

Name – Nishant barthwal

MCA – 2B

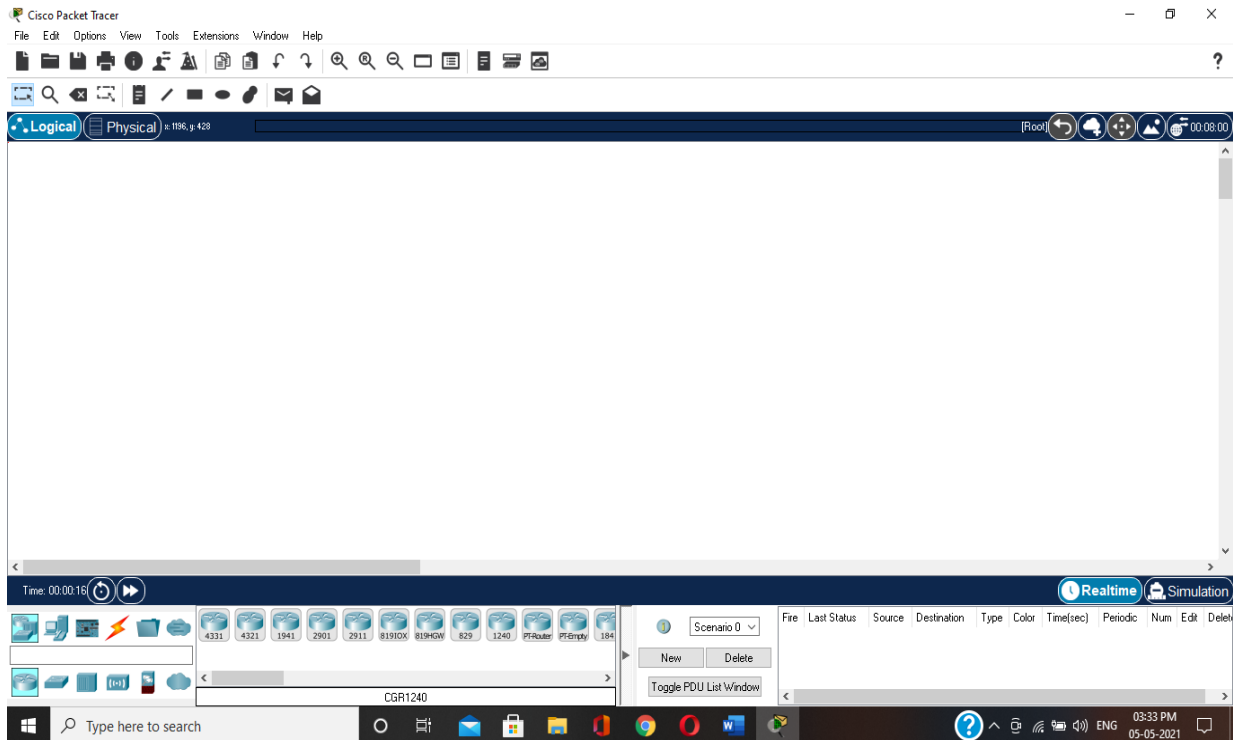
Roll no - 2001096

CN MOCK PRACTICAL

Q1: Design a network connecting two pcs.

Step 1-

open software packet tracer



Step 2-

drag icon general (Personal Computer) and drop to worksheets.

