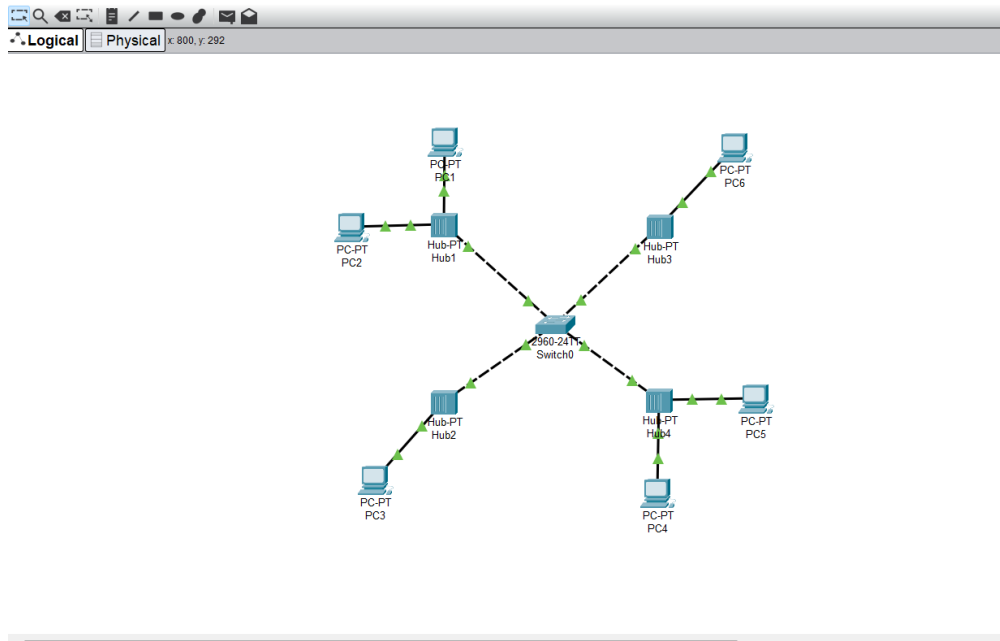


Actividad 10 – Modulo 2 – Lección 10

Instrucciones:

1. Configura una red con 4 hubs, 6 PCs y 1 switch en Cisco Packet Tracer.



- Direcciones de IP para las PC:
 - PC 1 – 192.168.1.1
 - PC 2 – 192.168.1.2
 - PC 3 – 192.168.1.3
 - PC 4 – 192.168.1.4

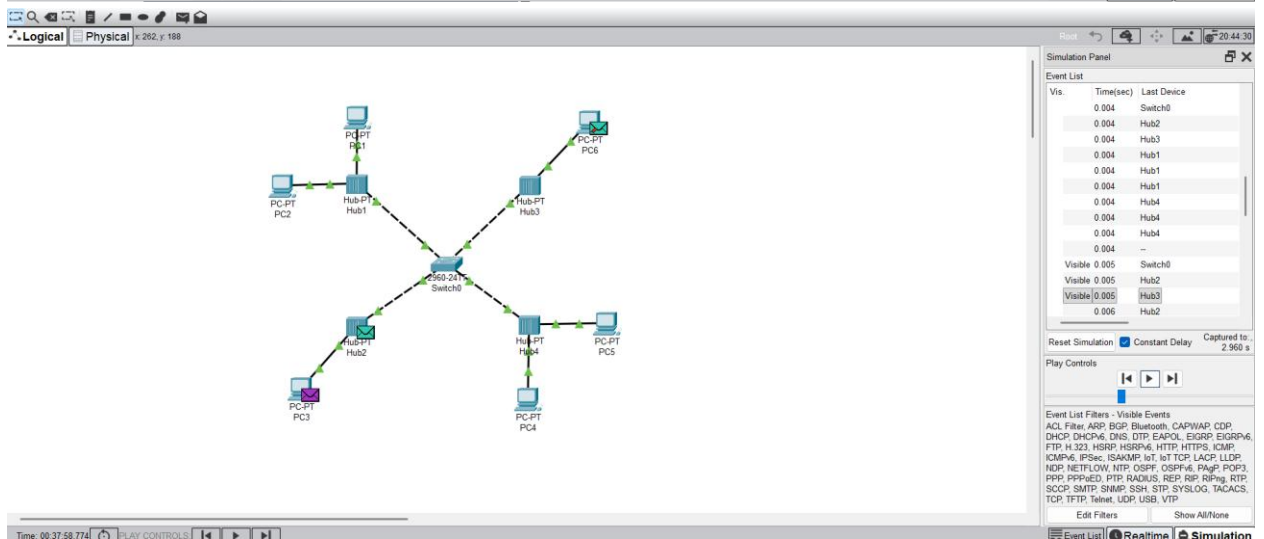
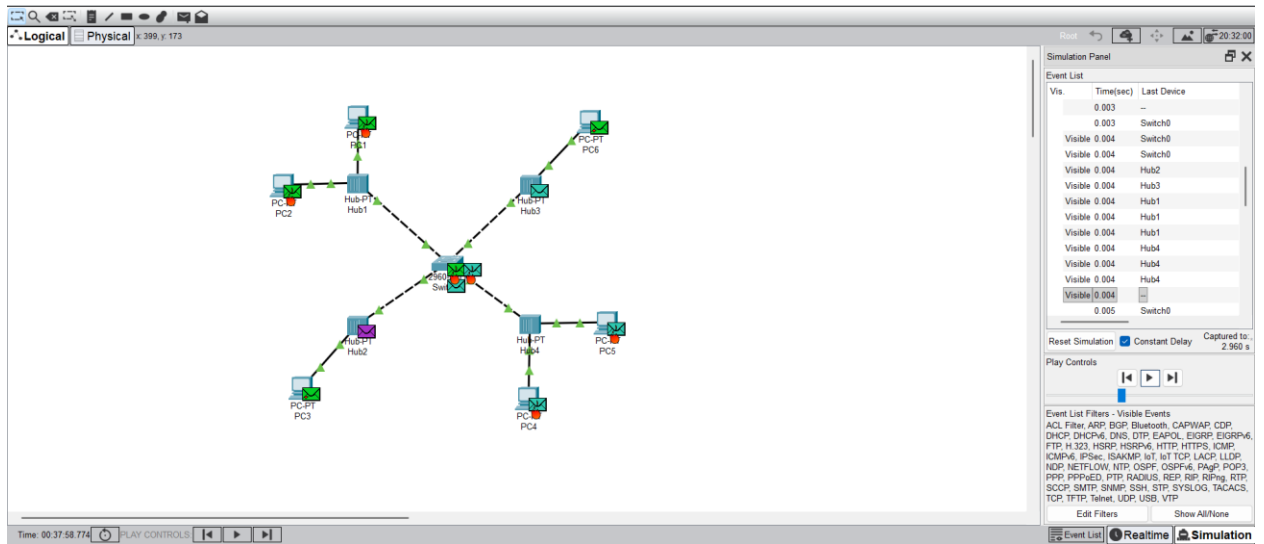
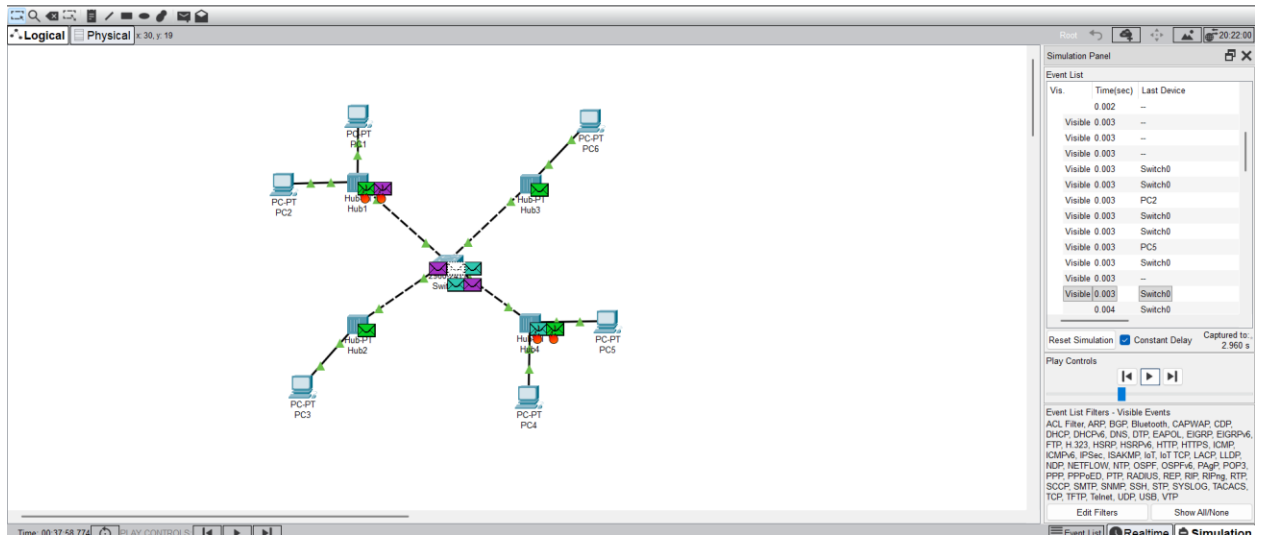
2. Simula el efecto de colisiones enviando PDUs desde múltiples PCs al mismo tiempo y observa cómo se producen las colisiones.

