

### **Experiment -3**

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

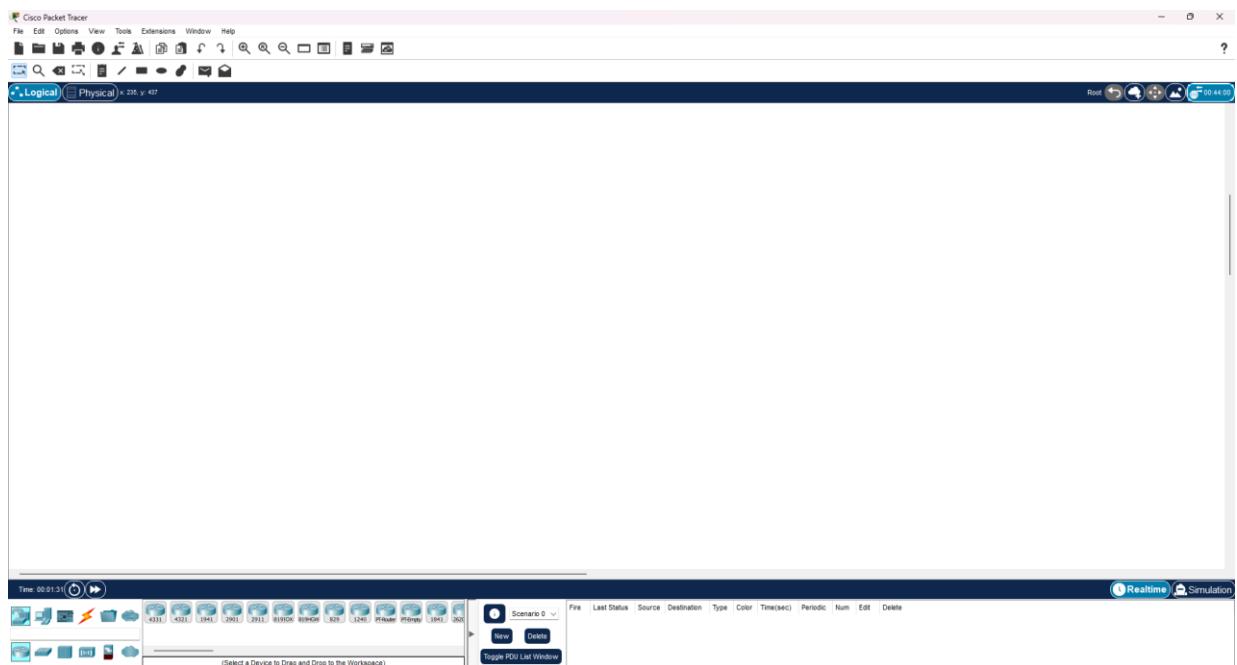
#### **Overview**

**To understand environment of CISCO PACKET TRACER to design**

**simple network.**

It simulates network devices and its environment. Packet Tracer is an exciting network design, simulation and modelling tool.

1. It allows you to model complex systems without the need for dedicated equipment.
2. It helps you to practice your network configuration and troubleshooting skills via computer or an Android or iOS based mobile device.
3. It is available for both the Linux and Windows desktop environments.
4. Protocols in Packet Tracer are coded to work and behave in the same way as they would on real hardware.



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

4. Workspace - This is the area where topologies are created and simulations are displayed.

5. 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.

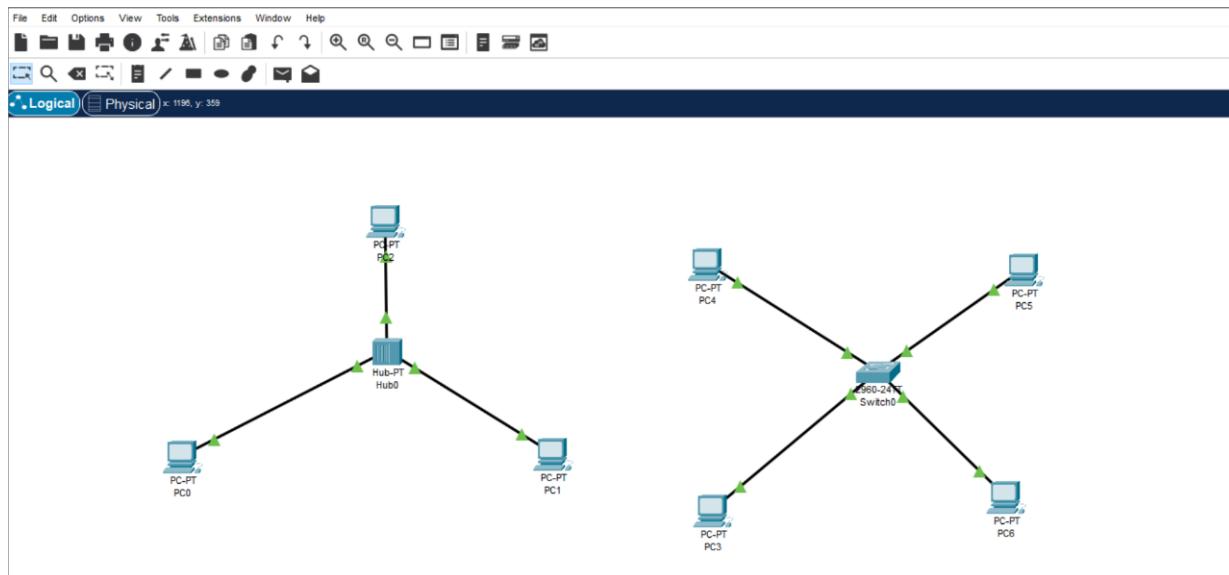
6. Real-time/Simulation tabs - These tabs are used to toggle between the real and simulation modes. Buttons are also provided to control the time, and to capture the packets.

### **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:**

**The study the Packet tracer tool Installation and User InterfaceOverview has been executed successfully**