

C

B

A

A

C

C

A

C

E

A

B

D

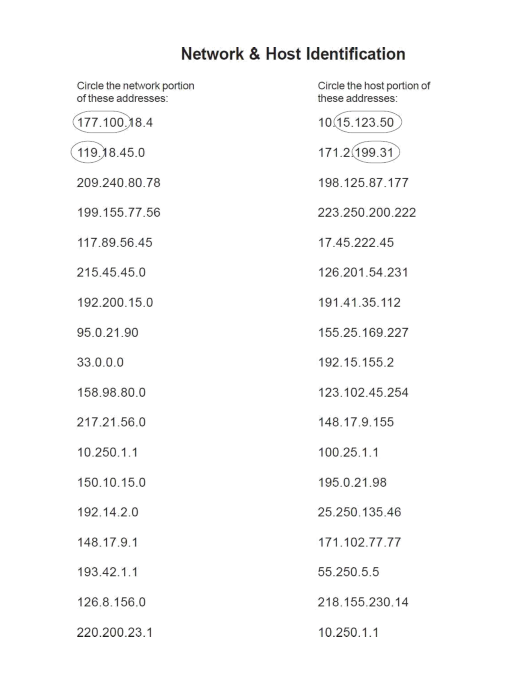
C

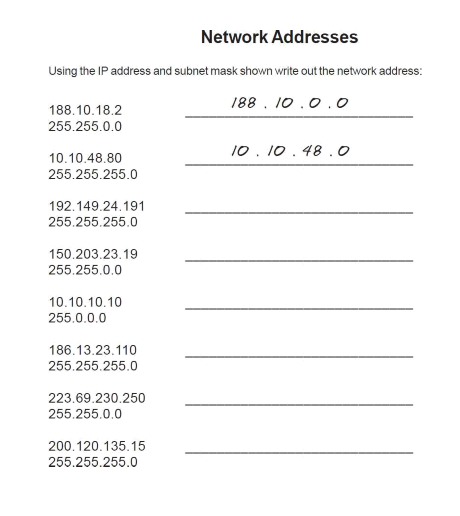
A

C

B

C

****

****

200.120.135.0

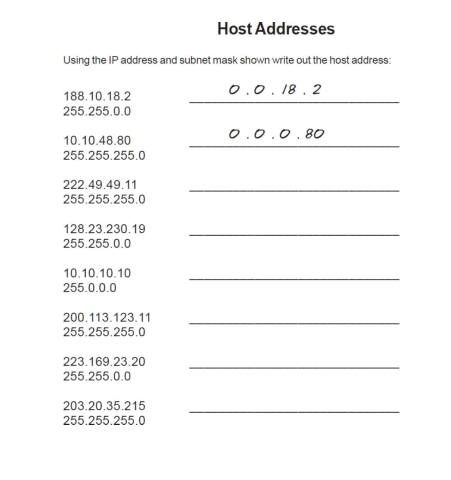
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186.13.23.0

10.0.0.0

150.203.0.0

192.149.24

****

0.0.0.215

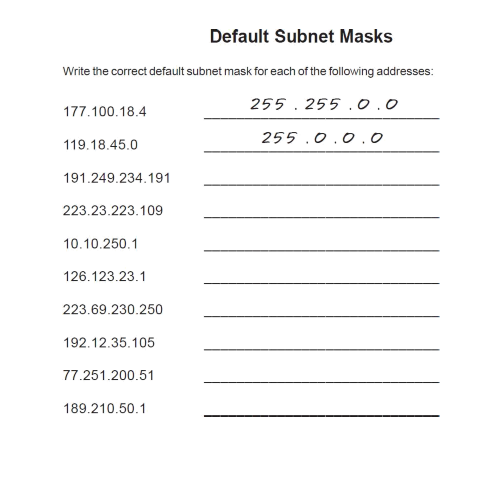
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0.0.0.11