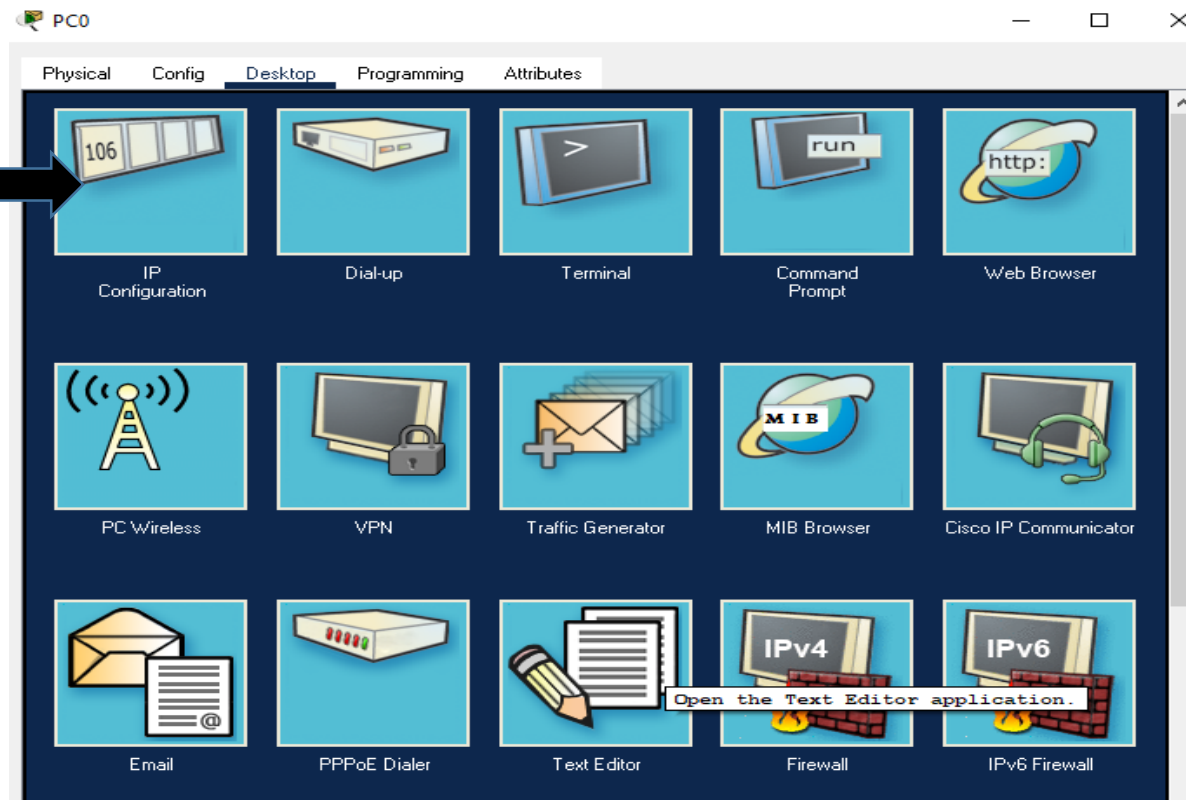
Choose Connection Type.

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click PC0 then click PC1.



Step 3-

Double click PC0.
Desktop tab, then click IP Configuration.



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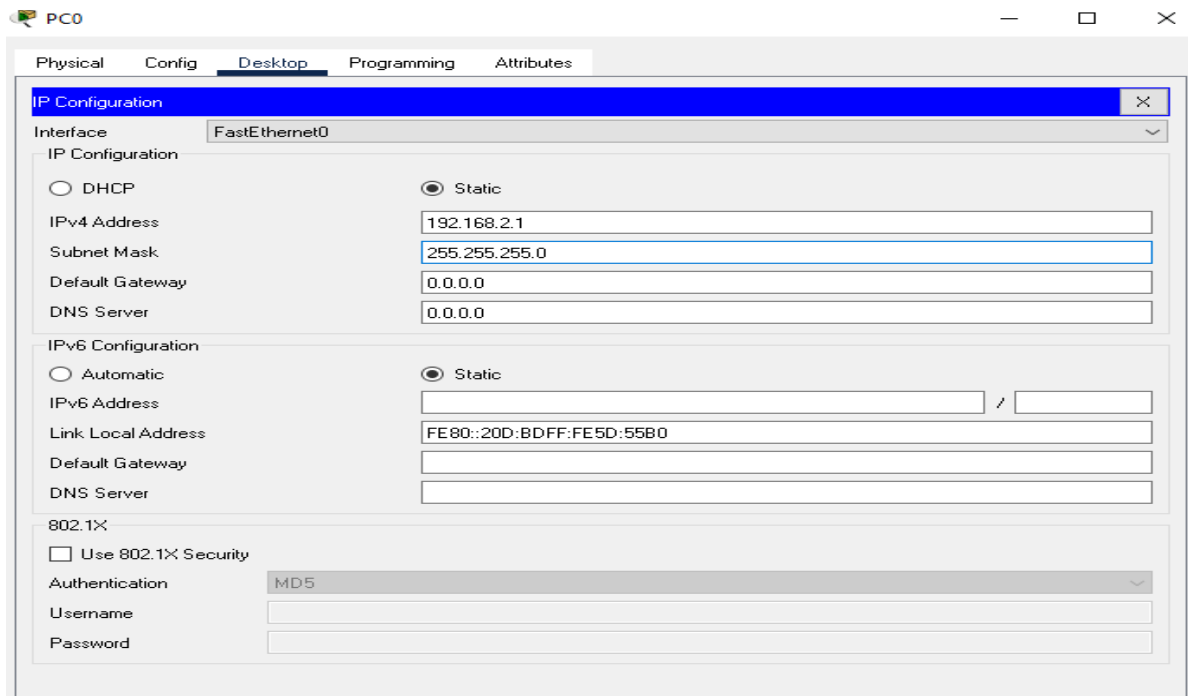
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Step 4-

Set IP Address for Subnet Mask.

