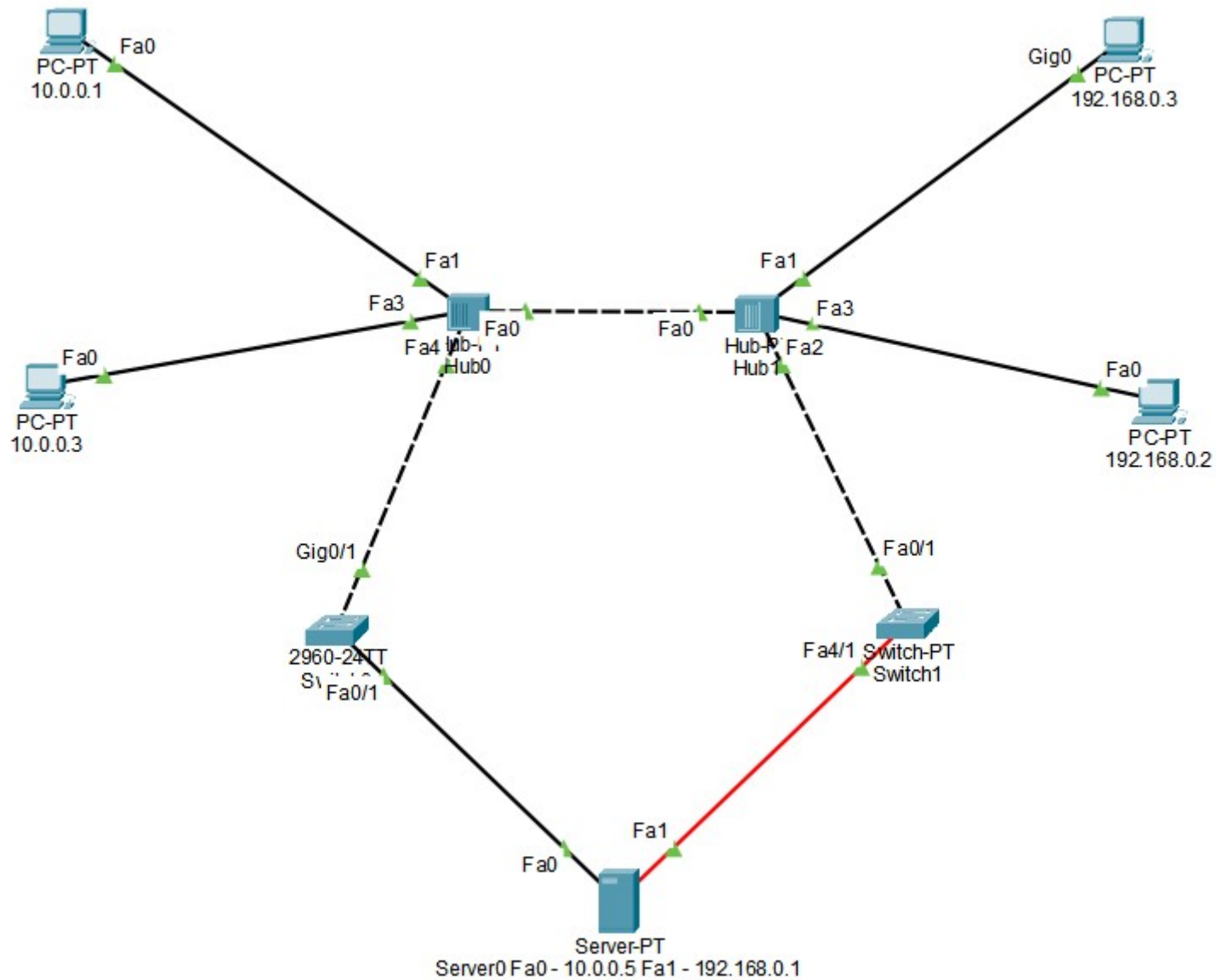