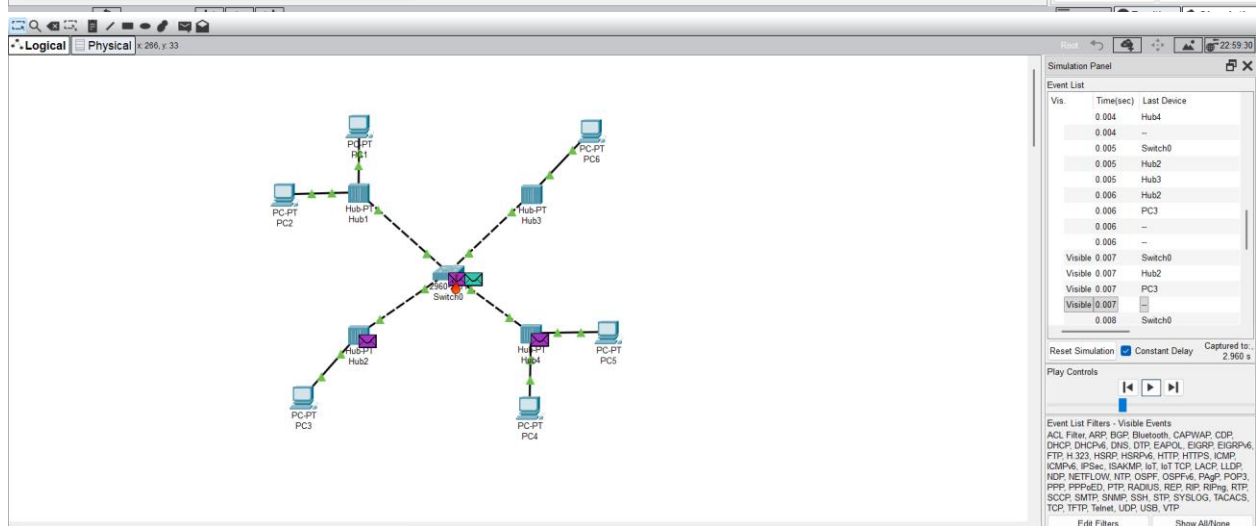
The image displays three sequential screenshots of a network simulation interface, showing a star topology with a central switch (Switch0) and eight peripheral devices (PCs and Hubs). The simulation is running in the 'Physical' tab, and the 'Simulation Panel' on the right shows the 'Event List' and 'Visible Events'.