IP Address PC0 = **192.168.2.1**

Subnet Mask = **255.255.255.0**



Step 5-

close window PC0

double click PC1

Desktop tab, then click IP Configuration.

set IP Address for Subnet Mask.

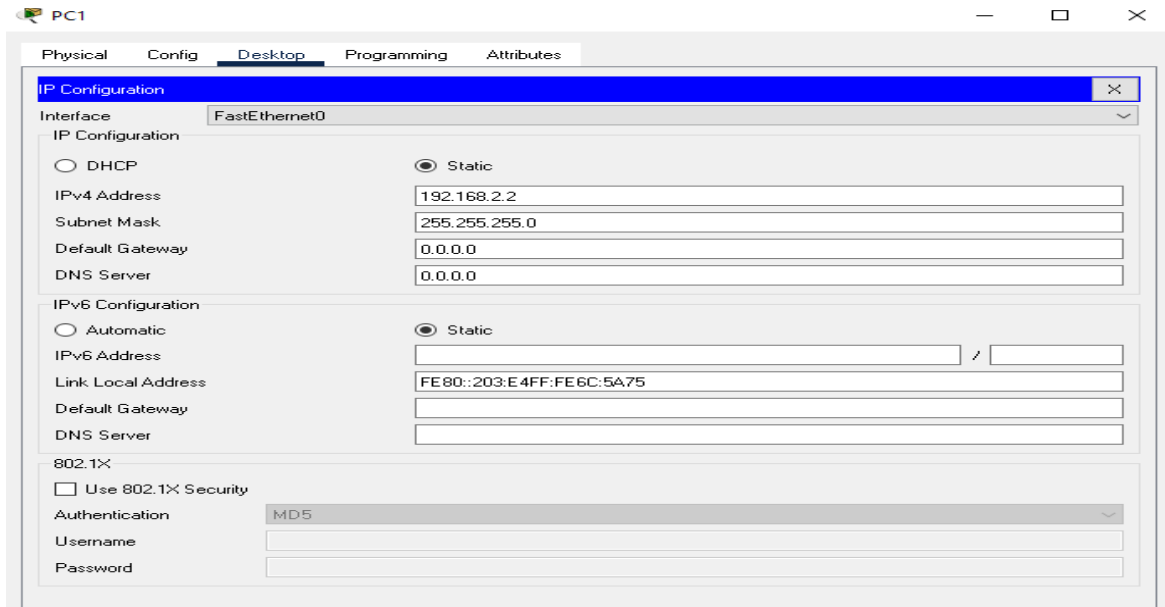
IP Address PC0 = 192.168.2.2

Subnet Mask = 255.255.255.0

