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Course - MCA-B

(2)

Problem statement - there are two organization in a city named GEU and GEHU. design a network between the SOC department of GEU and GEHU. also show the communication between user number 1 of GEU and user number

Objective - To understand how to create a wired LAN using switch

Description - steps for practical and paste snapshot of Network design.

Step 1 - In this step we will take one Router, two switches in which switch 1 contains user SOC department and GEHU of SOC department.

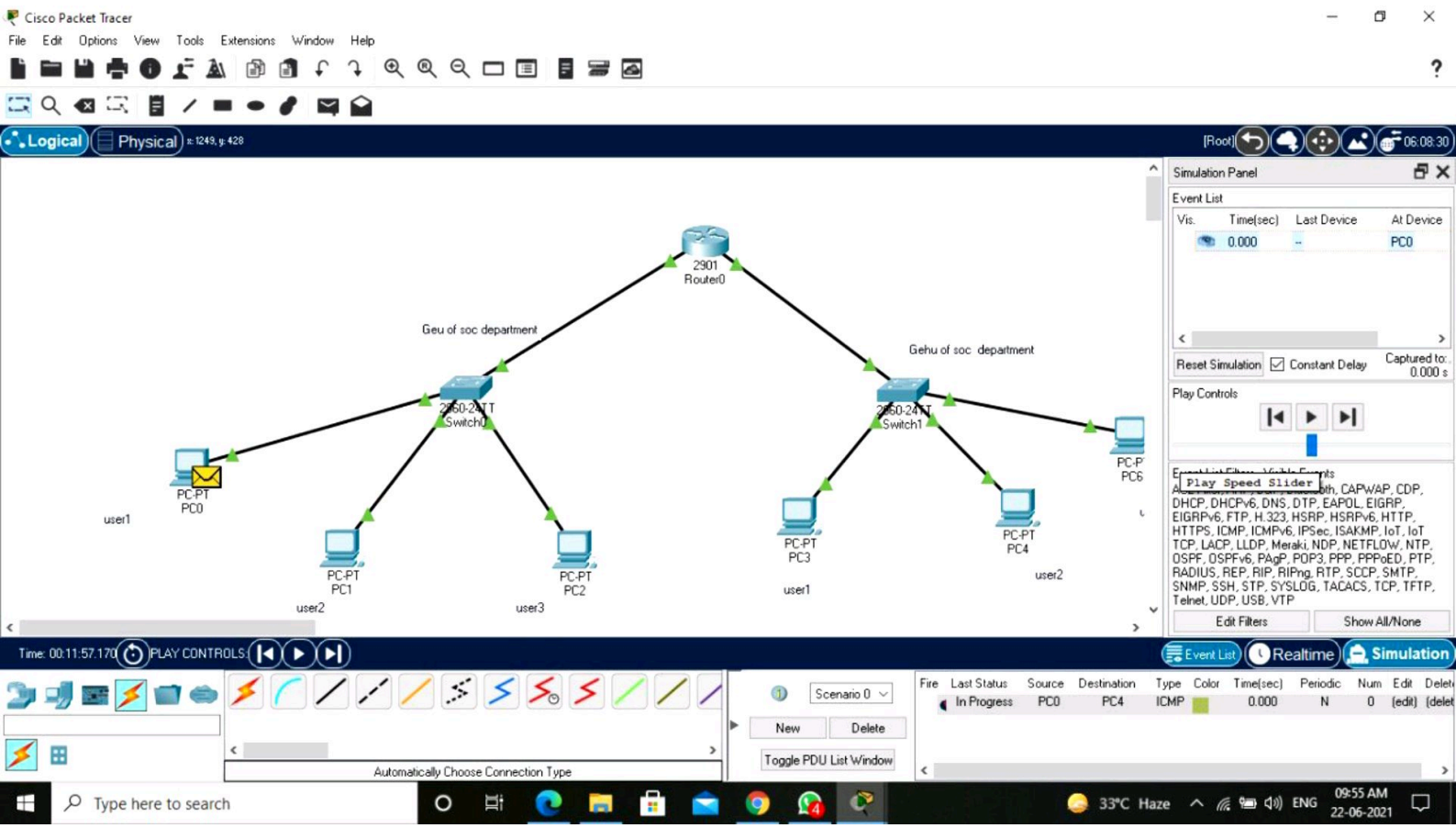
Step 2 - switch 1 (GEU of department) has connected with three devices PC0, PC1, PC2 & switch 2 has also connected with 3 devices that is PC3, PC4, & PC5