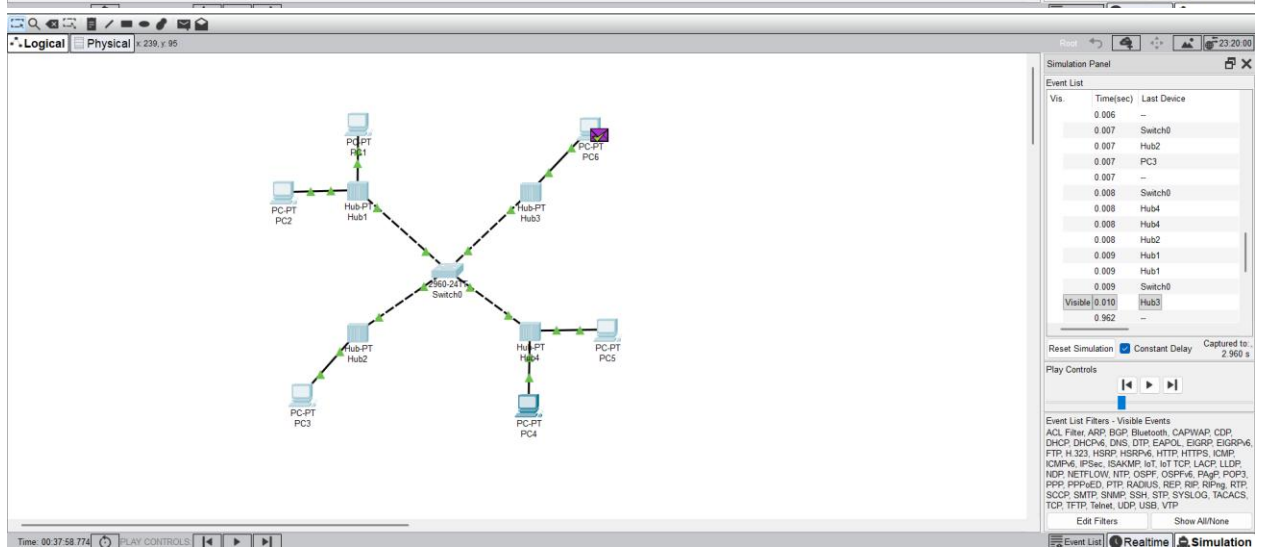
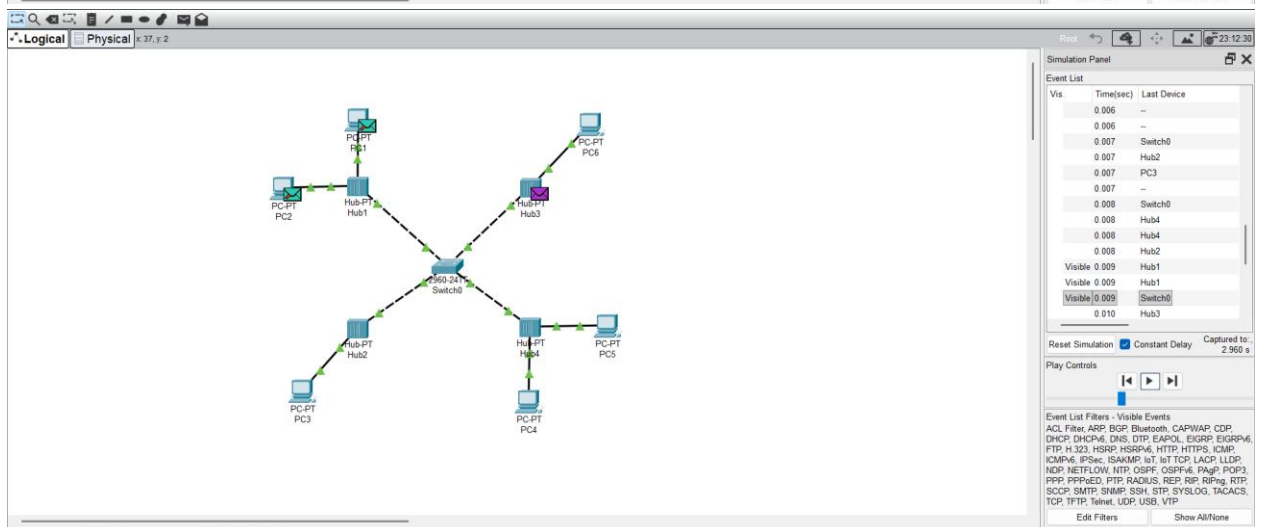
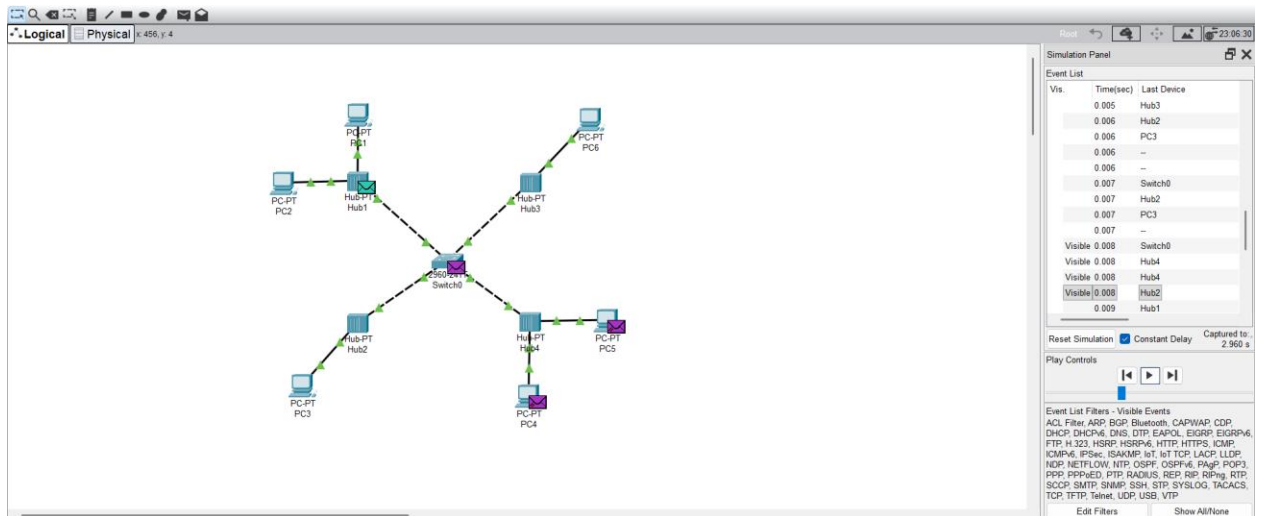
Top Screenshot: The simulation is at 19:48:00. The Event List shows a packet from PC1 to Hub1 at 0.001 seconds. The Visible Events list shows a packet from PC1 to Hub1 at 0.001 seconds.

Middle Screenshot: The simulation is at 19:58:00. The Event List shows a packet from PC1 to Hub1 at 0.001 seconds. The Visible Events list shows a packet from PC1 to Hub1 at 0.001 seconds.

Bottom Screenshot: The simulation is at 20:13:00. The Event List shows a packet from PC1 to Hub1 at 0.001 seconds. The Visible Events list shows a packet from PC1 to Hub1 at 0.001 seconds.

