PES UNIVERSITY EC CAMPUS, BANGALORE COMPUTER NETWORK LABORATORY WEEK #6

AIM: Designing and Simulation of Network Topology using Cisco Packet Tracer

Objectives:

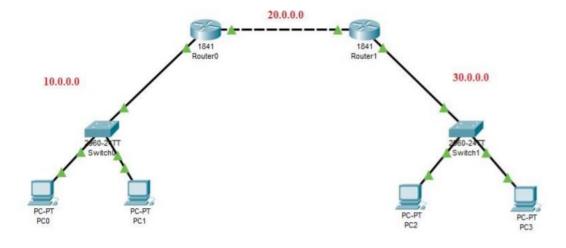
- To understand the purpose of Cisco Packet Tracer.
- To navigate, choose network and end devices and customize them.
- To interconnect devices and configure them using simple interface.
- To become familiar with building topologies in Packet Tracer.
- To simulate data interactions traveling through a network.

Prerequisites:

This lab assumes some understanding of the building blocks of communication networks and internet. At this point, we haven't discussed other protocols but you may use Packet Tracer in later labs to discuss those as well. Several types of devices and network connections can be used. For this experiment we will keep it simple by using end devices, switches, routers, and connections.

TASK 1: Demo Network Topology

Replicate the given scenario, create a topology in packet tracer, as shown in following image:



PC & Router Configuration Details:

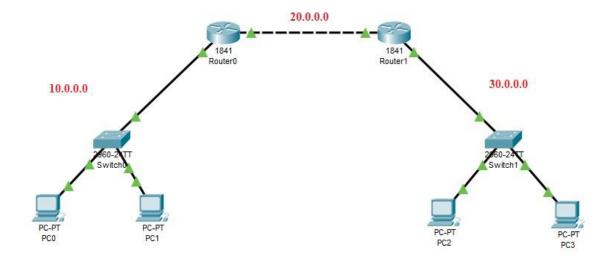
DEVICE	IP ADDRESS	GATEWAY
PC0	10.0.0.1	10.0.0.3
PC1	10.0.0.2	10.0.0.3
ROUTER 0	FastEthernet0/0 -> 10.0.0.3 FastEthernet0/1 -> 20.0.0.1	-
ROUTER 1	FastEthernet0/0 -> 20.0.0.2 FastEthernet0/1 -> 30.0.0.1	-
PC2	30.0.0.2	30.0.0.1
PC3	30.0.0.3	30.0.0.1

Routing Table Entries:

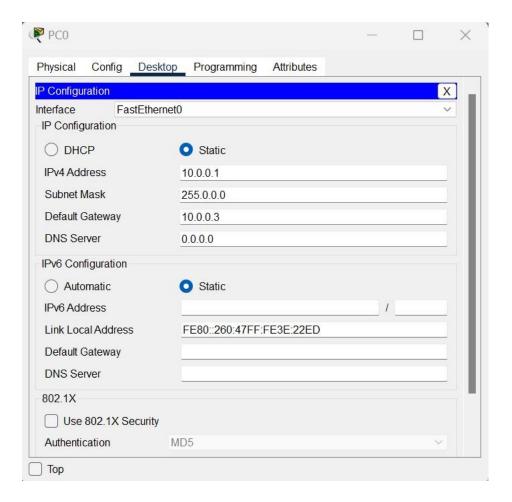
ROUTER	NETWORK	NEXT HOP
ROUTER 0	30.0.0.0	20.0.0.2
ROUTER 1	10.0.0.0	20.0.0.1

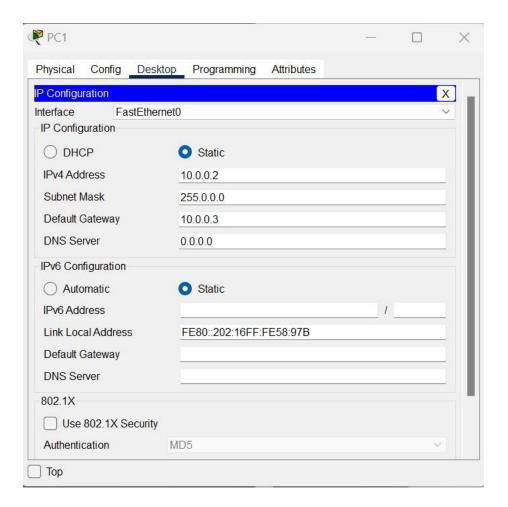
Execution Procedure:

