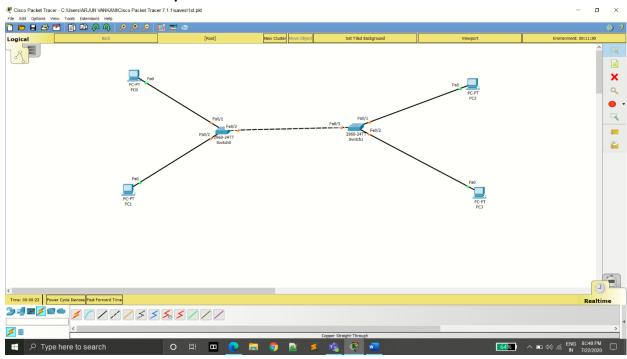
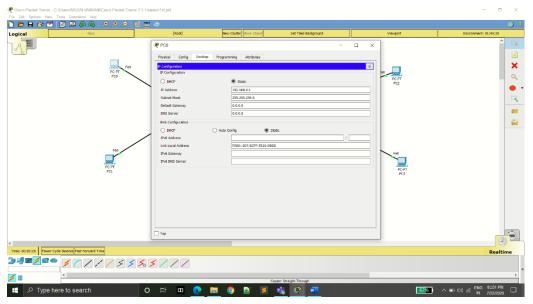
## Computer Network(Lab session - 3)

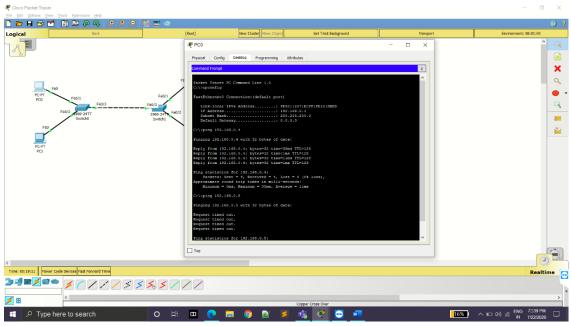
- 1.Create a network topology in the packet tracer as shown below.
- a). Configure all the PC devices by providing static IP addresses to them.
- b). Verify the IP address in the command prompt using ipconfig /all command.
- c). Ping any random PC from each PC and check the response.
- d). Document the steps and command results
- ➤ create network topology with connect two pc with switch –
  1, and another two pc with switch –



> After add Ip address in every pc in static Ip

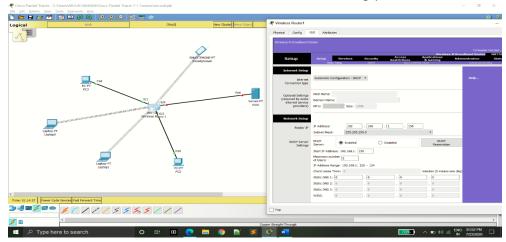


- ightharpoonup Now check ping with pc 1 with pc 4 , and with random pc
  - 5 still it's output given below
  - Ping 192.168.0.4 share 4 packet received

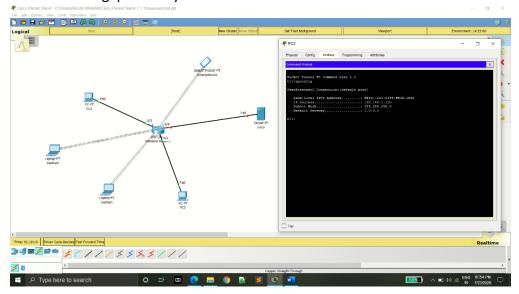


 And check if we check for 192.168.0.5 then can't receive packet.

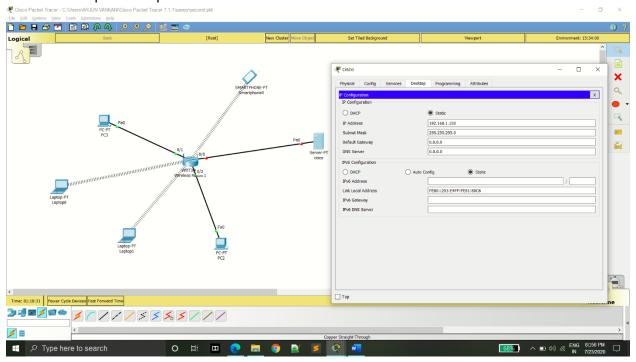
- Q -2) Create a network topology in the packet tracer as shown below.
- a) Configure the router's DHCP server setting to accept maximum 5 users and give starting IP address as 192.168.1.120
- b) Configure all client-side end devices to connect to the router and receive the IP address by selecting DHCP in the IP configuration setting.
- c) Configure the server by providing a static IP address 192.168.1.150.
- d) From all client-side devices, record the response for ipconfig /all command and ping any random device in the network and record the response
- e) Open the browser from any client-side device and access the server by giving the IP address in the URL. Capture the response
- Here, firstly we connect two pc with wired connection and two laptop in wireless connection with one smart phone all this devices connected in DHCP server with Router at starting ip as 192.168.1.120-124



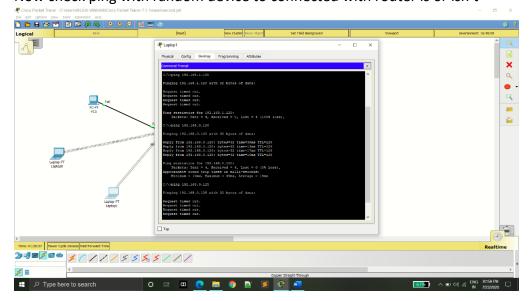
After we config ip in every connected device.



• Now third step we set ip as 192.168.1.150 in server side



• Now check ping with random device to connected with router is or isn't



 Now set server set in ip and gateway after set cisco.com and check for pc in this side to show site from server

