

TEKNOLOGI JARINGAN KOMPUTER



DISUSUN OLEH:

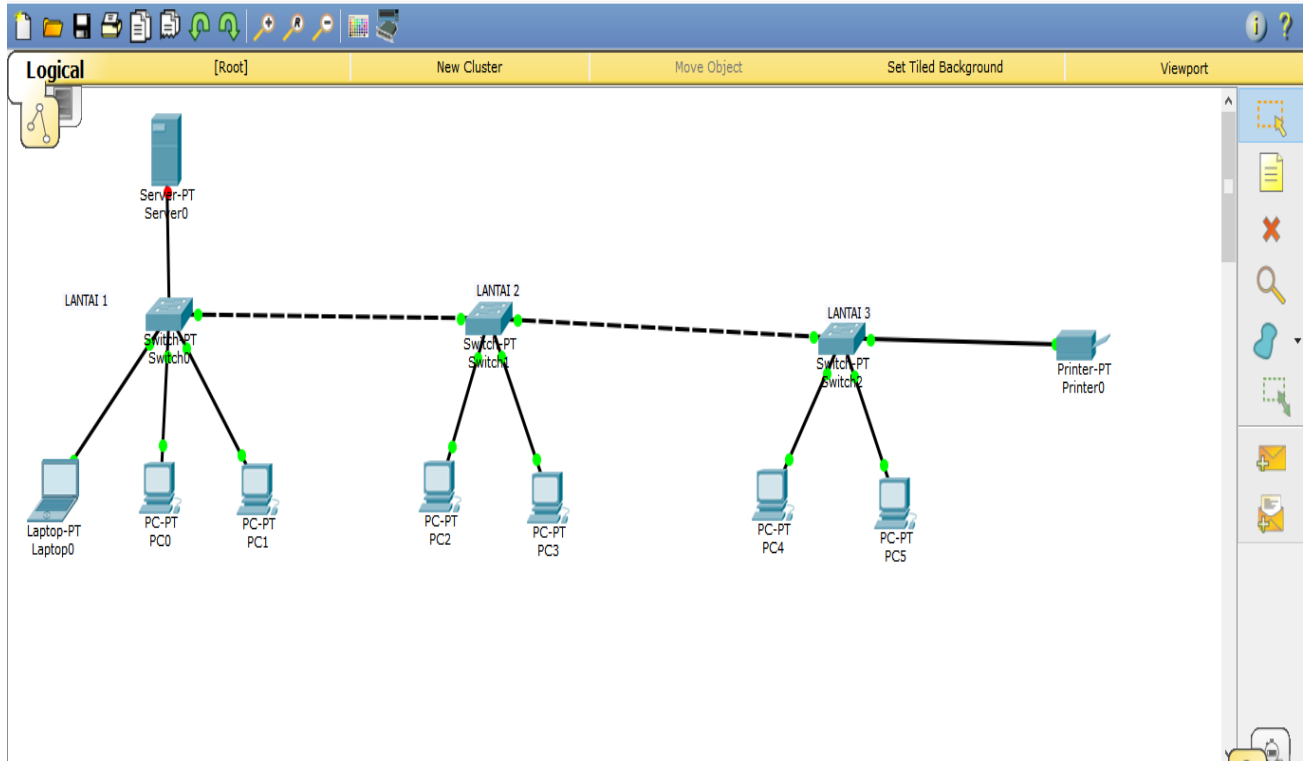
NAMA : RISWANDA ALFARIZI

KELAS : H

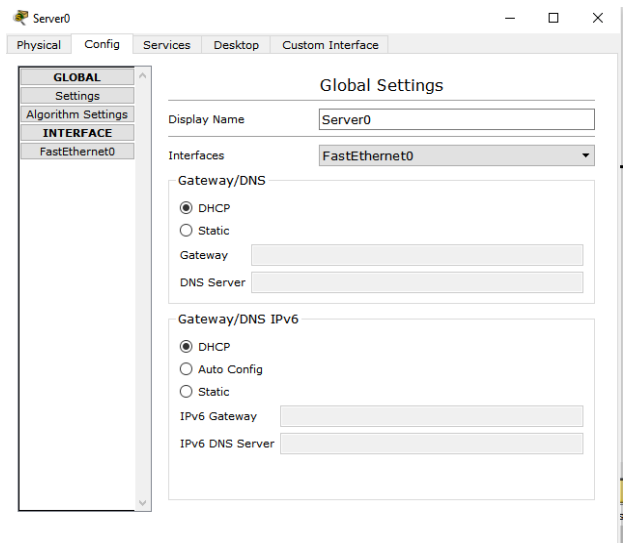
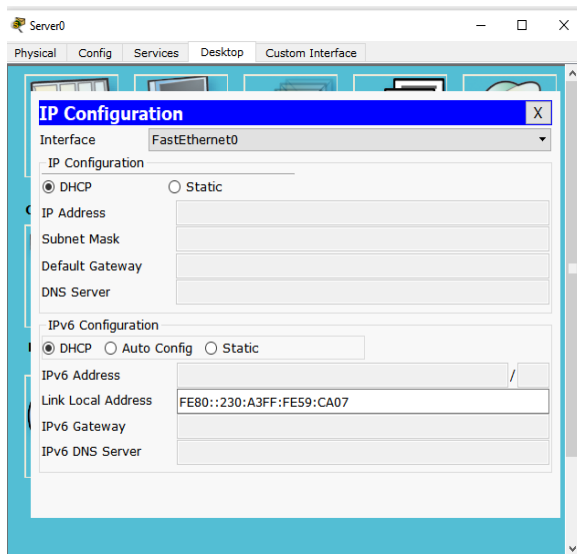
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UNIVERSITAS DIPA MAKASSAR
TEKNIK INFORMATIKA
2023