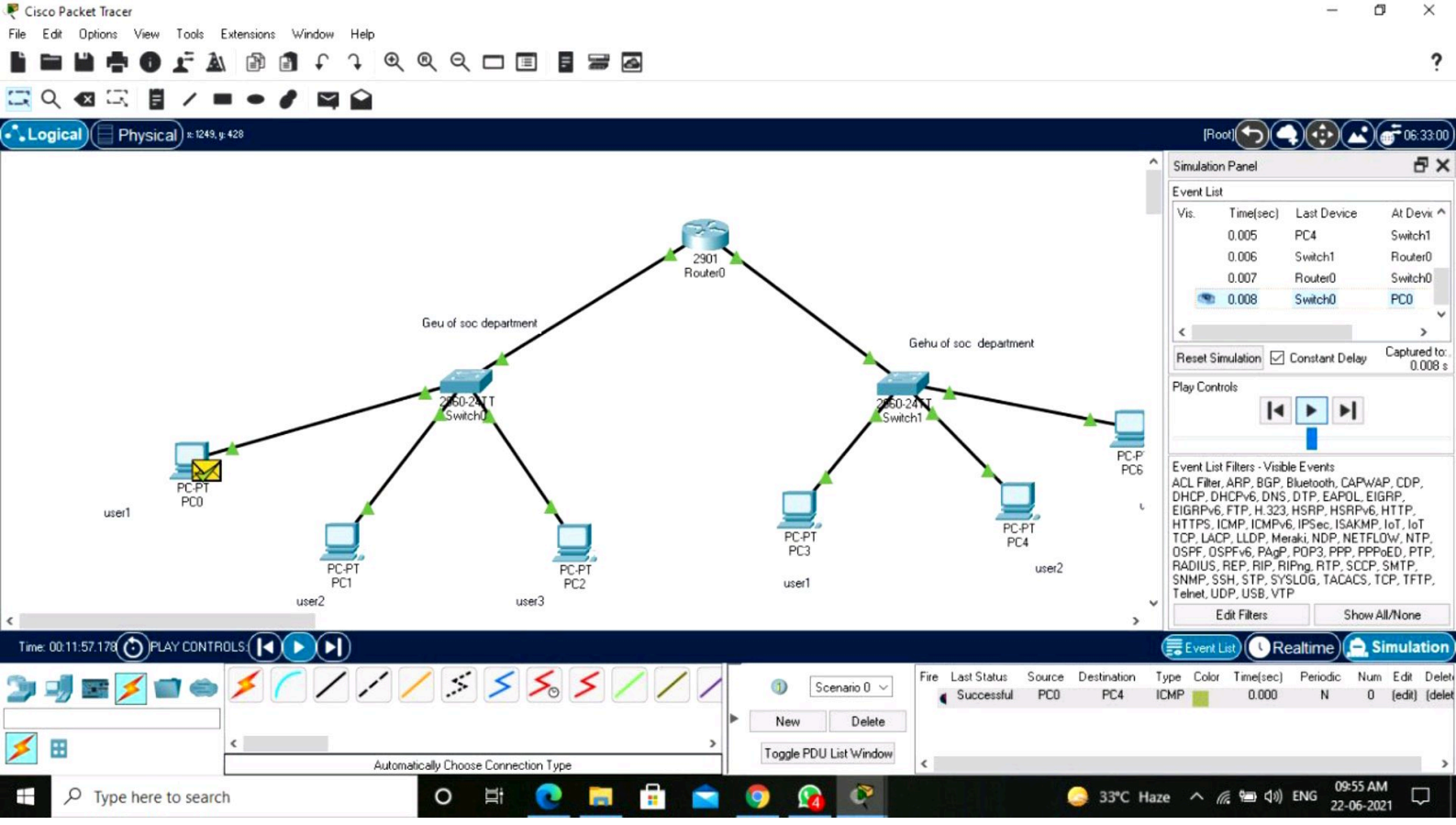
Step 3 - we set the IP address of device (user 1) GEU & device (user Number).

Step 4 - in Realtim added sample PDU (P) from PC0 to PC4 which refers we send data from PC0 to PC4

Step 5 - see in simulation & Play, if ~~while~~ wire show data transfer. data travel from source to destination

Step 6 - After Reached in distination, the distination sent acknowledgment to the source.


Cisco Packet Tracer
File Edit Options View Tools Extensions Window Help
Logical
Physical
[Root]
2901
Router0
Geu of soc department
Gehu of soc department
2950-24TT
Switch0
2950-24TT
Switch1
PC-PT
PC0
user1
PC-PT
PC1
user2
PC-PT
PC2
user3
PC-PT
PC3
user1
PC-PT
PC4
user2
PC-P
PC6
Simulation Panel
Event List
Vis.
Time(sec)
Last Device
At Device
0.000
PC0
Reset Simulation
Constant Delay
Captured to:
0.000 s
Play Controls
Play Speed Slider
DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPSec, ISAKMP, IoT, IoT TCP, LACP, LLDP, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoED, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP
Edit Filters
Show All/None
Time: 00:11:57.170
PLAY CONTROLS:
Event List
Realtime
Simulation
Automatically Choose Connection Type
Scenario 0
New
Delete
Toggle PDU List Window
Fire
Last Status
Source
Destination
Type
Color
Time(sec)
Periodic
Num
Edit
In Progress
PC0
PC4
ICMP
0.000
N
0
(edit)
Type here to search
33°C Haze
ENG
09:55 AM
22-06-2021


Cisco Packet Tracer
File Edit Options View Tools Extensions Window Help
Logical Physical x: 1249, y: 428
[Root] 06:33:00
2901
Router0
Geu of soc department
Gehu of soc department
2950-24TT
Switch0
2950-24TT
Switch1
PC-PT
PC0
user1
PC-PT
PC1
user2
PC-PT
PC2
user3
PC-PT
PC3
user1
PC-PT
PC4
user2
PC-P
PC6
Simulation Panel
Event List
Vis. Time(sec) Last Device At Devic
0.005 PC4 Switch1
0.006 Switch1 Router0
0.007 Router0 Switch0
0.008 Switch0 PC0
Reset Simulation
Constant Delay
Captured to: 0.008 s
Play Controls
Event List Filters - Visible Events
ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPSec, ISAKMP, IoT, IoT TCP, LACP, LLDP, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoED, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP
Edit Filters
Show All/None
Time: 00:11:57.178
PLAY CONTROLS:
Event List
Realtime
Simulation
Automatically Choose Connection Type
Scenario 0
New
Delete
Toggle PDU List Window
Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delet
Successful PC0 PC4 ICMP 0.000 N 0 (edit) (delet
Type here to search
33°C Haze
ENG
09:55 AM
22-06-2021