

Creare una prima rete composta dalle seguenti postazioni:

PC\_01 192.168.13.64

PC\_02 192.168.13.67

PC\_03 192.168.13.70

Connesse attraverso un hub02

Creare una seconda rete composta dalle seguenti postazioni

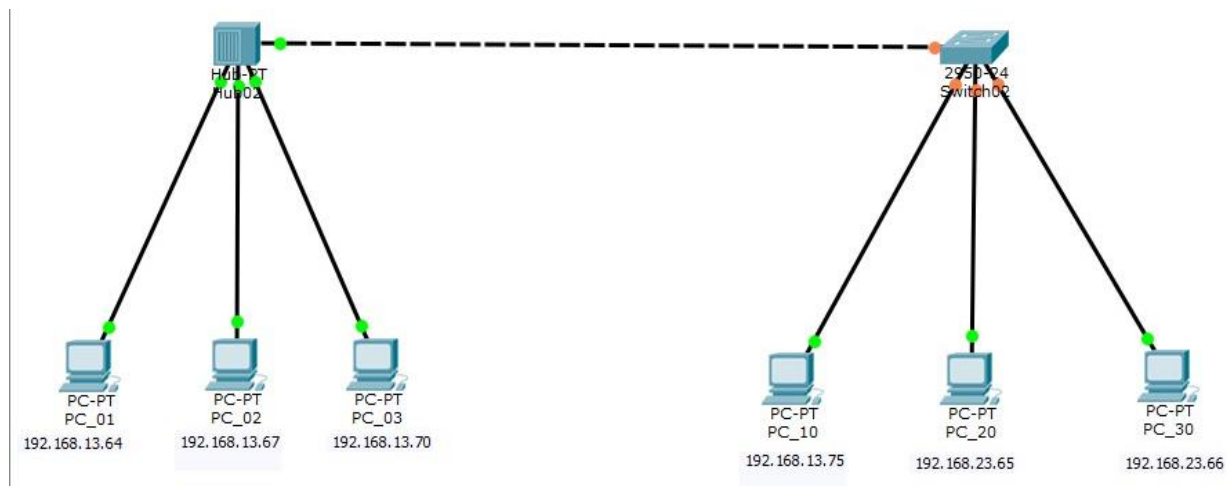
PC\_10 192.168.13.75

PC\_20 192.168.23.65

PC\_30 192.168.23.66

Connesse attraverso un switch02

connettere l'hub02 allo switch02 tramite cavo ethernet



1. Effettuare ping/invio pacchetto tra PC\_01 e PC\_03.

The screenshot displays a network simulation software interface. On the left, a small network diagram shows a computer icon labeled 'PC-PT PC\_30'. The main window is titled 'Simulation Panel' and contains several sections:

- Event List:** A table showing a sequence of ICMP events. The first event at 0.000s is from PC\_01. Subsequent events show the packet being received by Hub02, forwarded to PC\_02, then PC\_03, and finally back to Hub02 and PC\_01. The last event at 0.004s shows the packet being received by Switch02.
- Reset Simulation:** A button with a checkbox for 'Constant Delay' which is checked.
- Captured to:** A text field showing '\* 0.004 s'.
- Play Controls:** Buttons for 'Back', 'Auto Capture / Play', and 'Capture / Forward'. A progress bar is located below these buttons.
- Event List Filters - Visible Events:** A section showing 'ICMP' as the filter, with buttons for 'Edit Filters' and 'Show All/None'.

At the bottom of the interface, there is a status bar with the text 'Event List' and 'Simulation'. Below this is a table summarizing the current event:

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num
	Successful	PC_01	PC_03	ICMP		0.000	N	0

- Effettuare ping/invio pacchetto tra PC\_01 e PC\_10.

