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Subject: BCS

Practical – 5

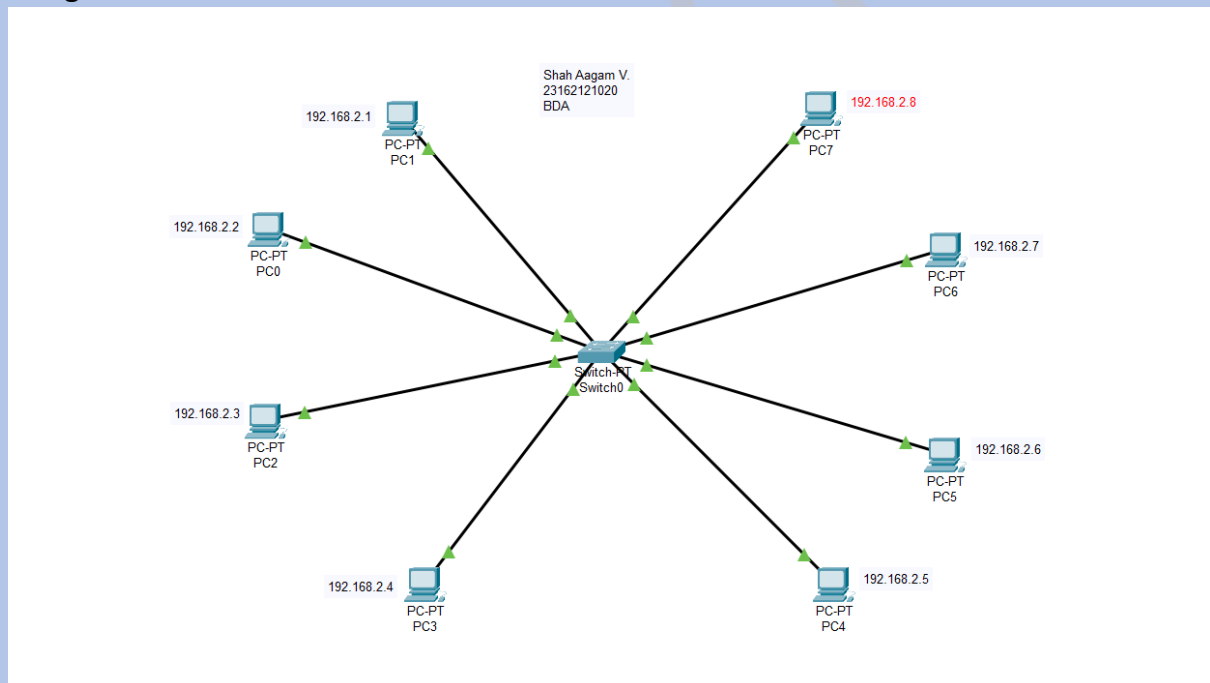
Date : 14/3/2024

Aim: Create Logical and Physical designs of Star Topology.

Case 1: Logical Design of Star Topology using Cisco Packet Tracer

Description :

Design :



Device Configuration:

Packet Transfer :

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC1	PC0	ICMP		0.000	N	0	(edit)	(delete)
	Successful	PC1	PC2	ICMP		0.000	N	1	(edit)	(delete)
	Successful	PC1	PC3	ICMP		0.000	N	2	(edit)	(delete)
	Successful	PC1	PC4	ICMP		0.000	N	3	(edit)	(delete)
	Successful	PC1	PC5	ICMP		0.000	N	4	(edit)	(delete)
	Successful	PC1	PC6	ICMP		0.000	N	5	(edit)	(delete)
	Successful	PC1	PC7	ICMP		0.000	N	6	(edit)	(delete)