0.10.10.10

0.0.230.19

0.0.0.11

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255.255.0.0

255.0.0.0

255.255.255.0

255.255.255.0

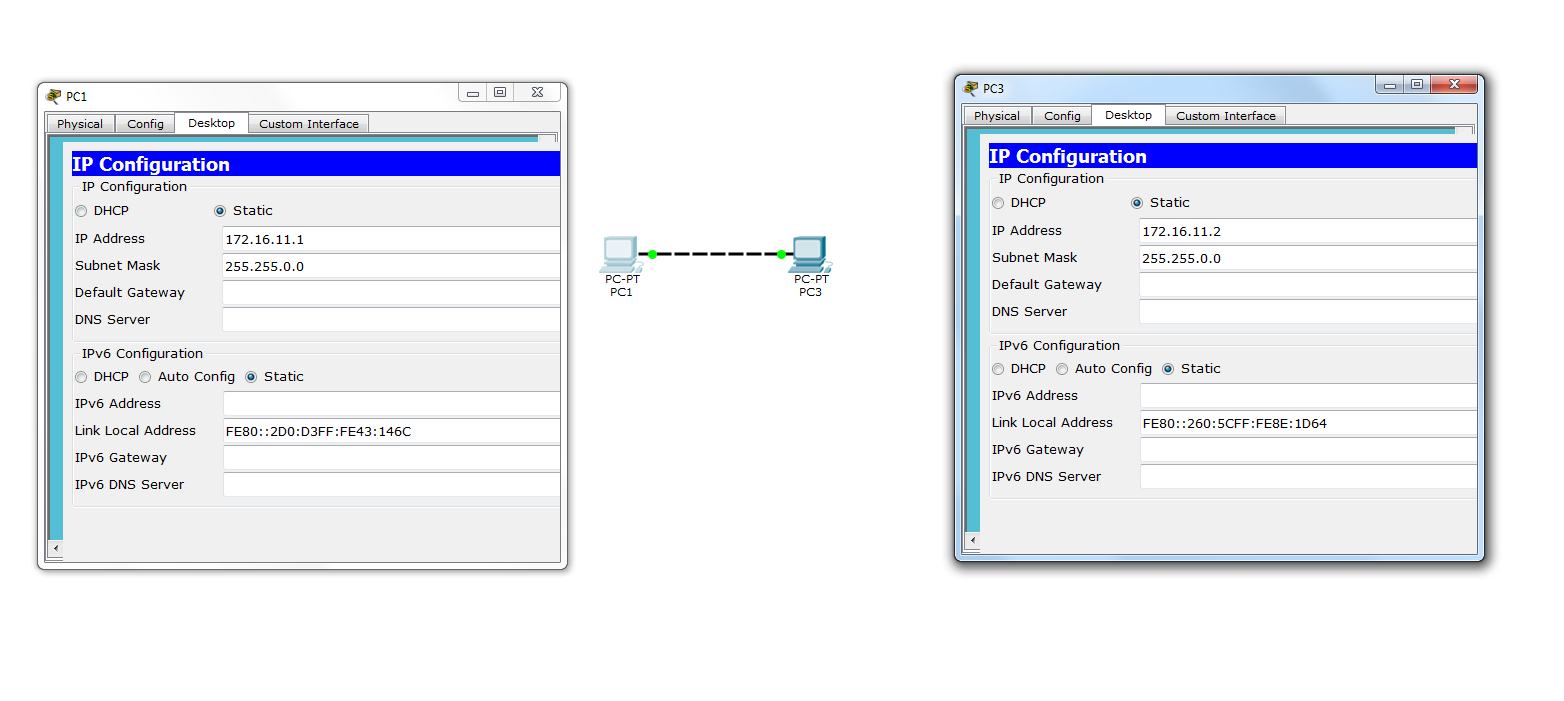
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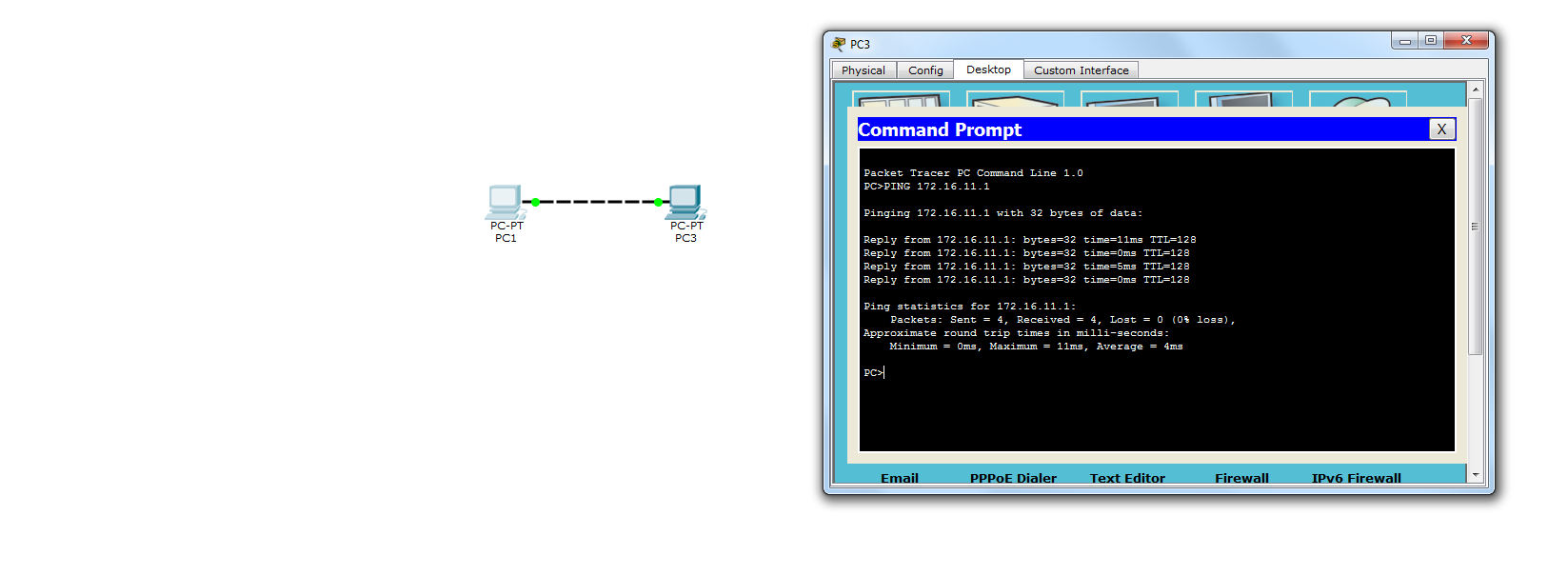
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255.255.255.0

