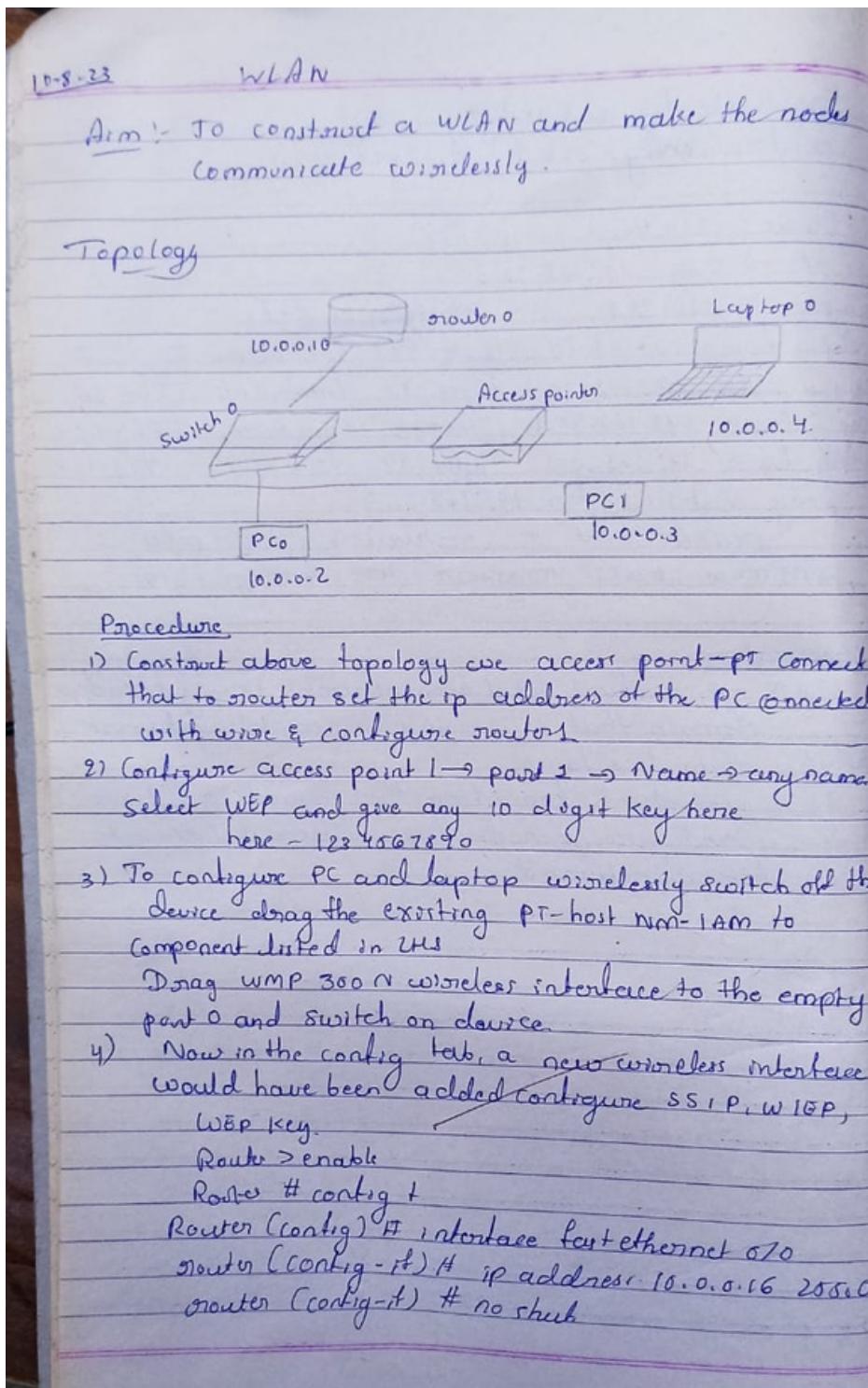


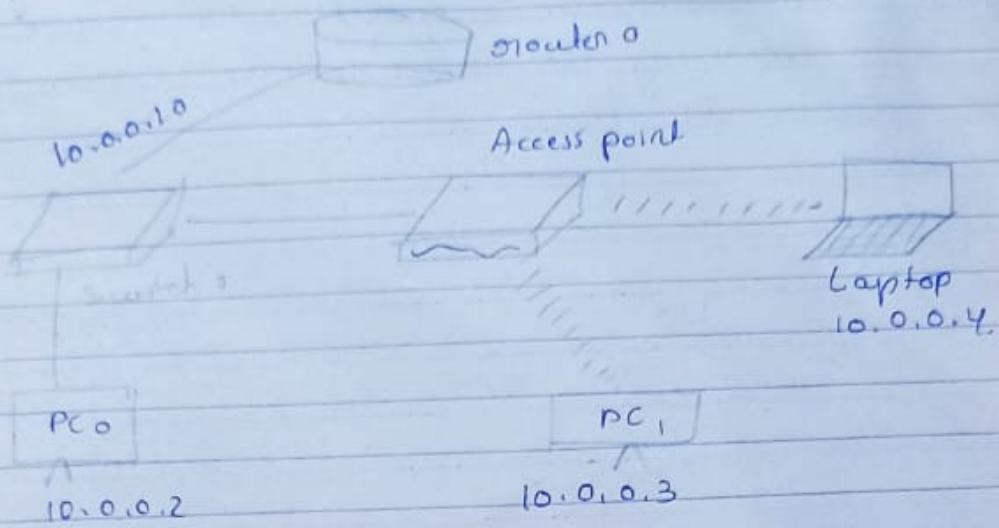
WEEK 11

To construct a WLAN and make the nodes communicate wirelessly

OBSERVATION:



Result:



in PC₀ (10.0.0.2)

Ping > ping 10.0.0.3