SIMULASI JARINGAN MENGGUNAKAN CISCO PACKET TRACER

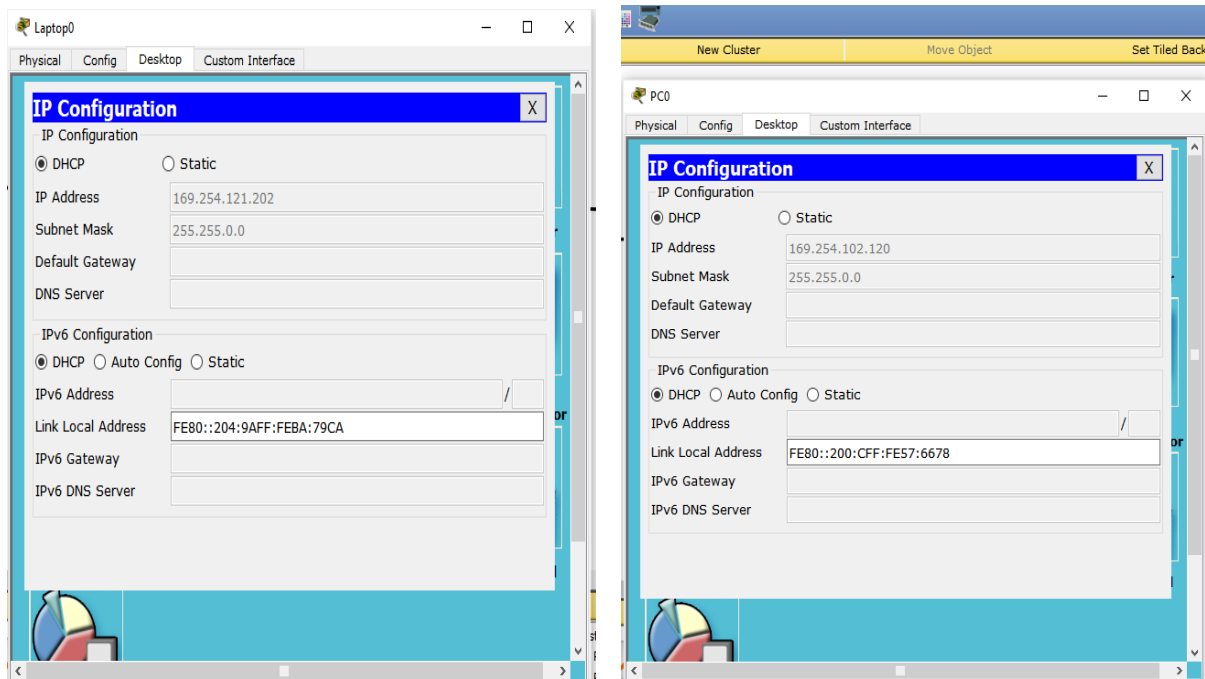


*LANGKAH 1



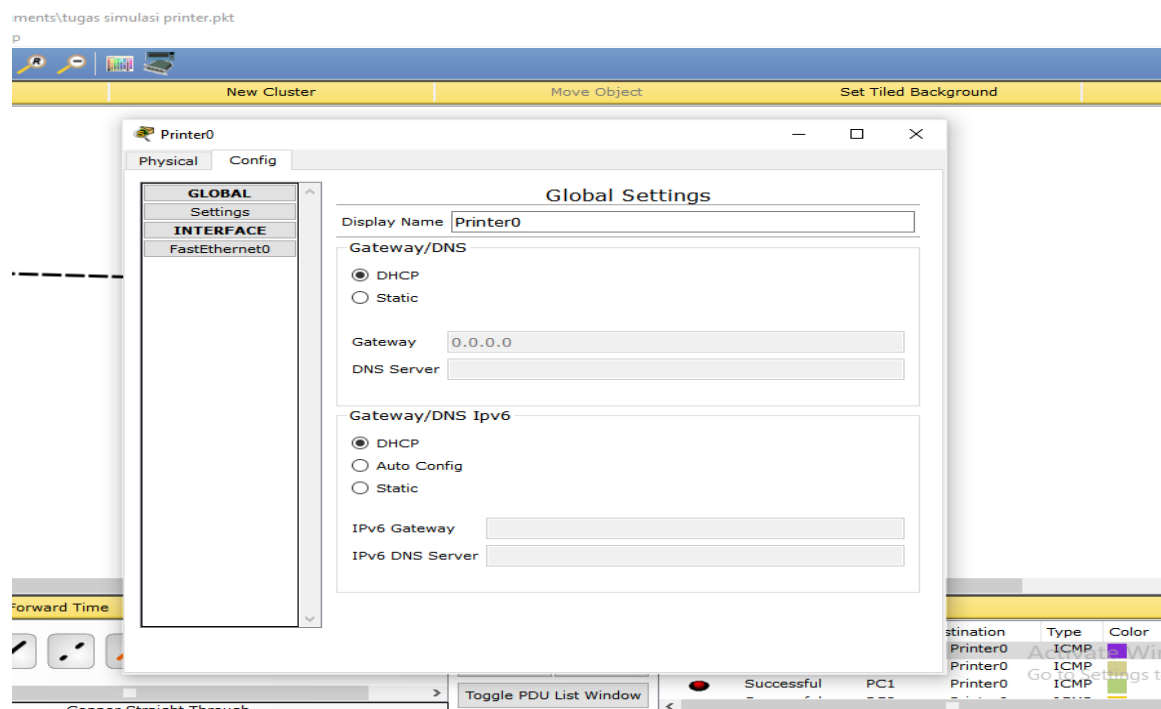
Pada server diberikan IP otomatis atau DHCP

*LANGKAH 2



Sama seperti server diatas, untuk IP client diberikan IP otomatis atau DHCP, hal ini dilakukan pada setiap client yang ada di tiap lantai