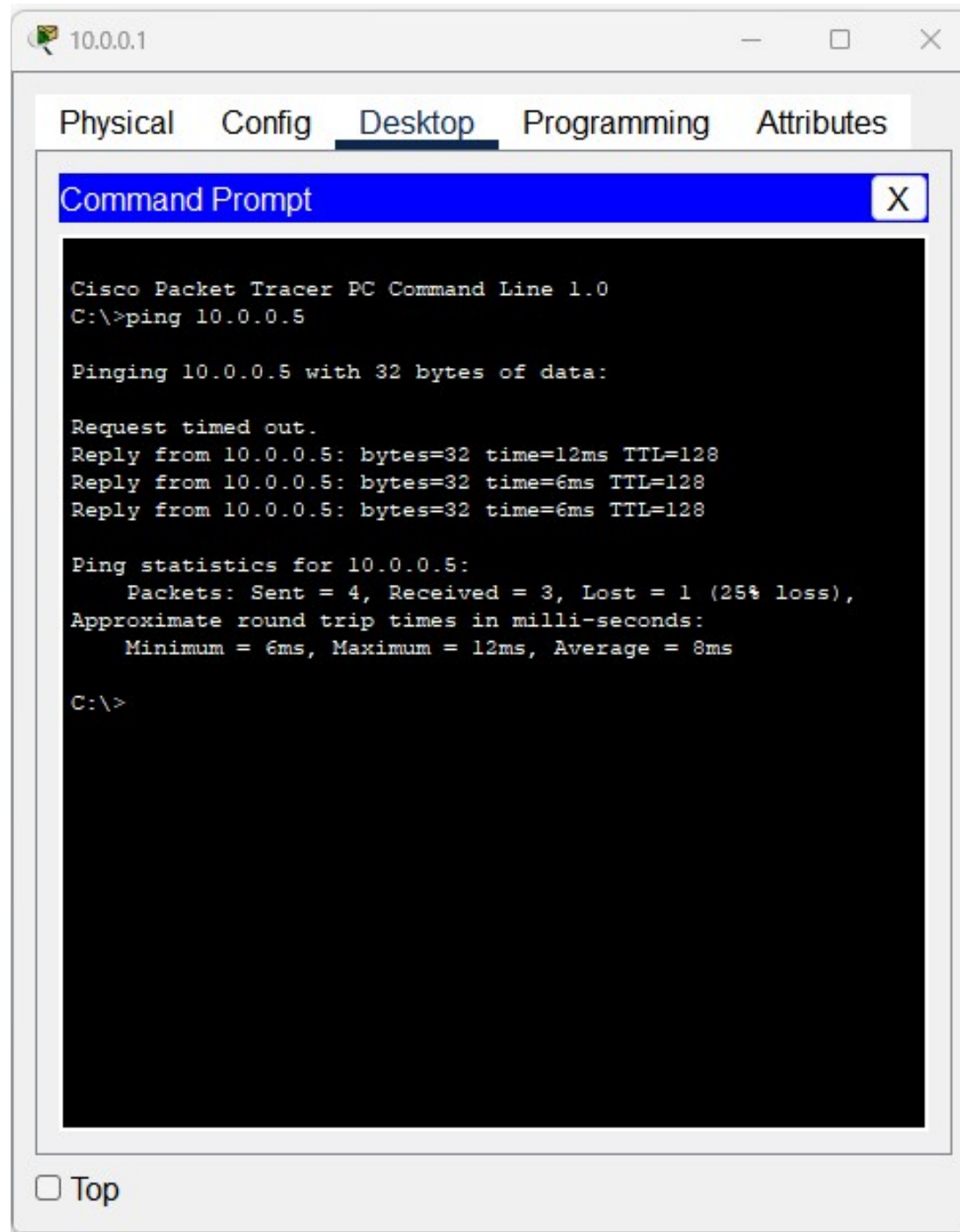