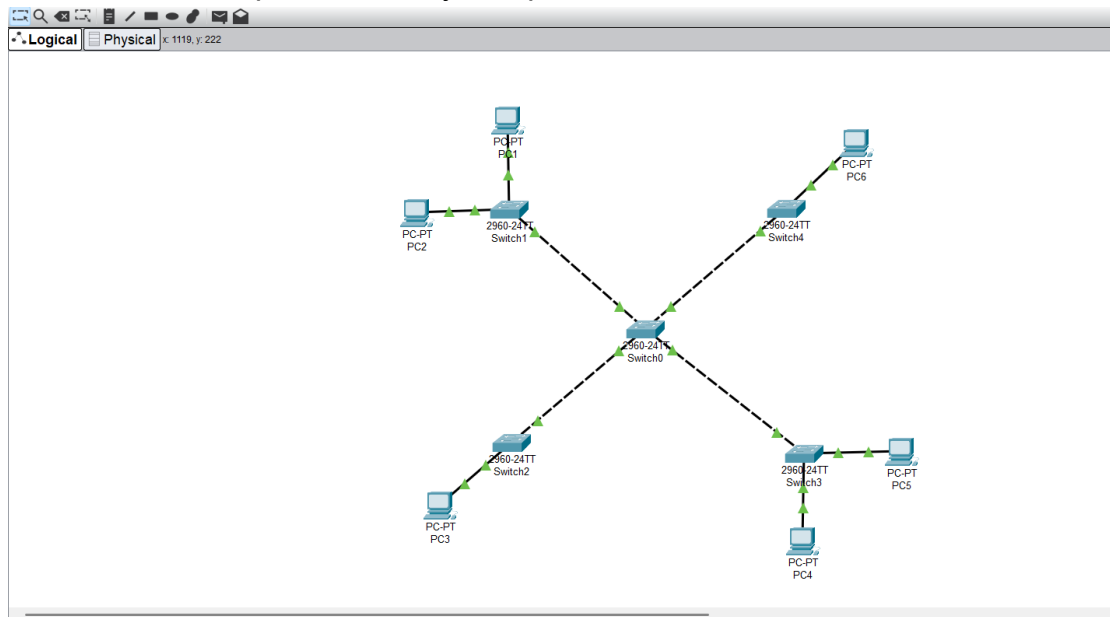


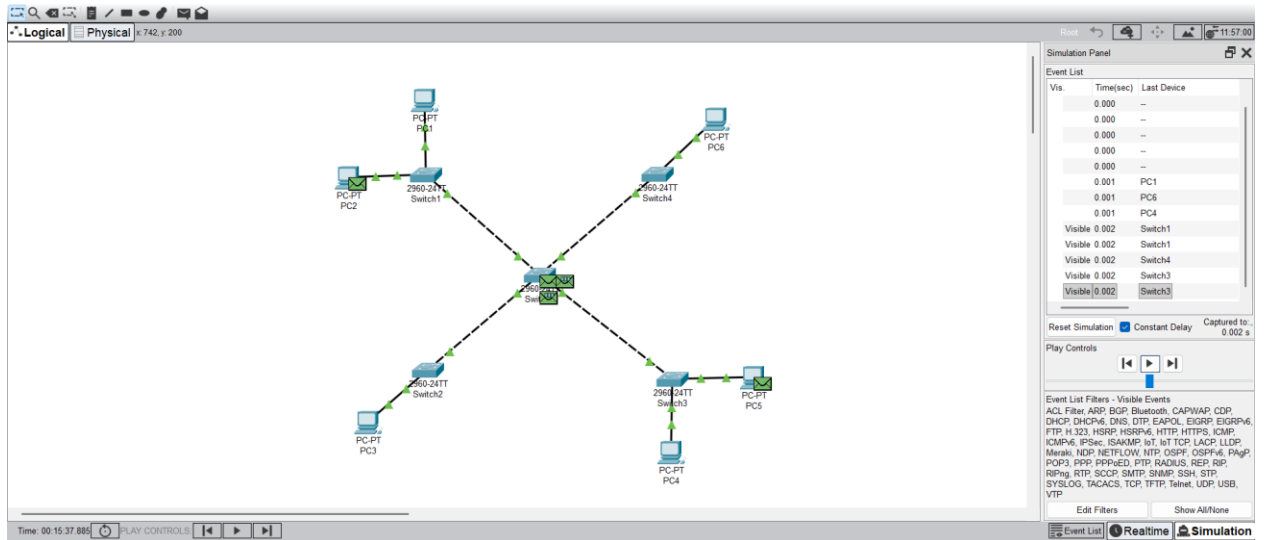
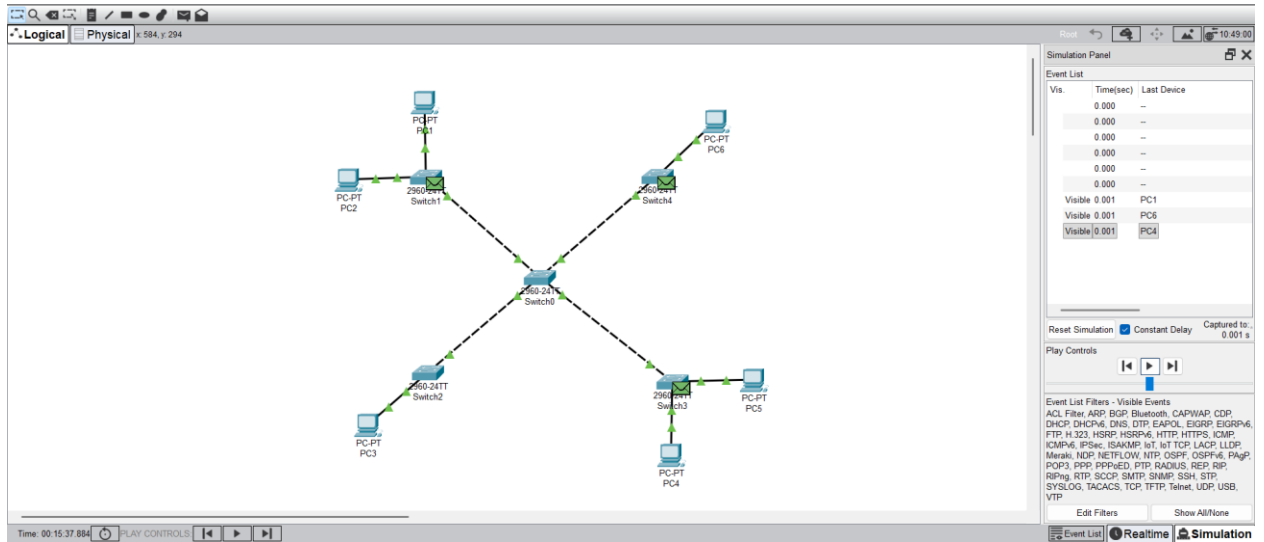
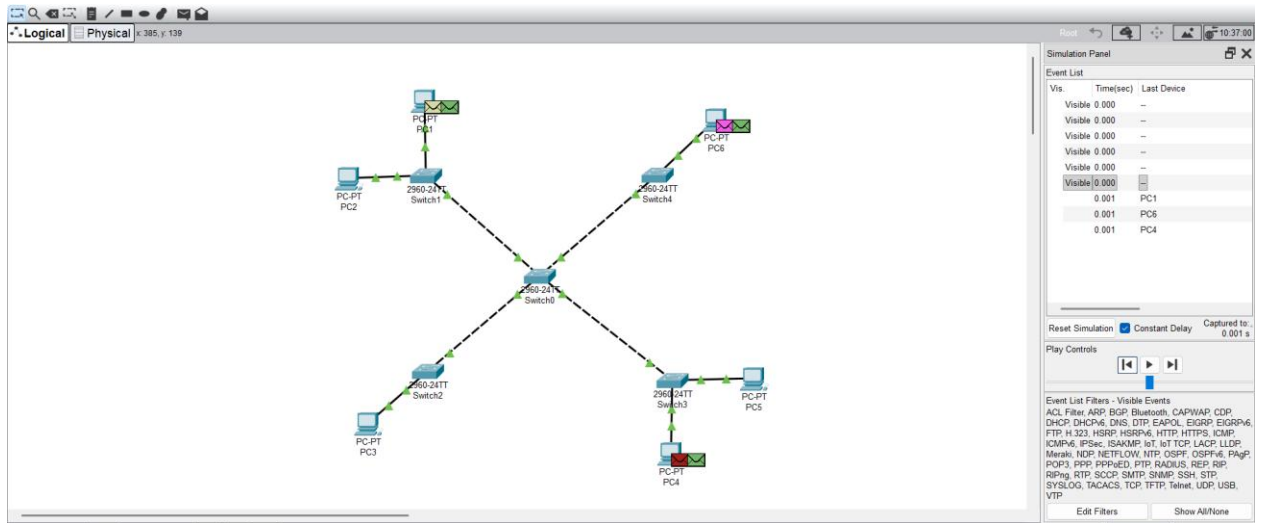




Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Failed	PC1	PC2	ICMP		0.000	N	0	(edit)	(delete)
	Successful	PC6	PC3	ICMP		0.000	N	1	(edit)	(delete)
	Failed	PC4	PC5	ICMP		0.000	N	2	(edit)	(delete)

3. Cambia los hubs por switches y compara los resultados.





Time: 00:15:37.886 | Logical | Physical | x: 753, y: 317

Simulation Panel

Event List

Vis	Time(sec)	Last Device
Visible	0.002	Switch4
Visible	0.002	Switch3
Visible	0.002	Switch3
Visible	0.003	-
Visible	0.003	-
Visible	0.003	Switch0
Visible	0.003	Switch0
Visible	0.003	Switch0
Visible	0.003	PC2
Visible	0.003	Switch0
Visible	0.003	PC5
Visible	0.003	-

Reset Simulation ☒ Constant Delay Captured to: 0.003 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, PPPoE, PTP, RADIUS, REP, RIP, RIPv2, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters Show All/None