255.255.0.0

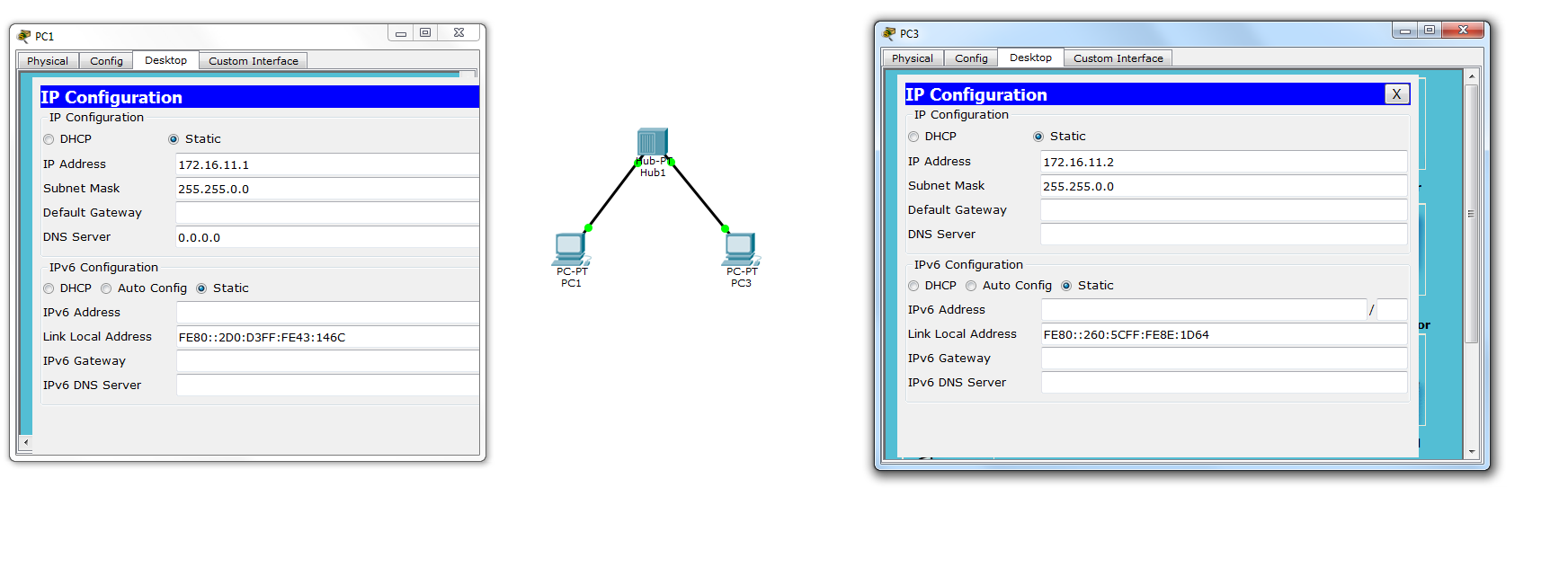
**Q1**

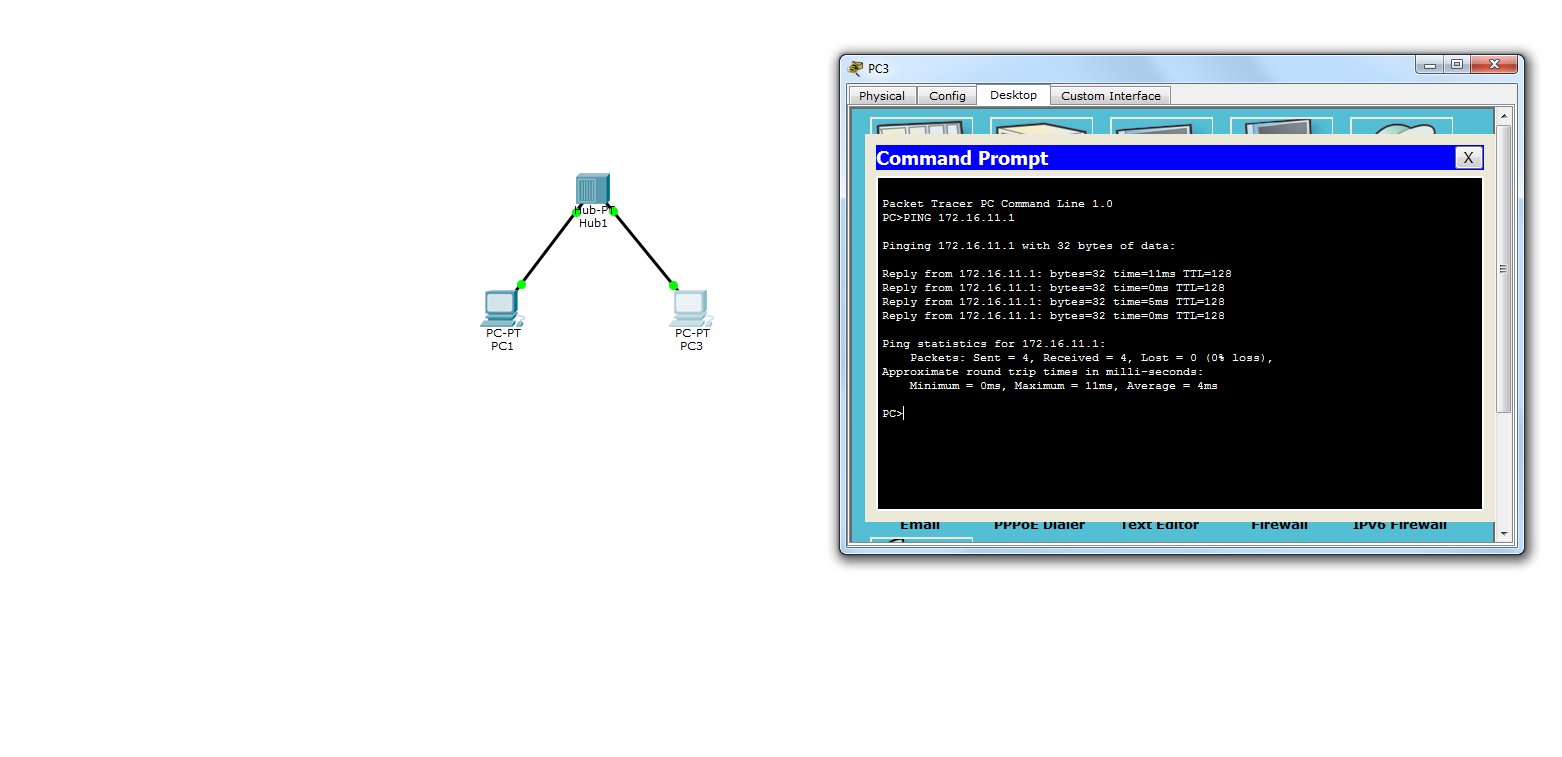
****

****

**As the two PCs are similar devices hence a cross wire is used.**

**Q2**

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****A hub is a common connection point for the two PCs in this network. It is connecting the two segments of the LAN.

Q3

1. Straight wire: linking two different devices i.e PC and switch.
2. Straight wire: linking two different devices i.e router and switch.
3. Cross wire: linking two similar devices i.e router and router.

Q4

In real-time mode the network behaves as real devices do, with immediate real-time response

for all network activities. In logical mode, the user can see and control the the data transfer in the network over the time interval.