernet0/1 interface.
   The following figure displays how to connect a PC to a switch in Cisco Packet Tracer.
- Now, add PC1 to Switch0 using the FastEthernet0/2 interface. Also, add PC2 and PC3 to the FastEthernet0/1 and FastEthernet0/2 interfaces of Switch1, respectively.
- If you have connected a wrong device to a wrong interface, you can use the Delete option to delete a connection or device. The following figure displays how to use the Delete option to delete a device or connection in Cisco Packet Tracer.
- Connect switch to each other using cross-over connection.
- Then after the connections are done, open a PC and configure the ip address and make sure no two ip addresses in a network is same.
- Then to test the connection use "ping" in the console of the PC and use appropriate ip address.
- If the ping message sending is successful it means that the connection is successful.

**Configuration of a PC in Cisco Packet Tracer:** 

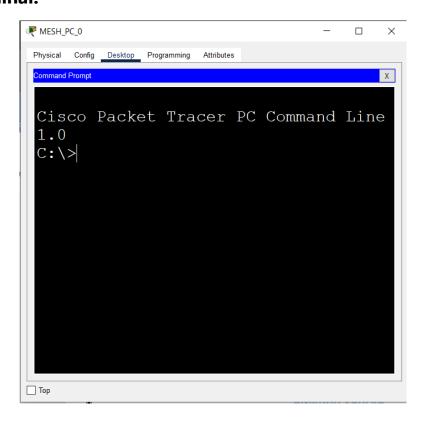
IP of a particular PC in a connection:

**Double click on the pc -> Desktop -> IP Configuration** 



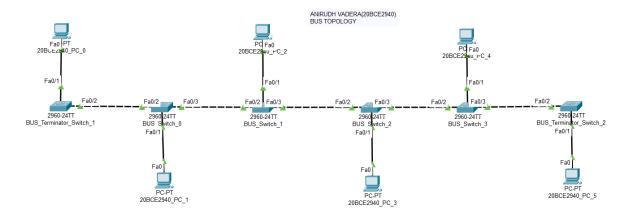
- Ip chosen: 192.168.11.1
- For subsequent pc 192.168.11.2 and so on
- 192.168.11.1: First PC of Bus Topology
- 192.168.12.1: First PC of Ring Topology
- 192.168.13.1: First PC of Star Topology
- 192.168.14.1: First PC of Mesh Topology

#### A Pc Terminal:



#### **Connection Types:**

#### **Bus Topology:**



IP OF PC0: 192.168.11.1

Name Format of a PC: 20BCE2940\_PC\_(PC\_Number)

Name Format of a Switch: BUS\_Terminal\_Switch / BUS\_Switch

**SUBNETMASK OF PC0: 255.255.255.0** 

Number of PC's Connected in the topology: 6

#### **OUTPUT:**

#### **Pinging from PC0 to PC3:**

```
Physical Config Desktop Programming Attributes

Command Prompt

Cisco Packet Tracer PC Command Line 1.0

C:\>ping 192.168.11.4

Pinging 192.168.11.4 with 32 bytes of data:

Reply from 192.168.11.4: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.11.4:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

Approximate round trip times in milli-seconds:

Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>
```

#### Pinging from PC1 to PC2:

```
Physical Config Desktop Programming Attributes

Command Prompt

Cisco Packet Tracer PC Command Line 1.0

C:\>ping 192.168.11.3

Pinging 192.168.11.3 with 32 bytes of data:

Reply from 192.168.11.3: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.11.3:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

Approximate round trip times in milli-seconds:

Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>
```

## Pinging from PC5 to PC7(This doesn't exist in server so Loss should be 100%):

```
Physical Config Desktop Programming Attributes

Command Prompt

Cisco Packet Tracer PC Command Line 1.0

C:\>ping 192.168.11.8

Pinging 192.168.11.8 with 32 bytes of data:

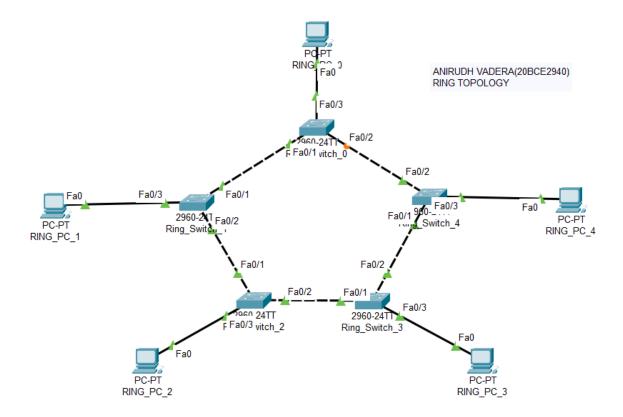
Request timed out.

Ping statistics for 192.168.11.8:

Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),

C:\>
```

#### **Ring Topology:**



IP OF PC0: 192.168.12.1

Name Format of a PC : RING\_PC\_(PC\_Number)

Name Format of a Switch: Ring\_Switch\_(Switch\_Number)

**SUBNETMASK OF PC0: 255.255.255.0** 

Number of PC's Connected in the topology: 5

#### **OUTPUT:**

#### Pinging from PC0 to PC3:

```
Physical Config Desktop Programming Attributes

Command Prompt

Cisco Packet Tracer PC Command Line 1.0

C:\>ping 192.168.12.4

Pinging 192.168.12.4 with 32 bytes of data:

Reply from 192.168.12.4: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.12.4:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

Approximate round trip times in milli-seconds:

Minimum = Oms, Maximum = Oms, Average = Oms

C:\>
```