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Step 6-

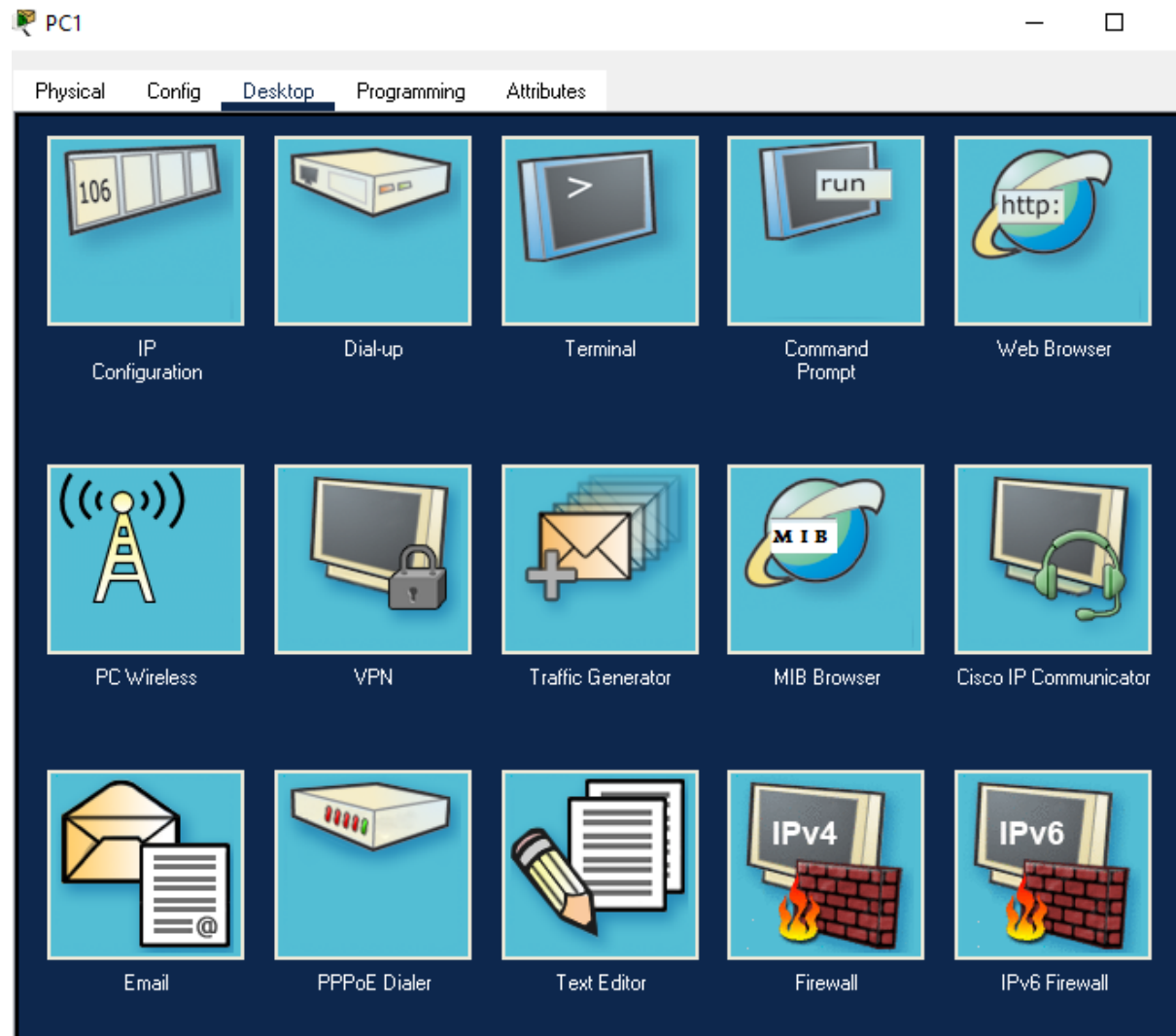
Desktop tab, then click Command Prompt



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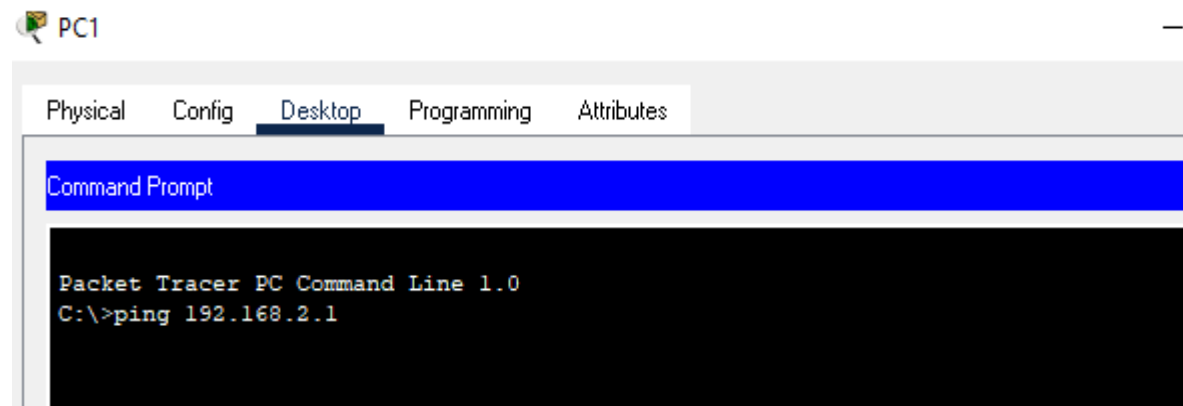
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Step 7-

type ping 192.168.2.1 then enter.