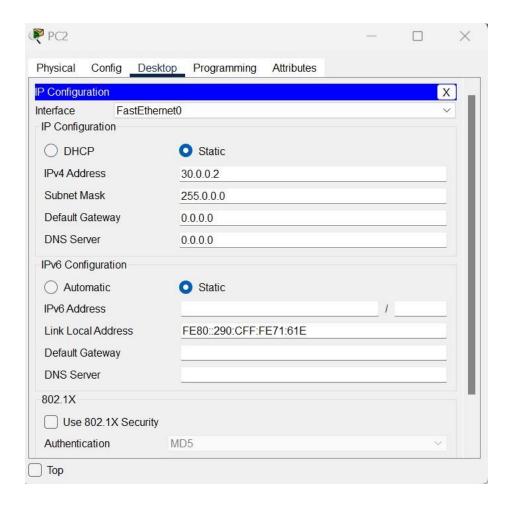
Task 1: Design a network topology with desktops, switches and routers similar to the network depicted in the above diagram.

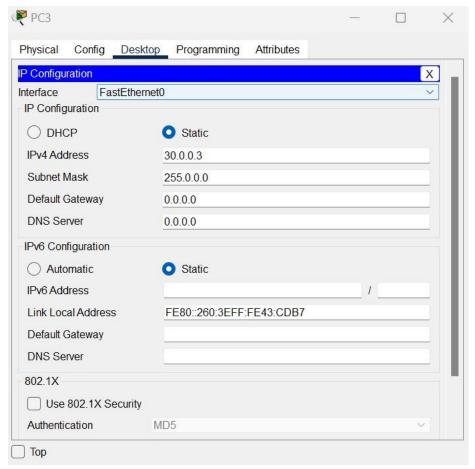


Task 2: Configure the PCs and routers with the details provided above.