Починена сеть из файла (<https://disk.yandex.ru/d/pxY6JoEJ8AHhew>), все линки были зеленые:



Скриншоты успешного пинга с PC 10.0.0.1 на интерфейс сервера Fa0 10.0.0.5:





Logical Physical x: 1968, y: 320

Root 18:19:00

10.0.0.1

Physical Config Desktop Programming Attributes

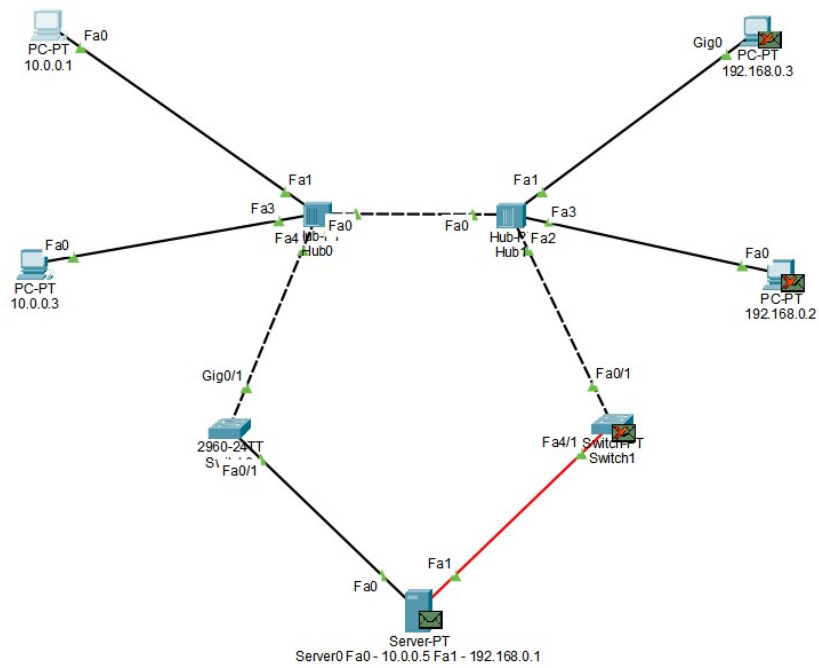
Command Prompt

```
Cisco Packet Tracer PC Command Line 1.0
C:\>ping 10.0.0.5

Pinging 10.0.0.5 with 32 bytes of data:

Request timed out.
Reply from 10.0.0.5: bytes=32 time=12ms TTL=128
Reply from 10.0.0.5: bytes=32 time=6ms TTL=128
```

☐ Top



Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	7.020	Switch0
	7.021	Hub0
	7.021	Hub0
	7.021	Hub0
	7.022	Hub1
	7.022	Hub1
	7.022	Hub1
	8.021	--
	8.022	10.0.0.1
	8.023	Hub0
	8.023	Hub0
	8.023	Hub0
	8.024	Hub1
	8.024	Hub1
	8.024	Hub1
	8.024	Switch0