The screenshot shows the Simulation Panel in Cisco Packet Tracer. The Event List table displays the following data:

Vis.	Time(sec)	Last Device	At Device	Type	Info
	0.008	Hub02	PC_02	ICMP	
	0.008	Hub02	PC_03	ICMP	
	0.008	Hub02	Switch02	ICMP	
	0.009	Switch02	PC_10	ICMP	
	0.010	PC_10	Switch02	ICMP	
	0.011	Switch02	Hub02	ICMP	
	0.012	Hub02	PC_01	ICMP	
	0.012	Hub02	PC_02	ICMP	
	0.012	Hub02	PC_03	ICMP	

Below the Event List, the Play Controls section shows the 'Auto Capture / Play' button. The Event List Filters section shows 'ICMP' as the selected filter. At the bottom, the Simulation Panel shows a successful ping from PC\_01 to PC\_10.

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num
	Successful	PC_01	PC_10	ICMP		0.000	N	0

- Effettuare ping/invio pacchetto tra PC\_03 e PC\_30.

The screenshot shows the Logical View of the network topology. Two hubs are connected to each other. Each hub is connected to three PCs. The PCs are labeled PC\_01, PC\_02, PC\_03, PC\_10, PC\_20, and PC\_30. The IP addresses for the PCs are: PC\_01 (192.168.13.64), PC\_02 (192.168.13.67), PC\_03 (192.168.13.70), PC\_10 (192.168.13.75), PC\_20 (192.168.23.65), and PC\_30 (192.168.23.61).

The Simulation Panel on the right shows the Event List table with the following data:

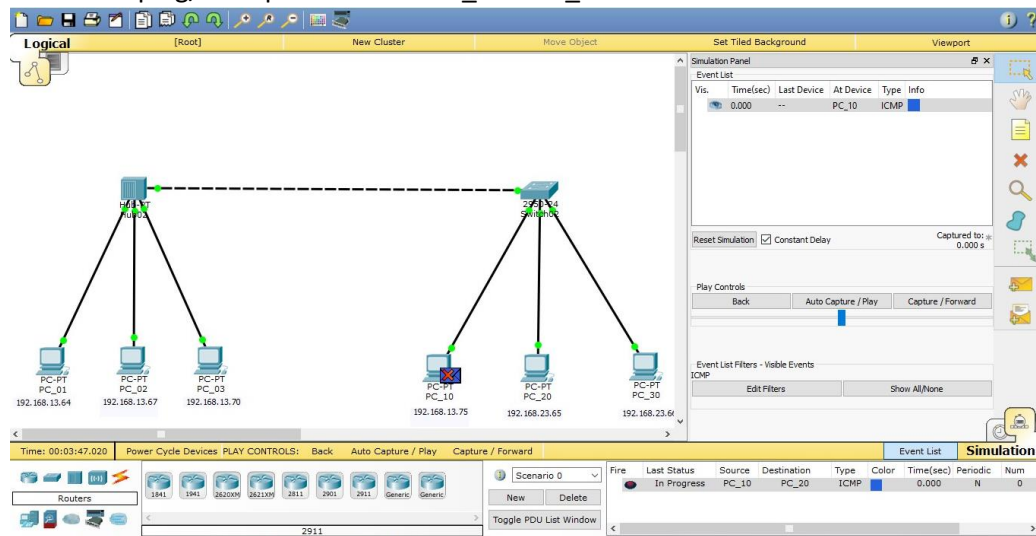
Vis.	Time(sec)	Last Device	At Device	Type	Info
	0.000	--	PC_03	ICMP	

Below the Event List, the Play Controls section shows the 'Auto Capture / Play' button. The Event List Filters section shows 'ICMP' as the selected filter. At the bottom, the Simulation Panel shows a ping from PC\_03 to PC\_30 in progress.

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num
	In Progress	PC_03	PC_30	ICMP		0.000	N	0

Si noti come in questo caso non si possa effettuare il ping tra le due macchine. Questo perché la subnet mask è impostata a 24 bit.

4. Effettuare ping/invio pacchetto tra PC\_10 e PC\_20.



Si noti come sia impossibile effettuare anche questo ping a causa della subnet mask.