Time: 00:15:37.886 | PLAY CONTROLS

Time: 00:15:37.886 | Logical | Physical | x: 570, y: 23

Simulation Panel

Event List

Vis	Time(sec)	Last Device
Visible	0.004	-
Visible	0.004	Switch0
Visible	0.004	Switch0
Visible	0.004	Switch0
Visible	0.004	Switch0
Visible	0.004	Switch2
Visible	0.004	Switch3
Visible	0.004	Switch3
Visible	0.004	Switch4
Visible	0.004	Switch1
Visible	0.004	-
Visible	0.004	Switch1
Visible	0.004	-

Reset Simulation ☒ Constant Delay Captured to: 0.004 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, PPPoE, PTP, RADIUS, REP, RIP, RIPv2, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters Show All/None

Time: 00:15:37.886 | PLAY CONTROLS

Time: 00:15:37.886 | Logical | Physical | x: 651, y: 104

Simulation Panel

Event List

Vis	Time(sec)	Last Device
Visible	0.004	Switch1
Visible	0.004	-
Visible	0.005	-
Visible	0.005	Switch0
Visible	0.005	Switch3
Visible	0.005	-
Visible	0.005	Switch1
Visible	0.005	Switch2
Visible	0.005	Switch3
Visible	0.005	Switch4
Visible	0.005	Switch1
Visible	0.005	PC1
Visible	0.005	-

Reset Simulation ☒ Constant Delay Captured to: 0.005 s

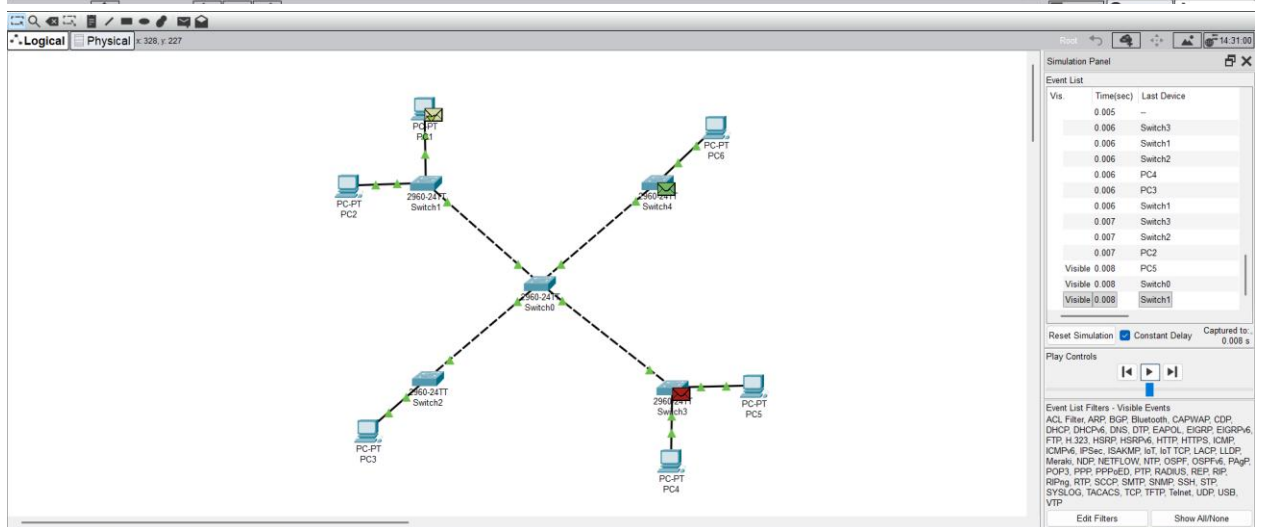
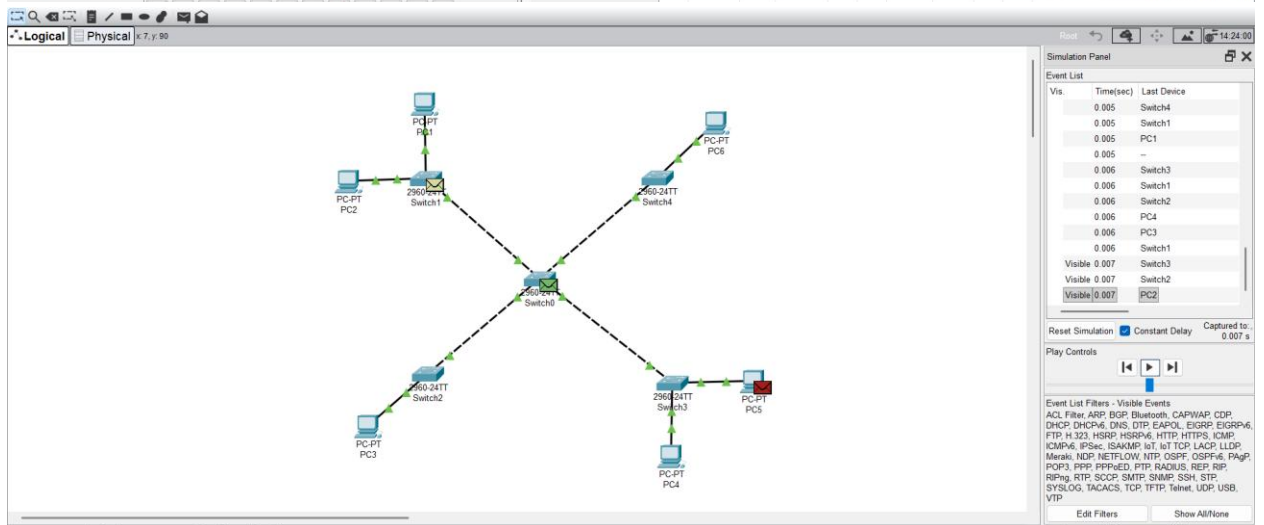
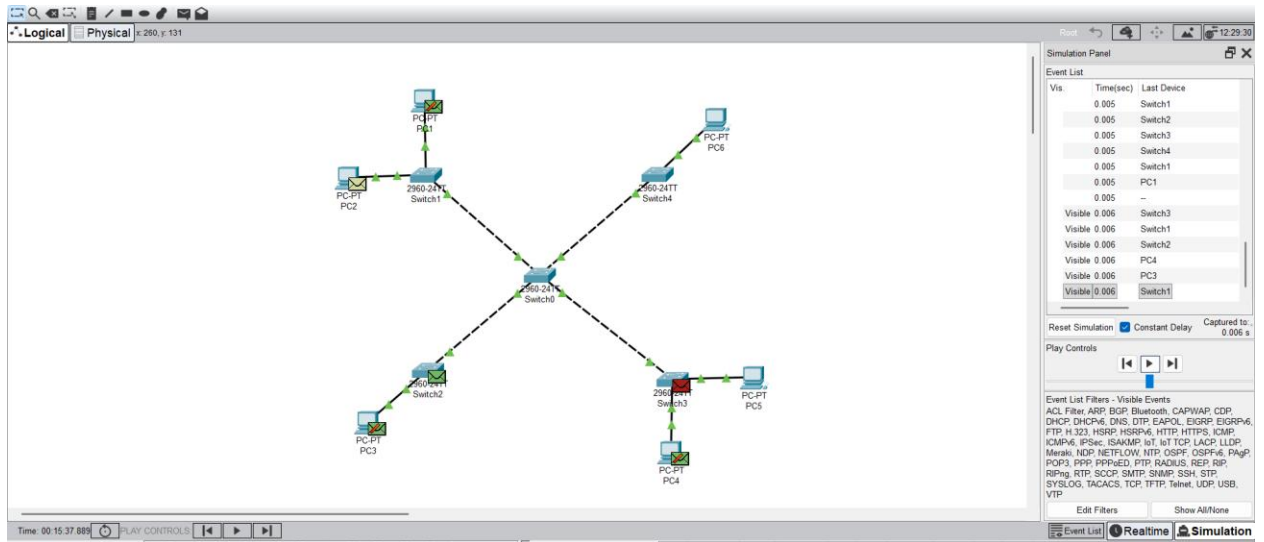
Play Controls