#### **Pinging from PC2 to PC3:**

```
Physical Config Desklop Programming Attributes

Command Prompt

Cisco Packet Tracer PC Command Line 1.0

C:\>ping 192.168.12.4

Pinging 192.168.12.4 with 32 bytes of data:

Reply from 192.168.12.4: bytes=32 time=1ms TTL=128

Reply from 192.168.12.4: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.12.4:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

Approximate round trip times in milli-seconds:

Minimum = 0ms, Maximum = 1ms, Average = 0ms

C:\>
```

## Pinging from PC4 to PC7(This doesn't exist in server so Loss should be 100%):

```
Physical Config Desktop Programming Attributes

Command Prompt

Cisco Packet Tracer PC Command Line 1.0

C:\>ping 192.168.12.8

Pinging 192.168.12.8 with 32 bytes of data:

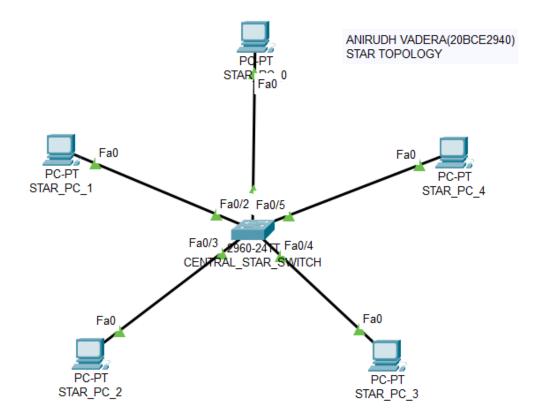
Request timed out.

Ping statistics for 192.168.12.8:

Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),

C:\>
```

#### **Star Topology:**



IP OF PC0: 192.168.13.1

Name Format of a PC : STAR\_PC\_(PC\_Number)

Name Format of a Switch: CENTRAL\_STAR\_SWITCH

**SUBNETMASK OF PC0: 255.255.255.0** 

Number of PC's Connected in the topology: 5

#### **OUTPUT:**

#### Pinging from PC0 to PC3:

Physical Config Desktop Programming Attributes

Command Prompt

Cisco Packet Tracer PC Command Line 1.0

C:\>ping 192.168.13.4

Pinging 192.168.13.4 with 32 bytes of data:

Reply from 192.168.13.4: bytes=32 time=1ms TTL=128

Reply from 192.168.13.4: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.13.4:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

Approximate round trip times in milli-seconds:

Minimum = Oms, Maximum = 1ms, Average = Oms

C:\>

#### Pinging from PC2 to PC3:

```
Physical Config Desktop Programming Attributes

Command Prompt

Cisco Packet Tracer PC Command Line 1.0

C:\>ping 192.168.13.4

Pinging 192.168.13.4 with 32 bytes of data:

Reply from 192.168.13.4: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.13.4:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

Approximate round trip times in milli-seconds:

Minimum = Oms, Maximum = Oms, Average = Oms

C:\>
```

## Pinging from PC4 to PC7(This doesn't exist in server so Loss should be 100%):

```
Physical Config Desktop Programming Attributes

Command Prompt

Cisco Packet Tracer PC Command Line 1.0

C:\>ping 192.168.13.8

Pinging 192.168.13.8 with 32 bytes of data:

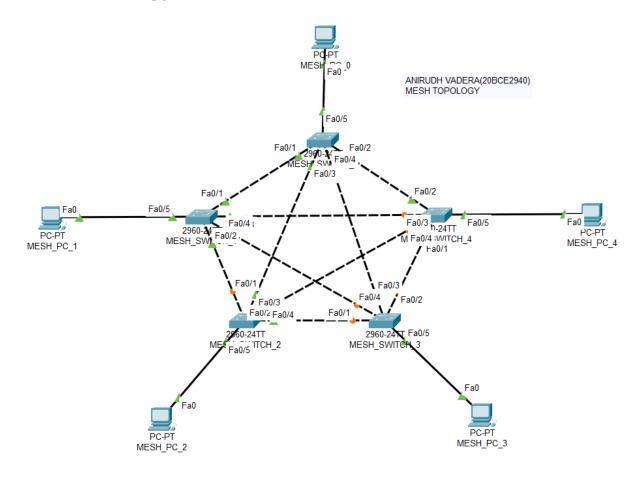
Request timed out.

Ping statistics for 192.168.13.8:

Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),

C:\>
```

#### **Mesh Topology:**



IP OF PC0: 192.168.14.1

Name Format of a PC : MESH\_PC\_(PC\_Number)

Name Format of a Switch: MESH\_SWITCH\_(Switch\_Number)

**SUBNETMASK OF PC0: 255.255.255.0** 

Number of PC's Connected in the topology: 5

#### **OUTPUT:**

#### Pinging from PC0 to PC3:

```
Physical Config Deskip Programming Attributes

Command Prompt

Cisco Packet Tracer PC Command Line 1.0
C:\>ping 192.168.14.4

Pinging 192.168.14.4 with 32 bytes of data:

Reply from 192.168.14.4: bytes=32 time<1ms TTL=128
Reply from 192.168.14.4: bytes=32 time=1ms TTL=128
Reply from 192.168.14.4: bytes=32 time=1ms TTL=128
Reply from 192.168.14.4: bytes=32 time=1ms TTL=128
Reply from 192.168.14.4: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.14.4:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 1ms, Average = 0ms

C:\>|
```

#### **Pinging from PC2 to PC3:**

```
Physical Config Desktop Programming Attributes

Command Prompt

Cisco Packet Tracer PC Command Line 1.0

C:\>ping 192.168.14.4

Pinging 192.168.14.4 with 32 bytes of data:

Reply from 192.168.14.4: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.14.4:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

Approximate round trip times in milli-seconds:

Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>
```

## Pinging from PC4 to PC7(This doesn't exist in server so Loss should be 100%):