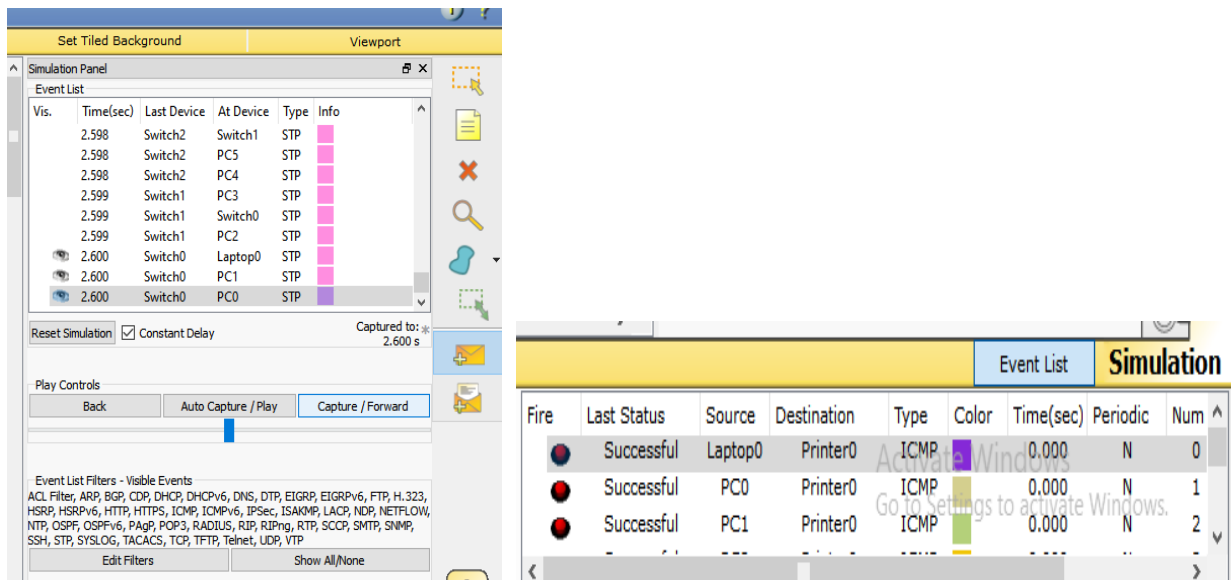
*LANGKAH 3



Dan pada printer diberikan juga IP otomatis atau DHCP

*LANGKAH 4

HASIL SIMULASI DARI RANGKAIAN YANG DIBUAT



The screenshot displays a network simulation interface. On the left, the 'Simulation Panel' contains an 'Event List' table and 'Play Controls'. The 'Event List' table shows a sequence of STP (Spanning Tree Protocol) events between various devices (Switches, PCs, Laptops) at specific times. The 'Play Controls' section includes buttons for 'Back', 'Auto Capture / Play', and 'Capture / Forward', along with a 'Reset Simulation' button and a 'Constant Delay' checkbox. Below the controls, there is a list of 'Event List Filters - Visible Events' including protocols like ACL, ARP, BGP, etc. On the right, a 'Simulation' window shows a table of simulation events. This table includes columns for 'Fire', 'Last Status', 'Source', 'Destination', 'Type', 'Color', 'Time(sec)', 'Periodic', and 'Num'. The events shown are all 'Successful' ICMP messages from 'Laptop0', 'PC0', and 'PC1' to 'Printer0' at '0.000' seconds.

Vis.	Time(sec)	Last Device	At Device	Type	Info
	2.598	Switch2	Switch1	STP	
	2.598	Switch2	PC5	STP	
	2.598	Switch2	PC4	STP	
	2.599	Switch1	PC3	STP	
	2.599	Switch1	Switch0	STP	
	2.599	Switch1	PC2	STP	
	2.600	Switch0	Laptop0	STP	
	2.600	Switch0	PC1	STP	
	2.600	Switch0	PC0	STP	

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num
	Successful	Laptop0	Printer0	ICMP		0.000	N	0
	Successful	PC0	Printer0	ICMP		0.000	N	1
	Successful	PC1	Printer0	ICMP		0.000	N	2

Pada hasil simulasi mengirim pesan dari setiap client ke printer pada last statusnya yaitu Succesful

Yang artinya simulasi yang dibuat telah berhasil