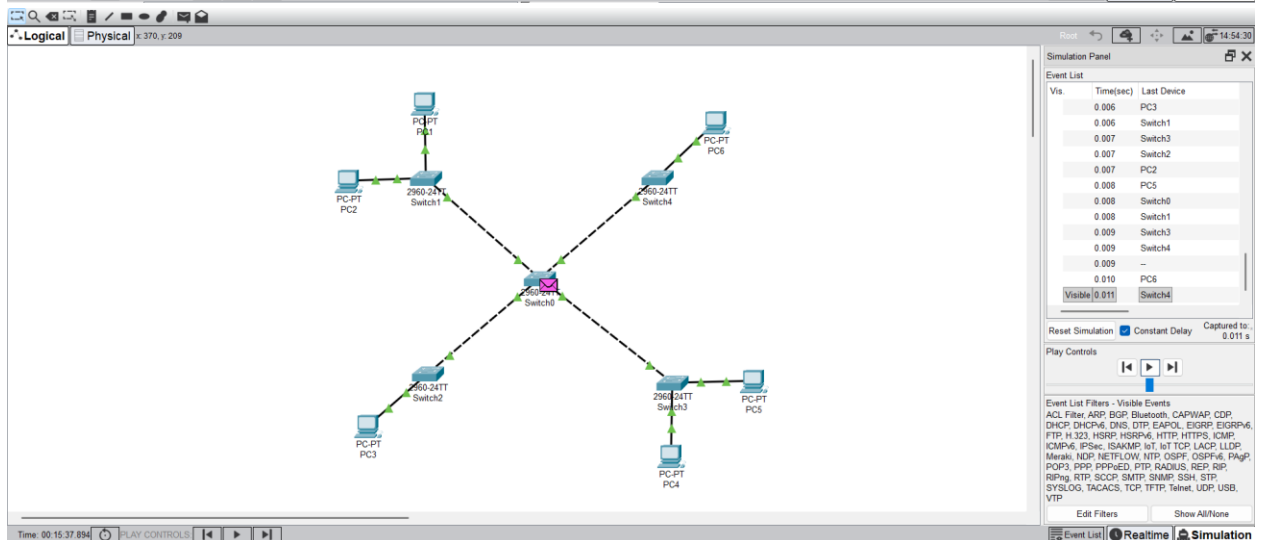
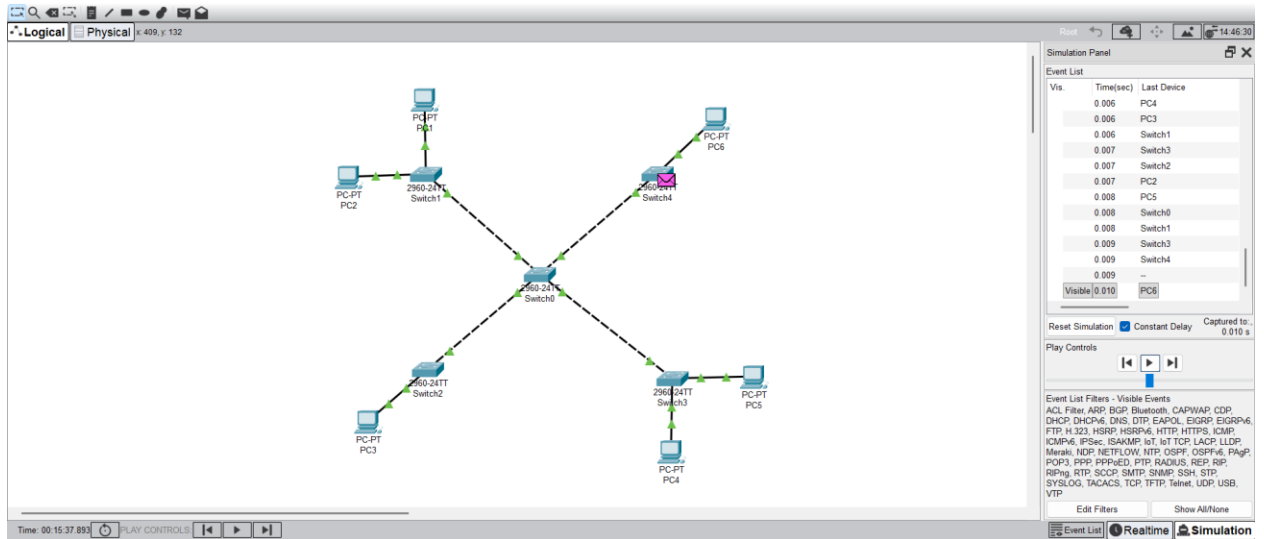
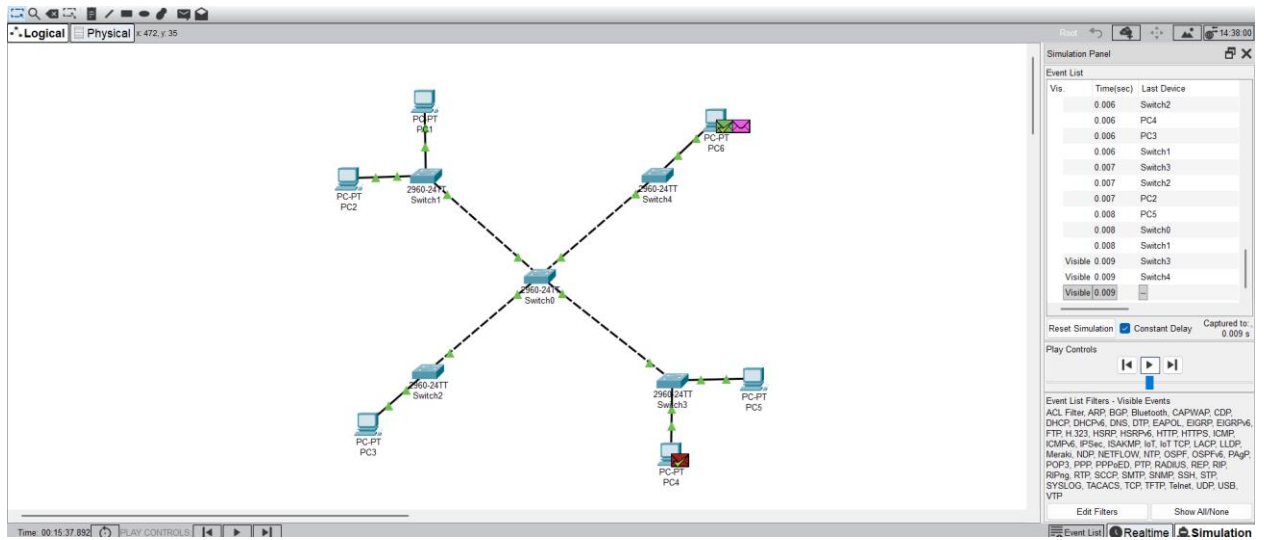
Event List Filters - Visible Events