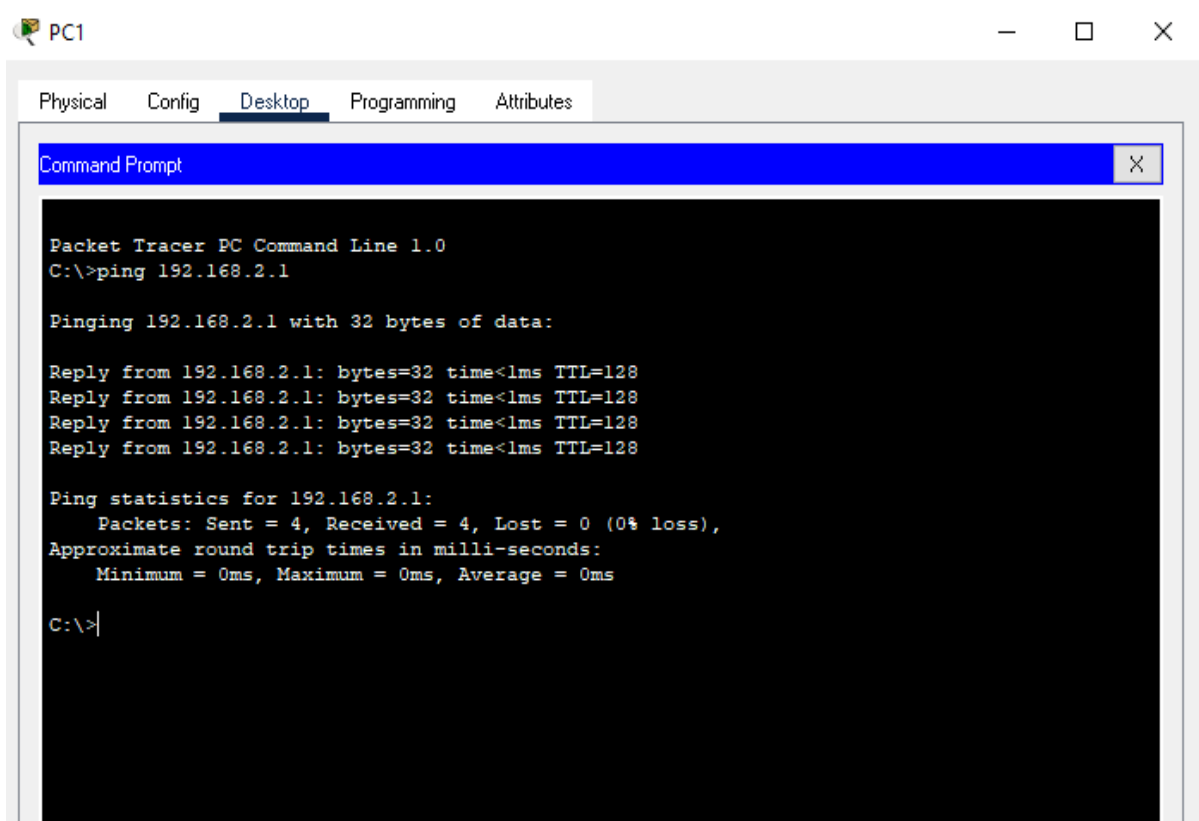
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Step 8-

if it appears as shown below, it means PC0 and PC1 are connected and successful.



Q 2: What is network?

A network consists of two or more computers that are linked in order to share resources (such as printers and CDs), exchange files, or allow electronic communications. The computers on a network may be linked through cables, telephone lines, radio waves, satellites, or infrared light beams.

In information technology, a network is defined as **the connection of at least two computer systems**, either by a cable or a wireless connection. The simplest network is a combination of two computers connected by a cable. This type of network is called a **peer-to-peer network**. There is no hierarchy in this network; both participants have equal privileges. Each computer has access to the data of the other device and can **share resources** such as disk space, applications or peripheral devices (printers, etc.).

Today's networks tend to be a bit more complex and don't just consist of two computers. Systems with more than ten participants usually use **client-server networks**. In these networks, a central computer (server) provides resources to the other participants in the network (clients).

Two very common types of networks include:

- [Local Area Network \(LAN\)](#)
- [Wide Area Network \(WAN\)](#)

You may also see references to a Metropolitan Area Networks (MAN), a Wireless LAN (WLAN), or a Wireless WAN (WWAN).

Local Area Network

A Local Area Network (LAN) is a network that is confined to a relatively small area. It is generally limited to a geographic area such as a writing lab, school, or building.

Computers connected to a network are broadly categorized as servers or workstations. Servers are generally not used by humans directly, but rather run continuously to provide "services" to the other computers (and their human users) on the network. Services provided can include printing and faxing, software hosting, file storage and sharing, messaging, data storage and retrieval, complete access control (security) for the network's resources, and many others.

Wide Area Network

Wide Area Networks (WANs) connect networks in larger geographic areas, such as Florida, the United States, or the world. Dedicated transoceanic cabling or satellite uplinks may be used to connect this type of global network.

Using a WAN, schools in Florida can communicate with places like Tokyo in a matter of seconds, without paying enormous phone bills. Two users a half-world apart with workstations equipped with microphones and a webcams might teleconference in real time. A WAN is complicated. It uses multiplexers, bridges, and routers to connect local and metropolitan networks to global communications networks like the Internet. To users, however, a WAN will not appear to be much different than a LAN.