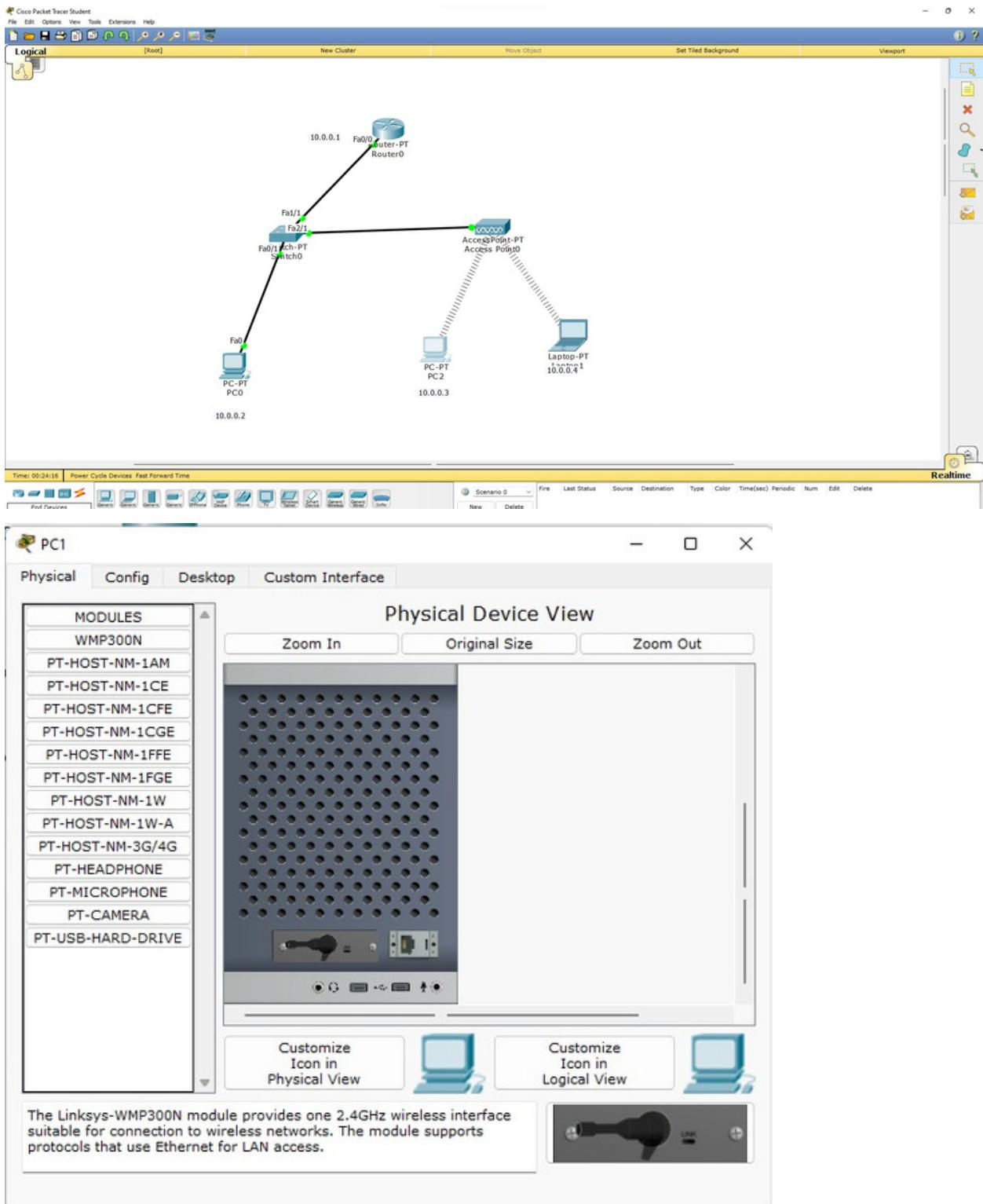
pinging 10.0.0.3 with 32 bytes of data
reply from 10.0.0.3 bytes = 32 time = 21 ms TTL=128
" " time = 12 ms TTL=128
" " time = 6 ms TTL=128
" " time = 0 ms TTL=128