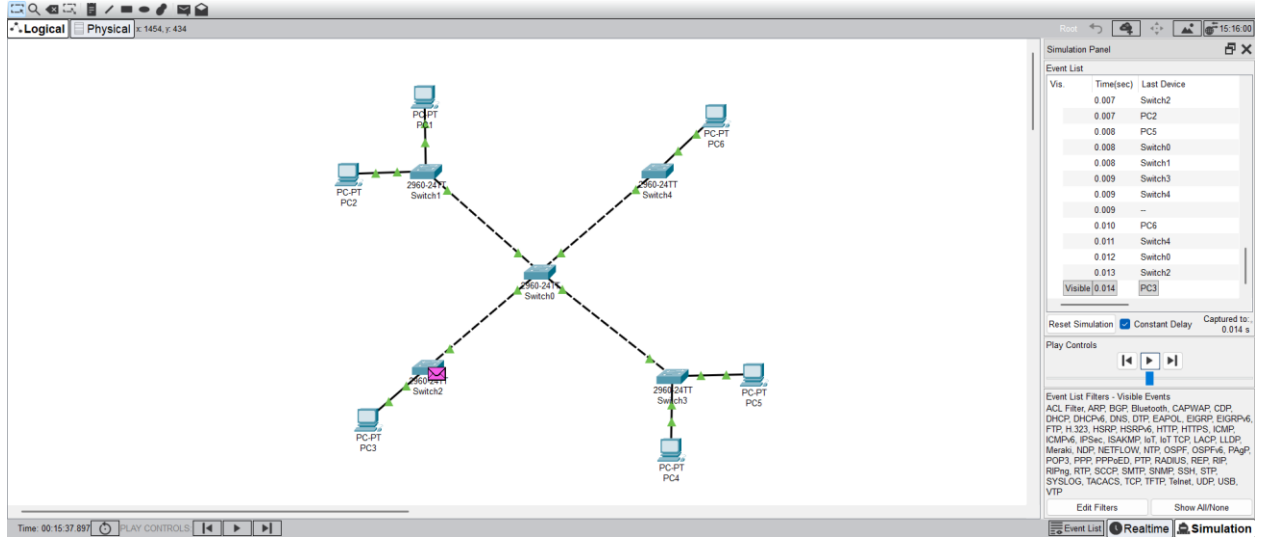
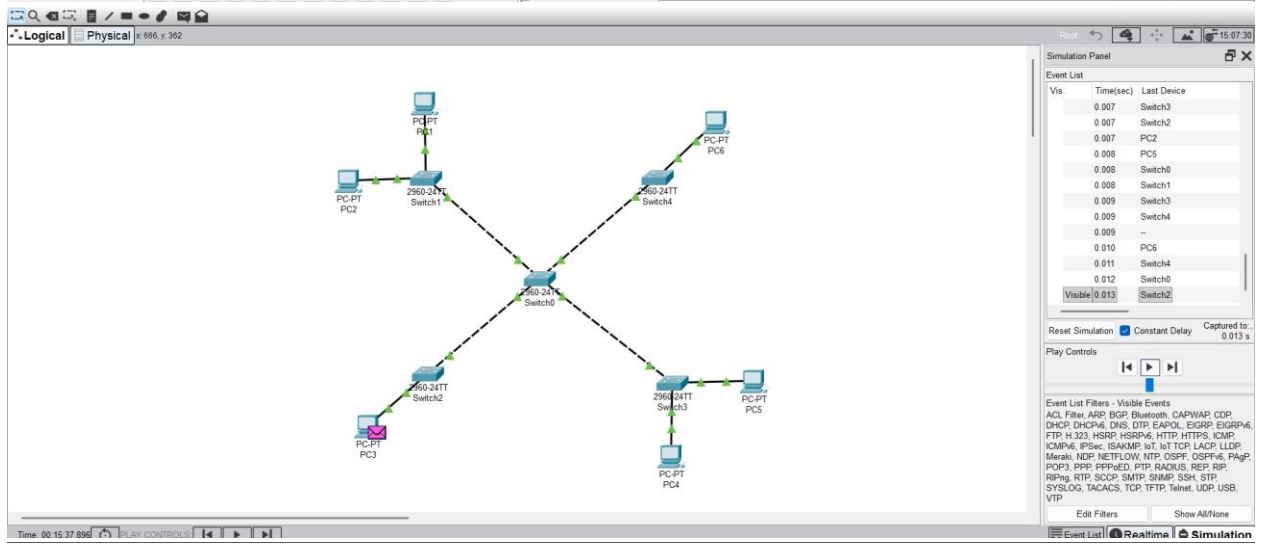
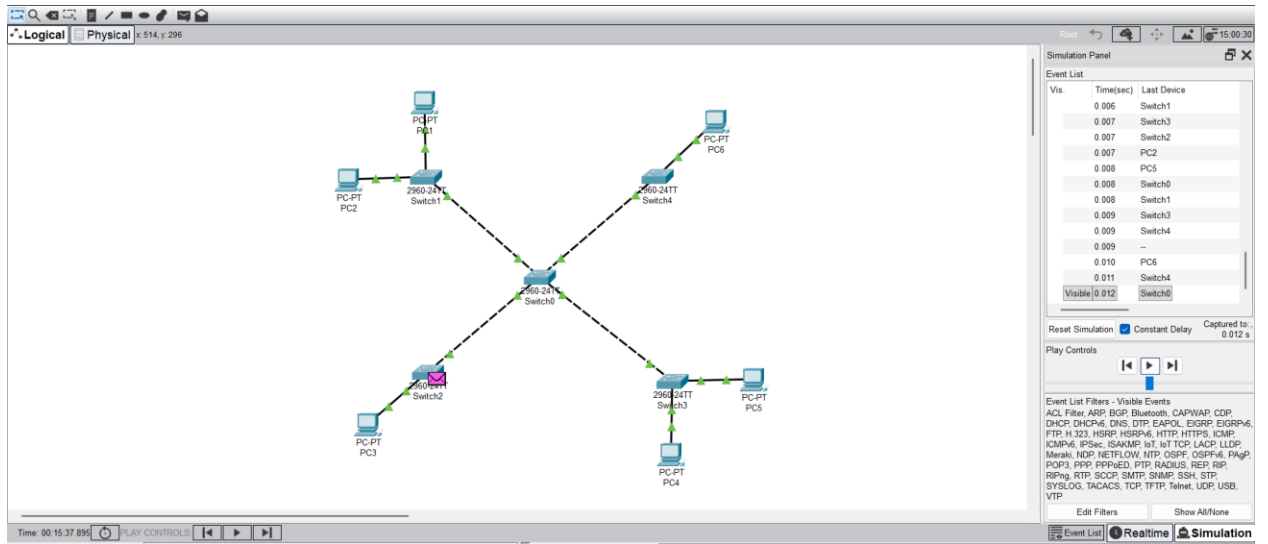
ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, iot, iot TCP, LACP, LLDP, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RIPv2, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