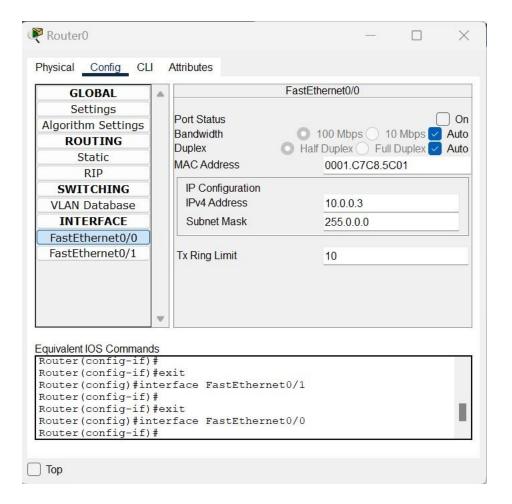


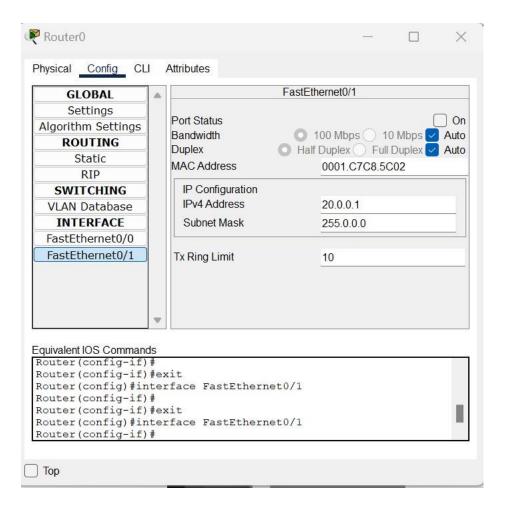


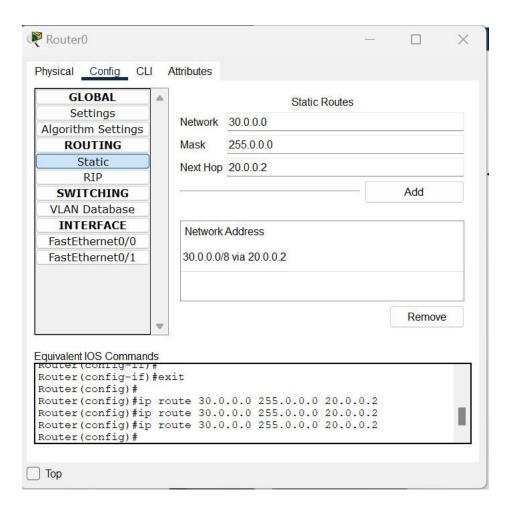


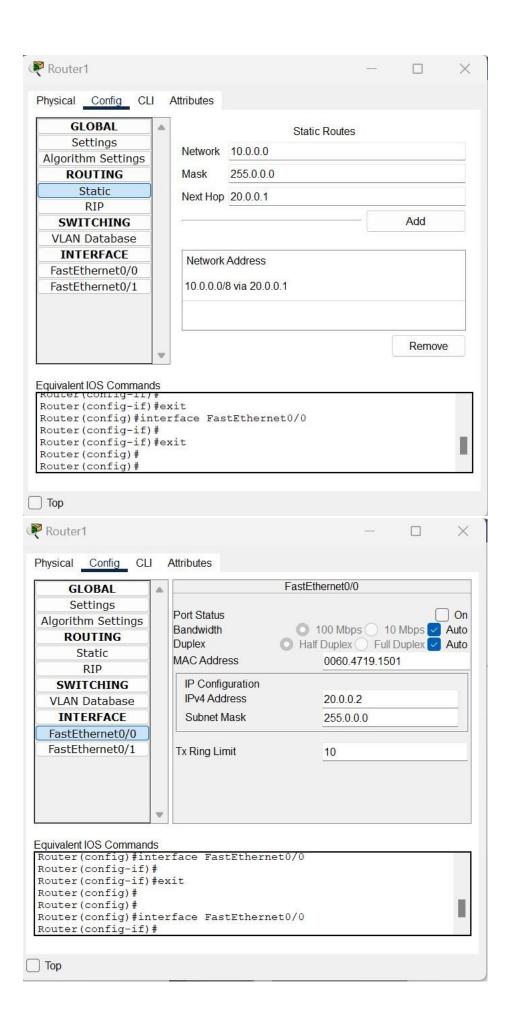


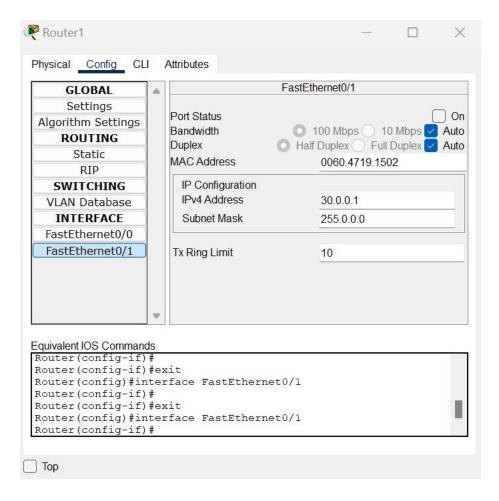
Task 3: Send a simple PDU from any PC on network 10.0.1.0 to any other PC on other network 10.0.3.0 and vice-versa.



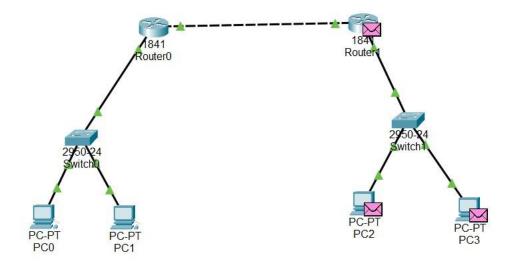






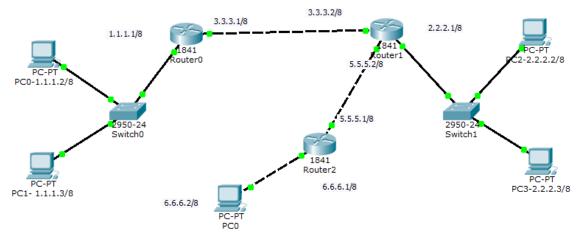


Task 4: Simulate the network and observe the packet flow from one network to other.