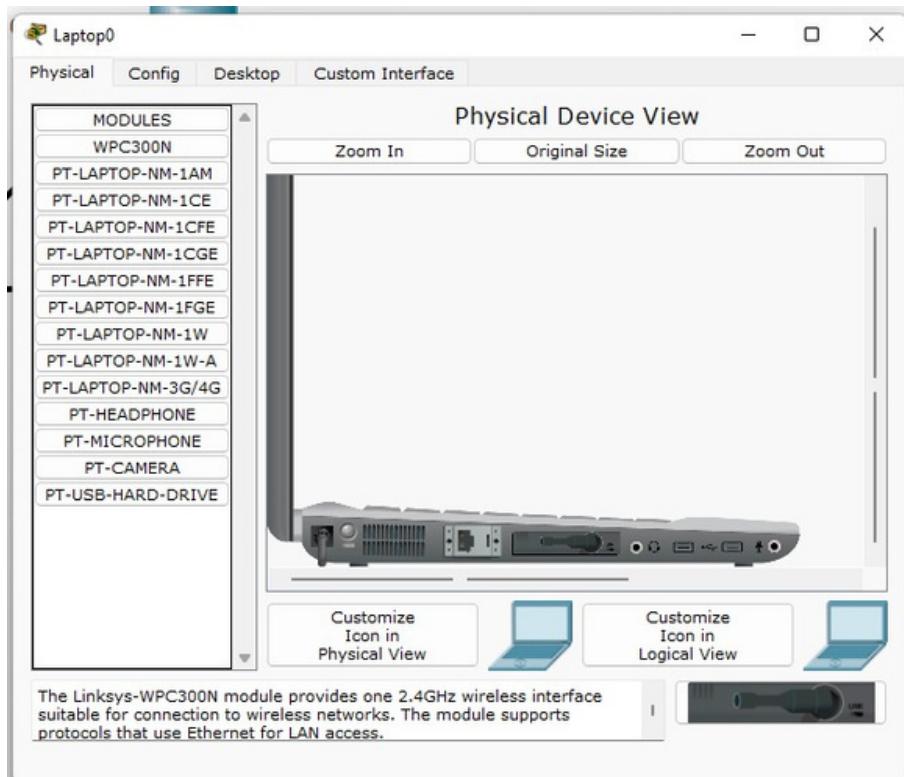
Ping statistics for 10.0.0.3
packets Sent = 4, received = 4 lost (0%)
approximate round trip time in ms sender
minimum = 6ms, maximum = 21 ms Avg ± 12 ms

Observation

- ✓ 18/03/2023
- 1) Wireless local area network (WLAN) is a group of isolated computer or other devices that form a network based on radio transmission rather than wire connections.
 - 2) After the WLAN is setup, the lined connection appears on topology from access point.

TOPOLOGY:





OUTPUT:

The screenshot shows the NetworkMiner application window titled "PC0". The "Physical" tab is selected. In the center, there is a "Command Prompt" window with a blue header bar. The window displays the following command-line output:

```
Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),
PC>ping 10.0.0.3
Pinging 10.0.0.3 with 32 bytes of data:
Request timed out.
Request timed out.
Request timed out.
Request timed out.

Ping statistics for 10.0.0.3:
  Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),
PC>ping 10.0.0.3
Pinging 10.0.0.3 with 32 bytes of data:
Reply from 10.0.0.3: bytes=32 time=21ms TTL=128
Reply from 10.0.0.3: bytes=32 time=7ms TTL=128
Reply from 10.0.0.3: bytes=32 time=9ms TTL=128
Reply from 10.0.0.3: bytes=32 time=10ms TTL=128

Ping statistics for 10.0.0.3:
  Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
  Approximate round trip times in milli-seconds:
    Minimum = 7ms, Maximum = 21ms, Average = 11ms
PC>
```