Reset Simulation ☒ Constant Delay Captured to: 8.024 s

Play Controls

⏮ ⏪ ⏩ ⏭

Event List Filters - Visible Events  
ICMP

Edit Filters Show All/None

Time: 00:15:49.358 PLAY CONTROLS: ⏮ ⏪ ⏩ ⏭

Scenario 0

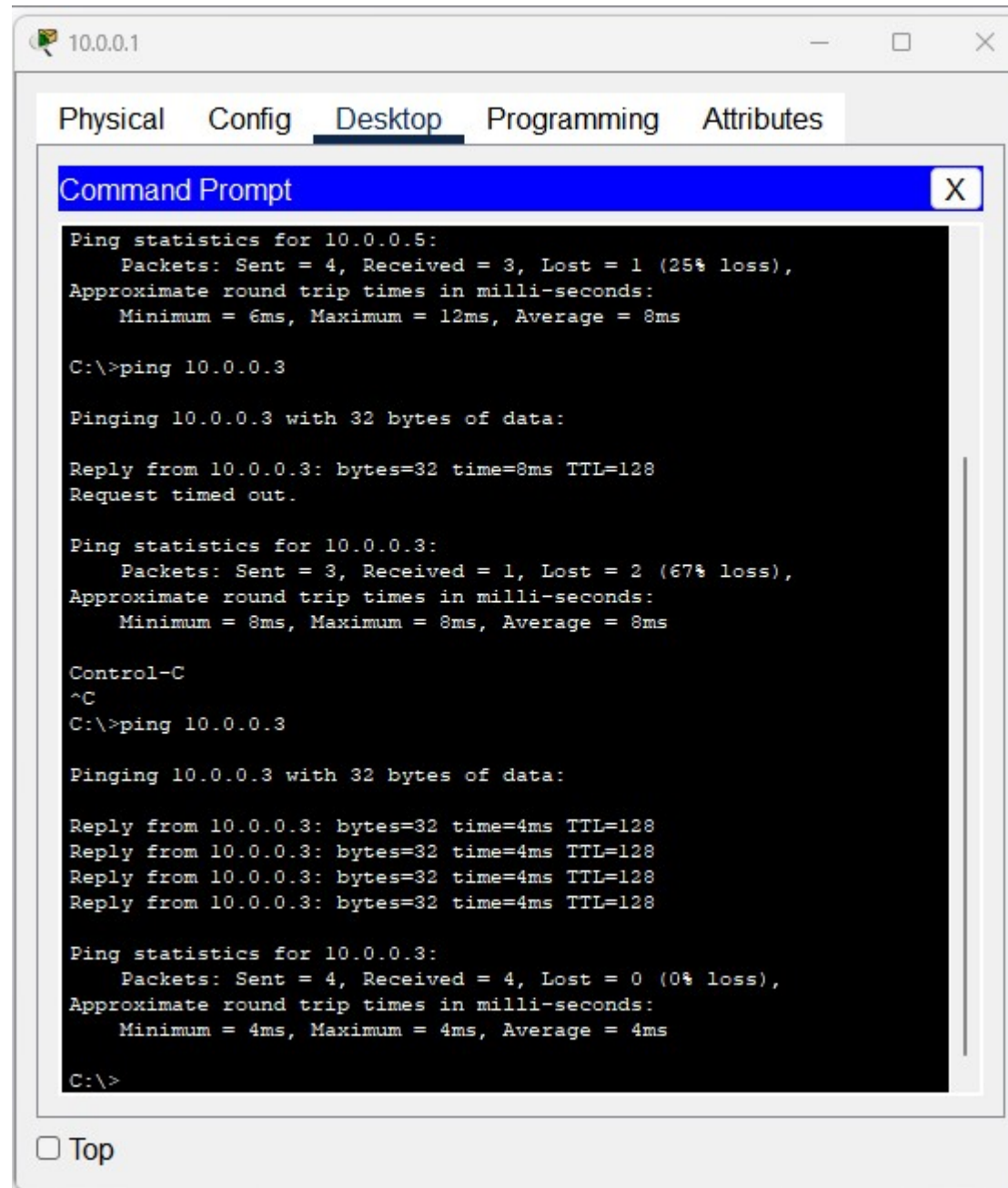
New Delete

Toggle PDU List Window

Copper Cross-Over

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num
------	-------------	--------	-------------	------	-------	-----------	----------	-----

## Скриншоты успешного пинга с PC 10.0.0.1 на PC 10.0.0.3:





Logical Physical x: 984, y: 1011

Root 03:11:00

10.0.0.1

Physical Config Desktop Programming Attributes

Command Prompt

```
C:\>ping 10.0.0.5

Pinging 10.0.0.5 with 32 bytes of data:

Request timed out.
Reply from 10.0.0.5: bytes=32 time=12ms TTL=128
Reply from 10.0.0.5: bytes=32 time=6ms TTL=128
Reply from 10.0.0.5: bytes=32 time=6ms TTL=128

Ping statistics for 10.0.0.5:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 6ms, Maximum = 12ms, Average = 8ms

C:\>ping 10.0.0.3

Pinging 10.0.0.3 with 32 bytes of data:

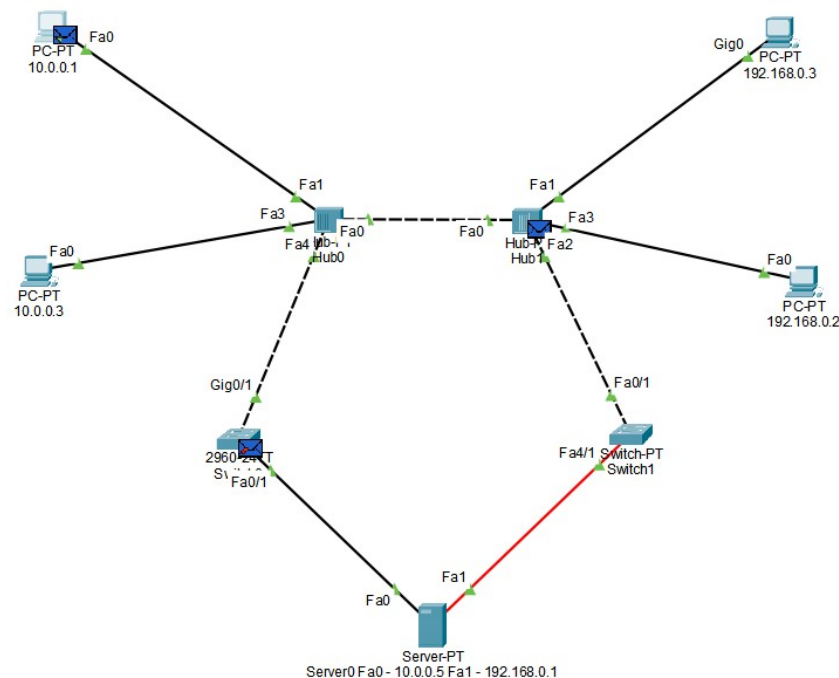
Reply from 10.0.0.3: bytes=32 time=8ms TTL=128
Request timed out.

Ping statistics for 10.0.0.3:
    Packets: Sent = 3, Received = 1, Lost = 2 (67% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 8ms, Maximum = 8ms, Average = 8ms

Control-C
^C
C:\>ping 10.0.0.3

Pinging 10.0.0.3 with 32 bytes of data:

Reply from 10.0.0.3: bytes=32 time=4ms TTL=128
```



Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	0.000	--
	0.001	10.0.0.1
	0.002	Hub0
	0.002	Hub0
	0.003	Hub1
	0.003	Hub1
	0.003	Hub1
	0.003	10.0.0.3
	0.004	Hub0
	0.004	Hub0
	0.004	Hub0

Reset Simulation ☒ Constant Delay Captured to: 0.004 s

Play Controls



Event List Filters - Visible Events

ICMP

Edit Filters

Show All/None

Time: 00:23:30.207 PLAY CONTROLS:

Event List Realtime Simulation



Scenario 0

New

Delete

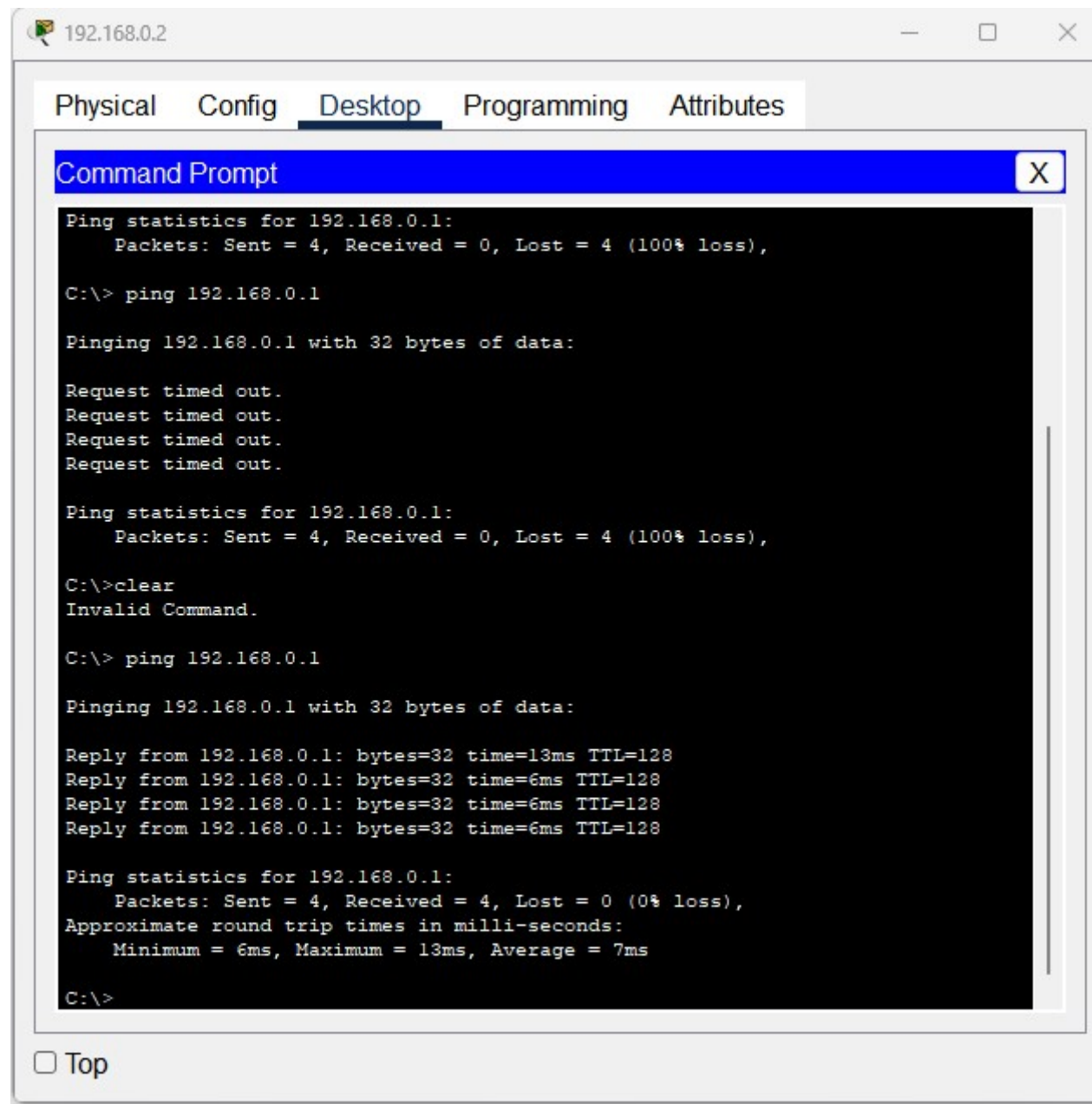
Toggle PDU List Window

Fire Last Status Source Destination Type Color Time(sec) Periodic Num

Copper Cross-Over



Скриншоты успешного пинга с PC 192.168.0.2 на интерфейс сервера Fa1 192.168.0.1:



192.168.0.2

Physical Config Desktop Programming Attributes

Command Prompt

```
C:\> ping 192.168.0.1

Pinging 192.168.0.1 with 32 bytes of data:

Request timed out.
Request timed out.
Request timed out.
Request timed out.

Ping statistics for 192.168.0.1:
    Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),

C:\> ping 192.168.0.1

Pinging 192.168.0.1 with 32 bytes of data:

Request timed out.
Request timed out.
Request timed out.
Request timed out.

Ping statistics for 192.168.0.1:
    Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),

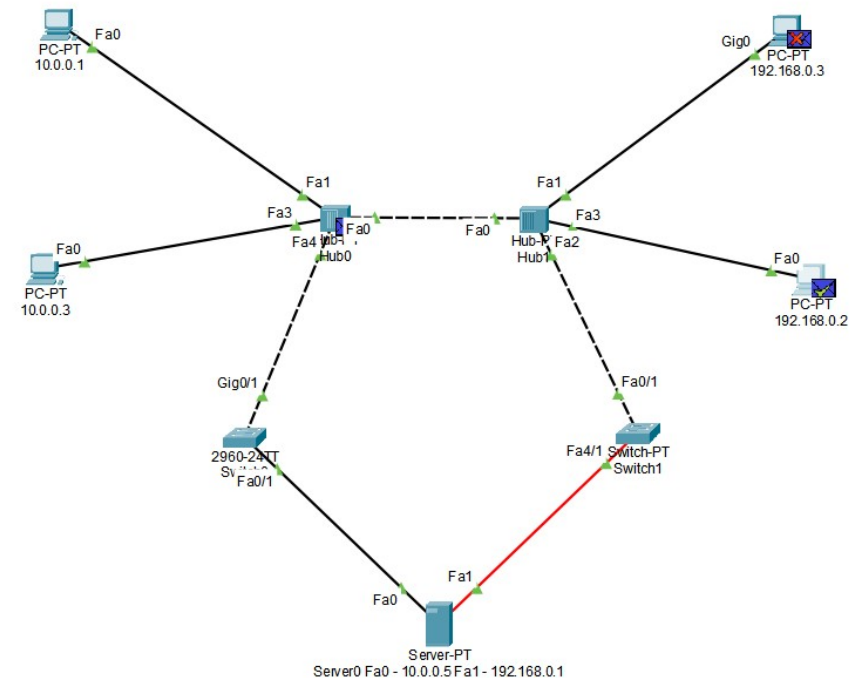
C:\>clear
Invalid Command.

C:\> ping 192.168.0.1

Pinging 192.168.0.1 with 32 bytes of data:

Reply from 192.168.0.1: bytes=32 time=13ms TTL=128
```

Top



Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	0.000	--
	0.007	--
	0.008	192.168.0.2
	0.009	Hub1
	0.009	Hub1
	0.009	Hub1
	0.010	Hub0
	0.010	Hub0
	0.010	Hub0
	0.010	Switch1
	0.011	Server0 Fa0 - 10.0.0.5 Fa1 - 192
	0.012	Switch1
	0.013	Hub1
	0.013	Hub1
	0.013	Hub1

Reset Simulation ☒ Constant Delay Captured to: 0.013 s

Play Controls

Event List Filters - Visible Events

ICMP

Edit Filters Show All/None