TASK 2: Network Topology (Mandatory)

Replicate the given scenario, create a topology in packet tracer, as shown in following image:



PC & Router Configuration Details:

**Assuming the PC device PC0 with IP 6.6.6.2 is renamed as PC4

DEVICE	IP ADDRESS	GATEWAY
PC0	1.1.1.2	1.1.1.1
PC1	1.1.1.3	1.1.1.1
ROUTER 0	FastEthernet0/0 -> 1.1.1.1 FastEthernet0/1 -> 3.3.3.3	-
ROUTER 1	FastEthernet0/0 -> 3.3.3.2 FastEthernet0/1 -> 5.5.5.2 Ethernet0/1/0 -> 2.2.2.1	-
ROUTER 2	FastEthernet0/0 -> 5.5.5.1 FastEthernet0/1 -> 6.6.6.1	-
PC4 (PC0)	6.6.6.2	6.6.6.1
PC2	2.2.2.2	2.2.2.1
PC3	2.2.2.3	2.2.2.1

Routing Table Entries:

ROUTER	NETWORK	NEXT HOP
ROUTER 0	1.1.1.1	3.3.3.1
ROUTER 1	2.2.2.1	5.5.5.2 3.3.3.2

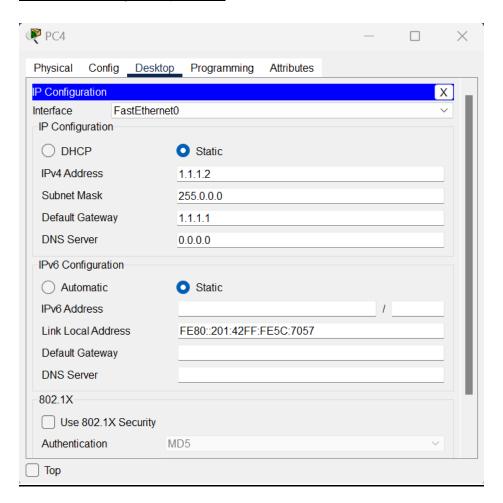
ROUTER 2	6.6.6.6	5.5.5.1

Execution Procedure:

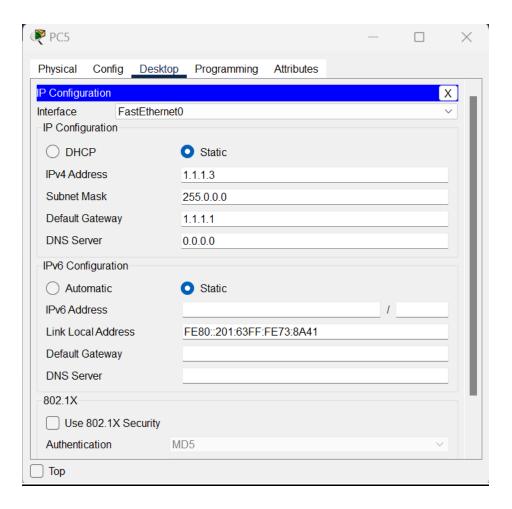
Task 1: Design a network topology with desktops, switches and routers similar to the network depicted in the above diagram.

Task 2: Configure the PCs and routers with the details provided above in the table. Take help of the screenshots given below.