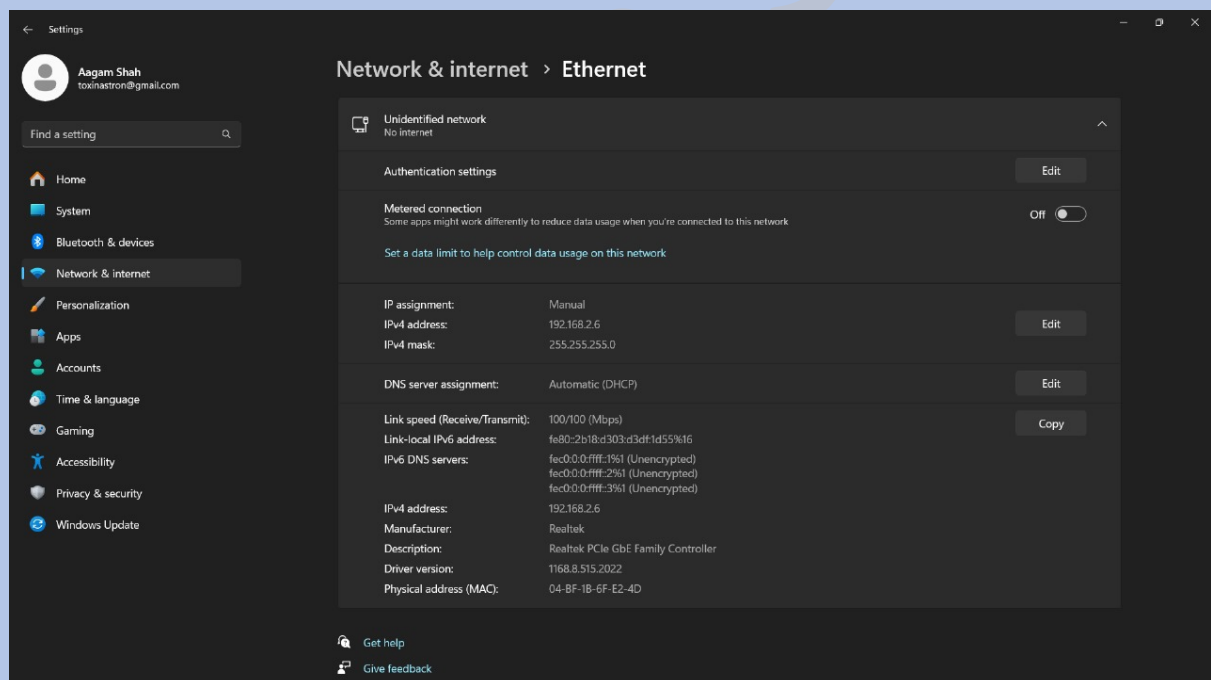
## Case 2: Physical Design of Star Topology using a switch

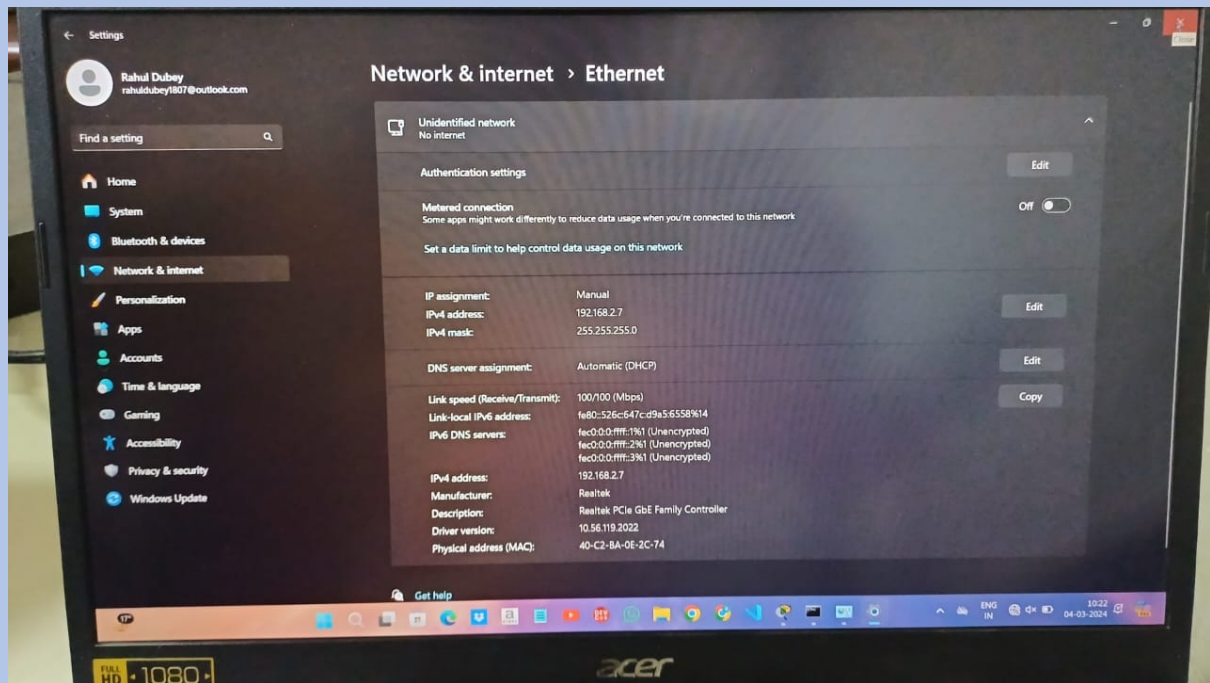
Description :