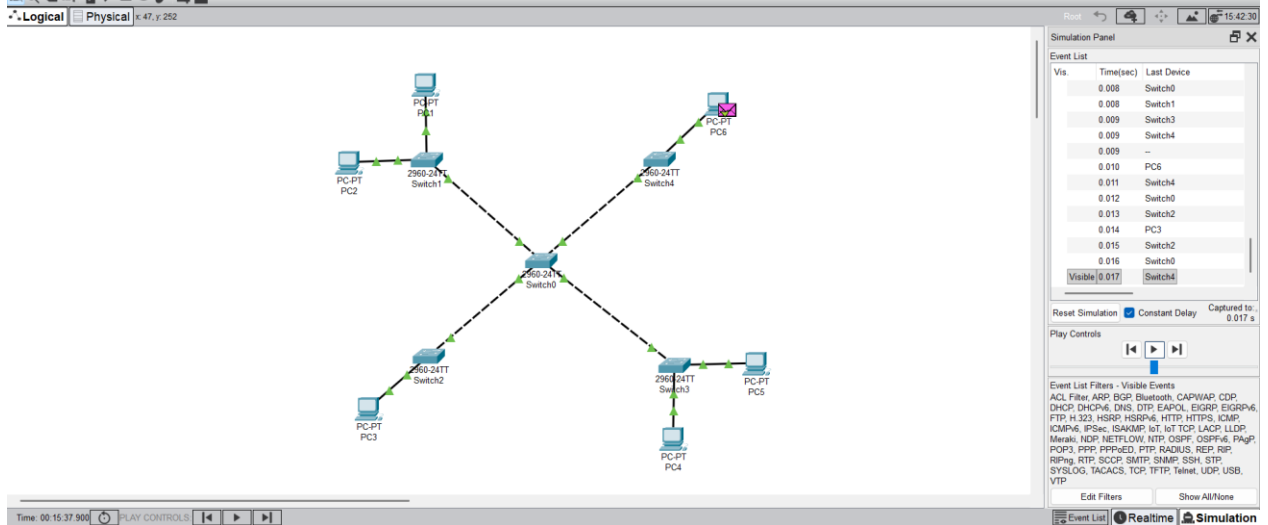
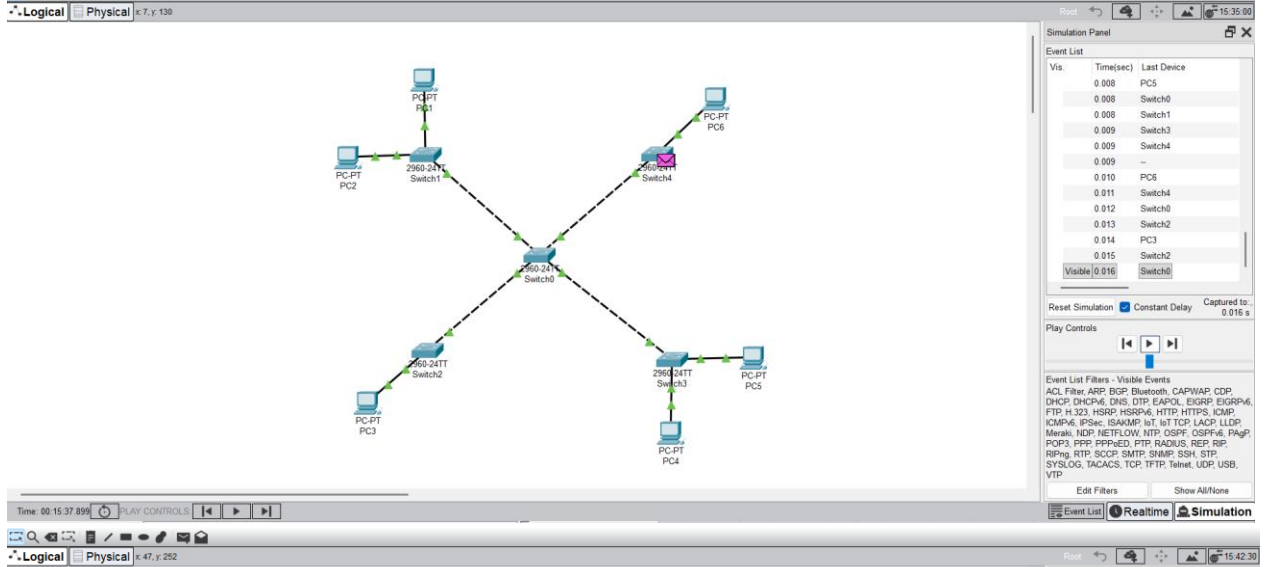
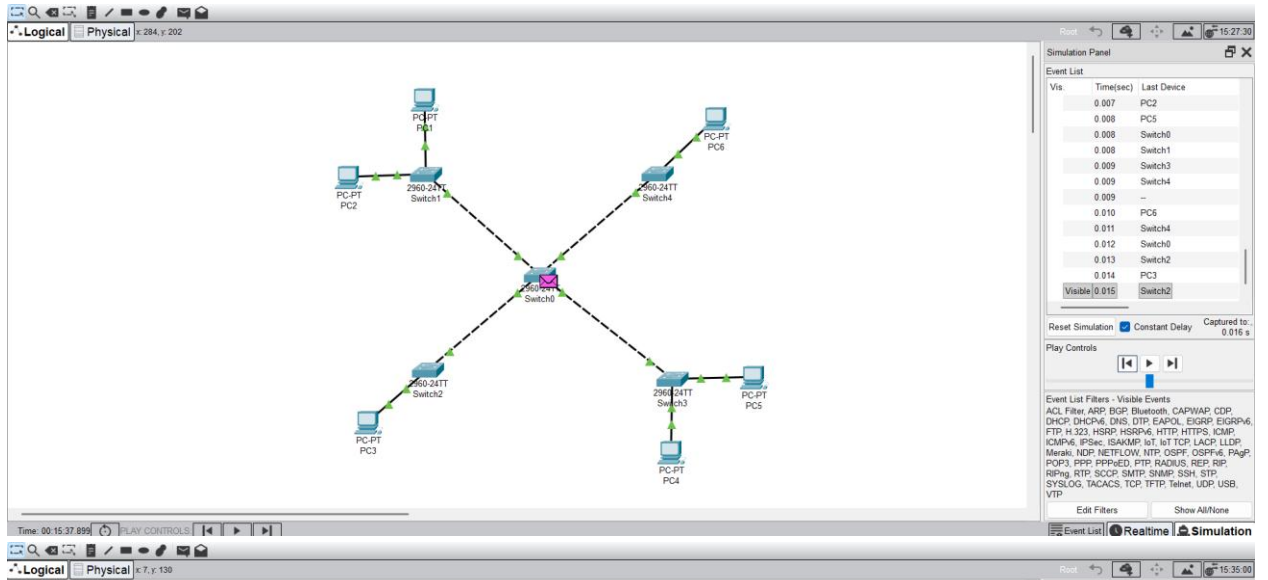
Edit Filters Show All/None







Time: 00:15:37.886 | PLAY CONTROLS









Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC1	PC2	ICMP		0.000	N	0	(edit)	(delete)
	Successful	PC6	PC3	ICMP		0.000	N	1	(edit)	(delete)
	Successful	PC4	PC5	ICMP		0.000	N	2	(edit)	(delete)