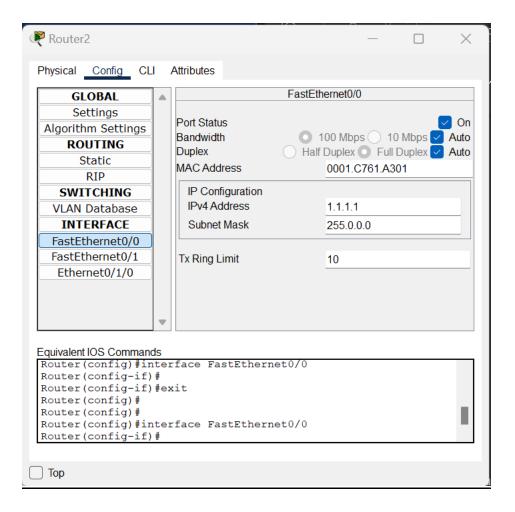
IP address and gateway of PC0



IP address and gateway of PC1

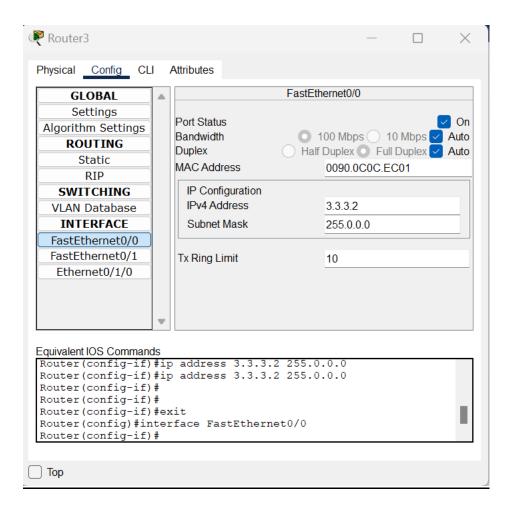


Router 0 Interfaces

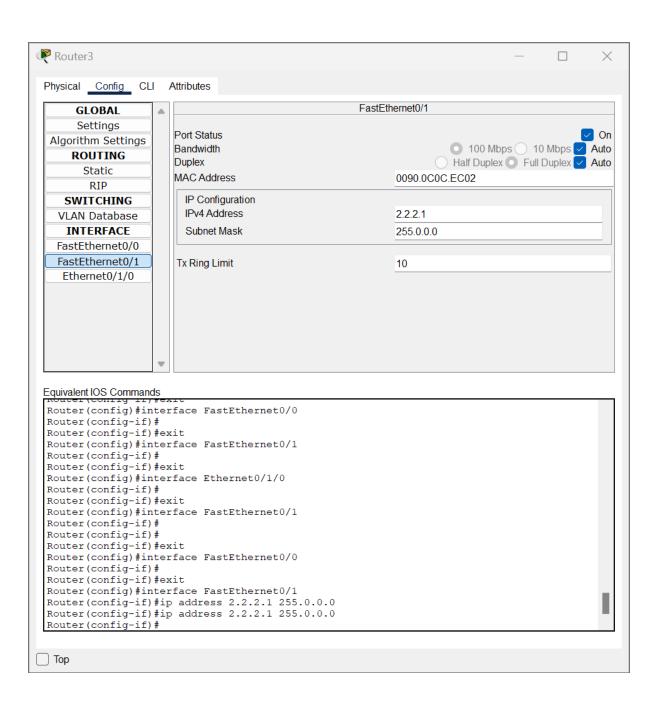


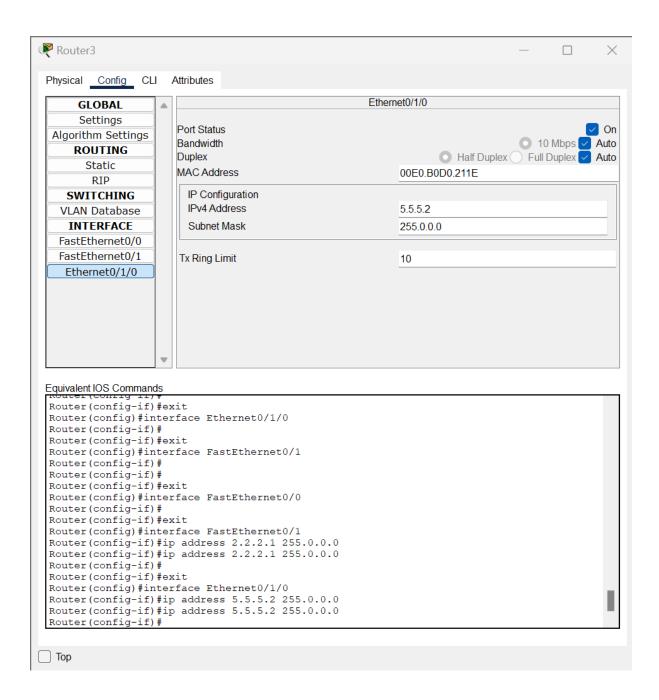
Configure the IP address of both interfaces FastEthernet0/0 and FastEthernet0/1. Don't forget to toggle the on switch on the to right.