Design :



Device Configuration:





Network & internet > Ethernet

Unidentified network

No internet

Authentication settings

Edit

Metered connection

Some apps might work differently to reduce data usage when you're connected to this network

Off

Set a data limit to help control data usage on this network

IP assignment:

Manual

Edit

IPv4 address:

192.168.2.5

IPv4 mask:

255.255.255.0

DNS server assignment:

Automatic (DHCP)

Edit

Link speed (Receive/Transmit):

100/100 (Mbps)

Copy

Link-local IPv6 address:

fe80::abf1:8a13:c6f:8591%11

IPv6 DNS servers:

fec0:0:0:ffff::1%1 (Unencrypted)

fec0:0:0:ffff::2%1 (Unencrypted)

fec0:0:0:ffff::3%1 (Unencrypted)

IPv4 address:

192.168.2.5

Manufacturer:

Realtek

Description:

Realtek PCIe GbE Family Controller

Driver version:

1168.8.515.2022

Physical address (MAC):

04-42-1A-A2-A0-C8

Get help

Search

Taskbar icons: File Explorer, Microsoft Edge, Chrome, TV, Settings, Mail, Photos, Calendar, Clock, Weather, News, Sports, Finance, Health, Education, Entertainment, Shopping, Travel, Food, Drink, Home, Office, School, Work, Play, Learn, Grow, Connect, Share, Give, Help, Feedback

ENG

IN

10:20

04-03-2024

Settings

Anik Shaikh  
anikshaikh28125@gmail.com

Find a setting

Home

System

Bluetooth & devices

Network & internet

Personalization

Apps

Accounts

Time & language

Gaming

Accessibility

Privacy & security

Windows Update

Network & internet > Ethernet

Unidentified network

No internet

Authentication settings

Edit

Metered connection

Some apps might work differently to reduce data usage when you're connected to this network

Off

Set a data limit to help control data usage on this network

IP assignment:

Manual

Edit

IPv4 address:

192.168.2.8

IPv4 mask:

255.255.255.0

DNS server assignment:

Automatic (DHCP)

Edit

Link speed (Receive/Transmit):

100/100 (Mbps)

Copy

Link-local IPv6 address:

fe80::345c:8fcc:2d2c:2d6d%16

IPv6 DNS servers:

fec0:0:0:ffff::1%1 (Unencrypted)

fec0:0:0:ffff::2%1 (Unencrypted)

fec0:0:0:ffff::3%1 (Unencrypted)

IPv4 address:

192.168.2.8

Manufacturer:

Realtek

Description:

Realtek Gaming GbE Family Controller

Driver version:

1168.13.424.2023

Physical address (MAC):