Router 1 Interfaces

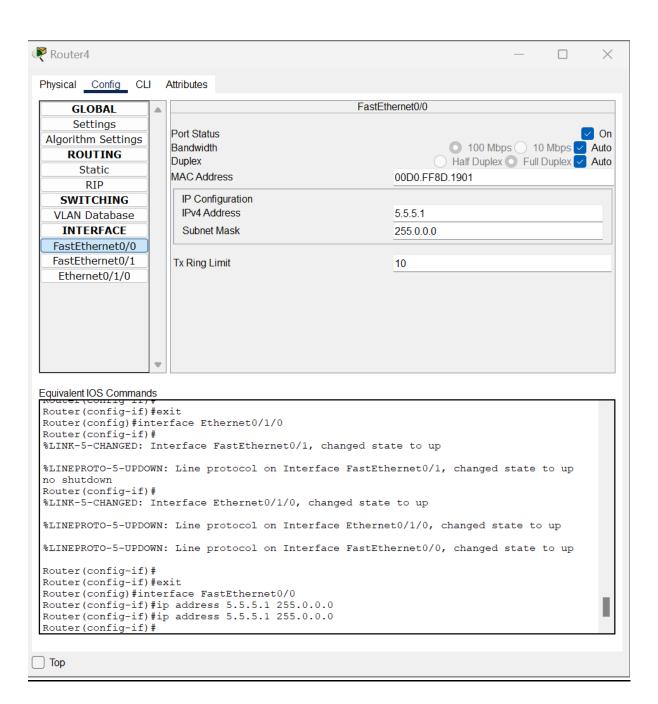


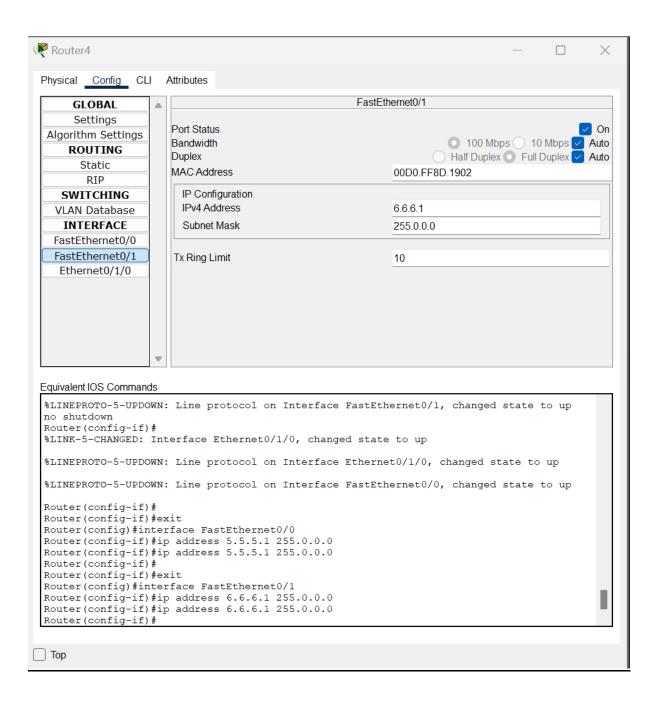
Similarly fill FastEthernet0/1 and Ethernet0/1/0 like this



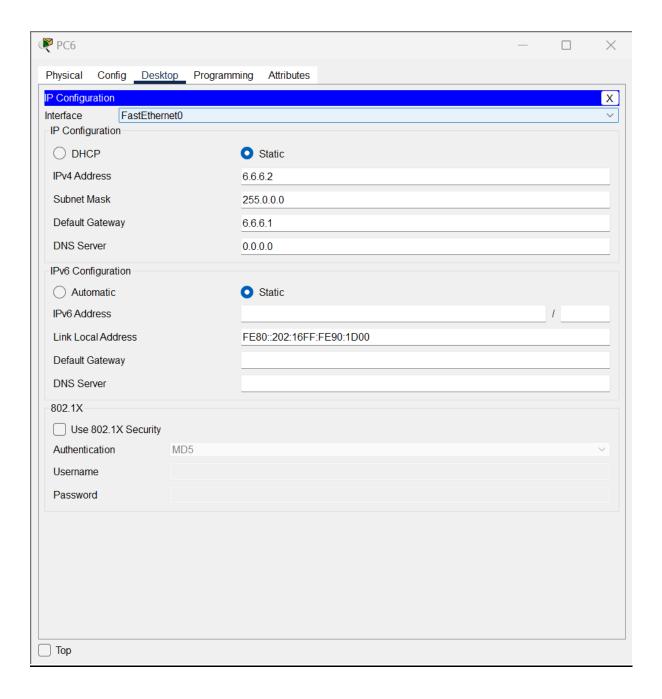


Router 2 Interfaces

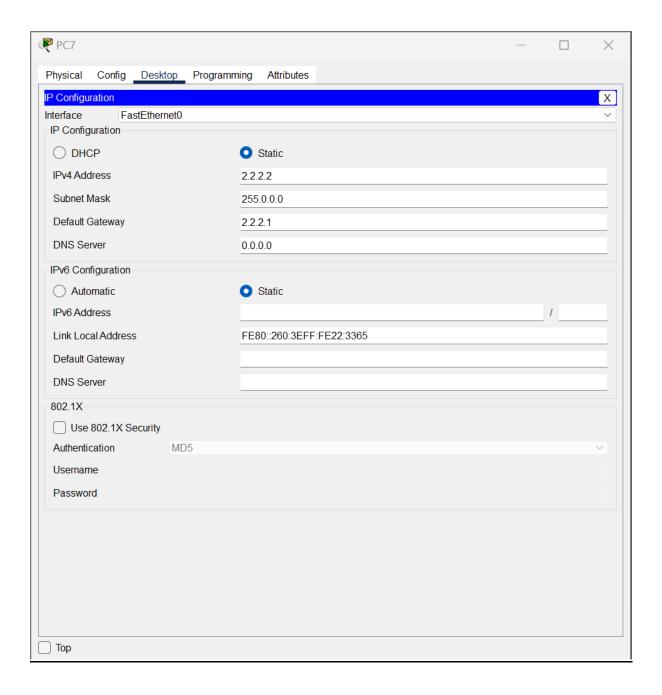




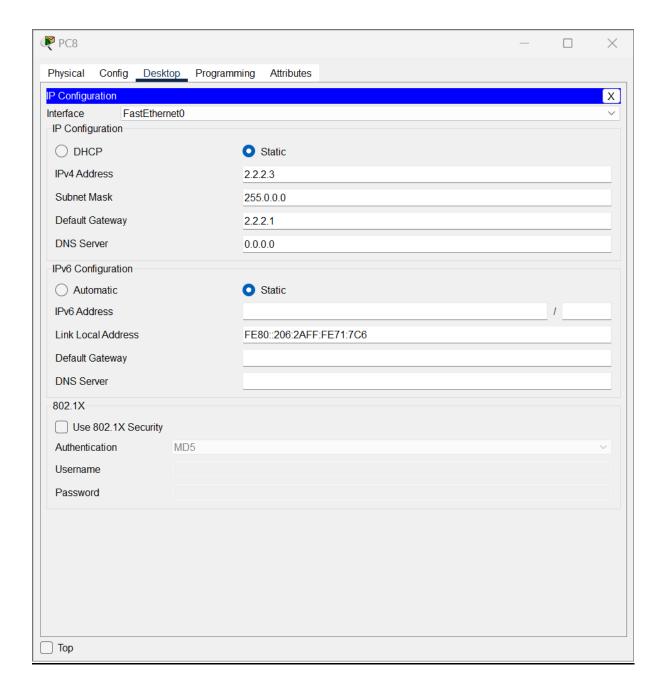
IP address and gateway of PC4 (PC0)



IP address and gateway of PC2

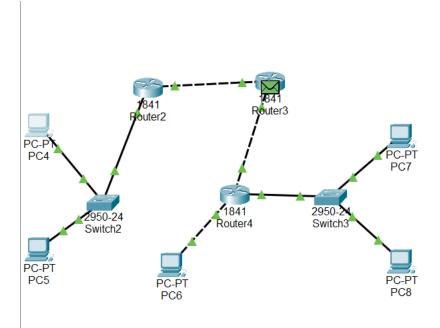


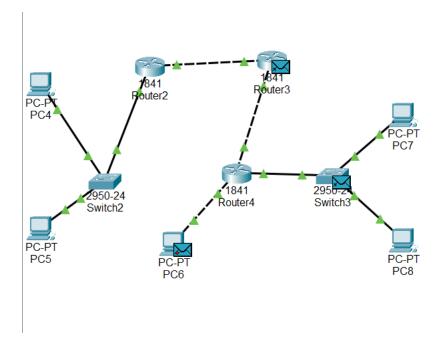
IP address and gateway of PC3



Task 3: Send a simple PDU from any PC on network 10.0.1.0 to any other PC on other network 10.0.3.0 and vice-versa.

Task 4: Simulate the network and observe the packet flow from one network to other.





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