E0-73-E7-31-57-6C

Get help

Give feedback

### Packet Transfer :

```
C:\>ping 192.168.2.2
```

```
Pinging 192.168.2.2 with 32 bytes of data:
```

```
Reply from 192.168.2.2: bytes=32 time<1ms TTL=128  
Reply from 192.168.2.2: bytes=32 time<1ms TTL=128  
Reply from 192.168.2.2: bytes=32 time<1ms TTL=128  
Reply from 192.168.2.2: bytes=32 time<1ms TTL=128
```

```
Ping statistics for 192.168.2.2:
```

```
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),  
Approximate round trip times in milli-seconds:  
    Minimum = 0ms, Maximum = 0ms, Average = 0ms
```

```
C:\>ping 192.168.2.3
```

```
Pinging 192.168.2.3 with 32 bytes of data:
```

```
Reply from 192.168.2.3: bytes=32 time<1ms TTL=128  
Reply from 192.168.2.3: bytes=32 time<1ms TTL=128  
Reply from 192.168.2.3: bytes=32 time<1ms TTL=128  
Reply from 192.168.2.3: bytes=32 time<1ms TTL=128
```

```
Ping statistics for 192.168.2.3:
```

```
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),  
Approximate round trip times in milli-seconds:  
    Minimum = 0ms, Maximum = 0ms, Average = 0ms
```

```
C:\>ping 192.168.2.4
```

```
Pinging 192.168.2.4 with 32 bytes of data:
```

```
Reply from 192.168.2.4: bytes=32 time=8ms TTL=128  
Reply from 192.168.2.4: bytes=32 time<1ms TTL=128  
Reply from 192.168.2.4: bytes=32 time=4ms TTL=128  
Reply from 192.168.2.4: bytes=32 time<1ms TTL=128
```

```
Ping statistics for 192.168.2.4:
```

```
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),  
Approximate round trip times in milli-seconds:  
    Minimum = 0ms, Maximum = 8ms, Average = 3ms
```

```
C:\>ping 192.168.2.5
```

```
Pinging 192.168.2.5 with 32 bytes of data:
```

```
Reply from 192.168.2.5: bytes=32 time=1ms TTL=128
```

```
Reply from 192.168.2.5: bytes=32 time<1ms TTL=128
```

```
Reply from 192.168.2.5: bytes=32 time<1ms TTL=128
```

```
Reply from 192.168.2.5: bytes=32 time<1ms TTL=128
```

```
Ping statistics for 192.168.2.5:
```

```
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
```

```
Approximate round trip times in milli-seconds:
```

```
    Minimum = 0ms, Maximum = 1ms, Average = 0ms
```

```
C:\>ping 192.168.2.6
```

```
Pinging 192.168.2.6 with 32 bytes of data:
```

```
Reply from 192.168.2.6: bytes=32 time=1ms TTL=128
```

```
Reply from 192.168.2.6: bytes=32 time=9ms TTL=128
```

```
Reply from 192.168.2.6: bytes=32 time<1ms TTL=128
```

```
Reply from 192.168.2.6: bytes=32 time=6ms TTL=128
```

```
Ping statistics for 192.168.2.6:
```

```
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
```

```
Approximate round trip times in milli-seconds:
```

```
    Minimum = 0ms, Maximum = 9ms, Average = 4ms
```

```
C:\>ping 192.168.2.7
```

```
Pinging 192.168.2.7 with 32 bytes of data:
```

```
Reply from 192.168.2.7: bytes=32 time=2ms TTL=128
```

```
Reply from 192.168.2.7: bytes=32 time=6ms TTL=128
```

```
Reply from 192.168.2.7: bytes=32 time=6ms TTL=128
```

```
Reply from 192.168.2.7: bytes=32 time=7ms TTL=128
```

```
Ping statistics for 192.168.2.7:
```

```
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
```

```
Approximate round trip times in milli-seconds:
```

```
    Minimum = 2ms, Maximum = 7ms, Average = 5ms
```

```
C:\>ping 192.168.2.8
```

```
C:\>ping 192.168.2.8
```

```
Pinging 192.168.2.8 with 32 bytes of data:
```

```
Reply from 192.168.2.8: bytes=32 time<1ms TTL=128
```

```
Reply from 192.168.2.8: bytes=32 time<1ms TTL=128
```

```
Reply from 192.168.2.8: bytes=32 time<1ms TTL=128
```

```
Reply from 192.168.2.8: bytes=32 time=6ms TTL=128
```

```
Ping statistics for 192.168.2.8:
```

```
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
```

```
Approximate round trip times in milli-seconds:
```

```
    Minimum = 0ms, Maximum = 6ms, Average = 1ms
```

```
C:\>|
```

### **Conclusion:**

**In this Practical , We Got To know About Switches in Real Life.**