

## Expt. 9 – 18/12/2024

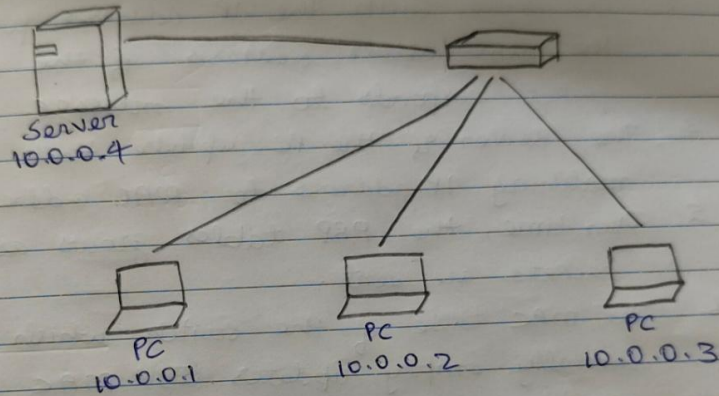
18/12

Date / /201

### Expt. 9 :

Aim : To construct simple LAN & understand the concept & operation of ARP.

### Topology :



### Procedure :

1. Create a topology as shown above
2. Configure the PC's & the Server
3. Click on Inspect mode (Q icon), then click on the end devices & open ARP tables.
4. Send data packet from any end device, say server to other end devices, say 10.0.0.3 PC.
5. open simulation mode to capture each step of data transfer.

Observations:

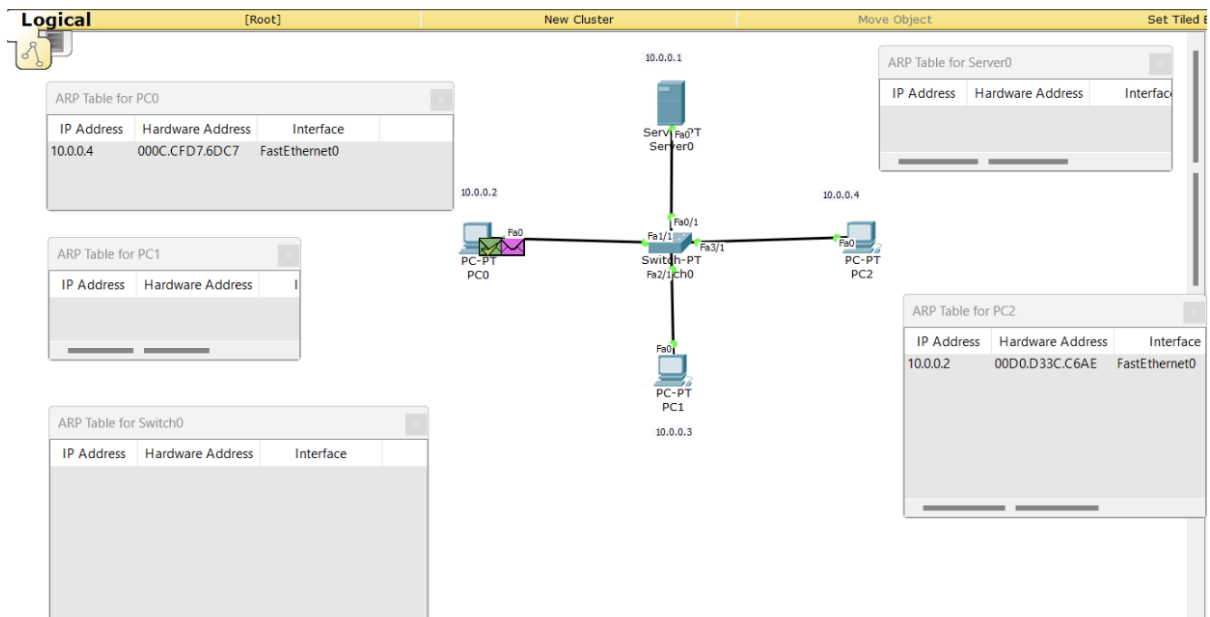
1. The ARP tables of all end devices are initially empty.
2. When the data packet from server arrives at the switch, since the Server MAC address is unknown, it sends a broadcast message to all devices.
3. The device with the IP address present in the destination address of the data packet responds to the message.
4. The server & the PC update their ARP tables matching IP address to MAC address.
5. Over time, the ARP tables grow as data packets are sent.
6. The MAC table of the switch which was initially empty updates its MAC table gradually too.

ARP table for 10.0.0.4

X

IP address	Hardware address	Interface
10.0.0.3	0001.C726.47E5	FastEthernet0

7. Similarly, other ARP tables are updated.



**Simulation Panel**

**Event List**

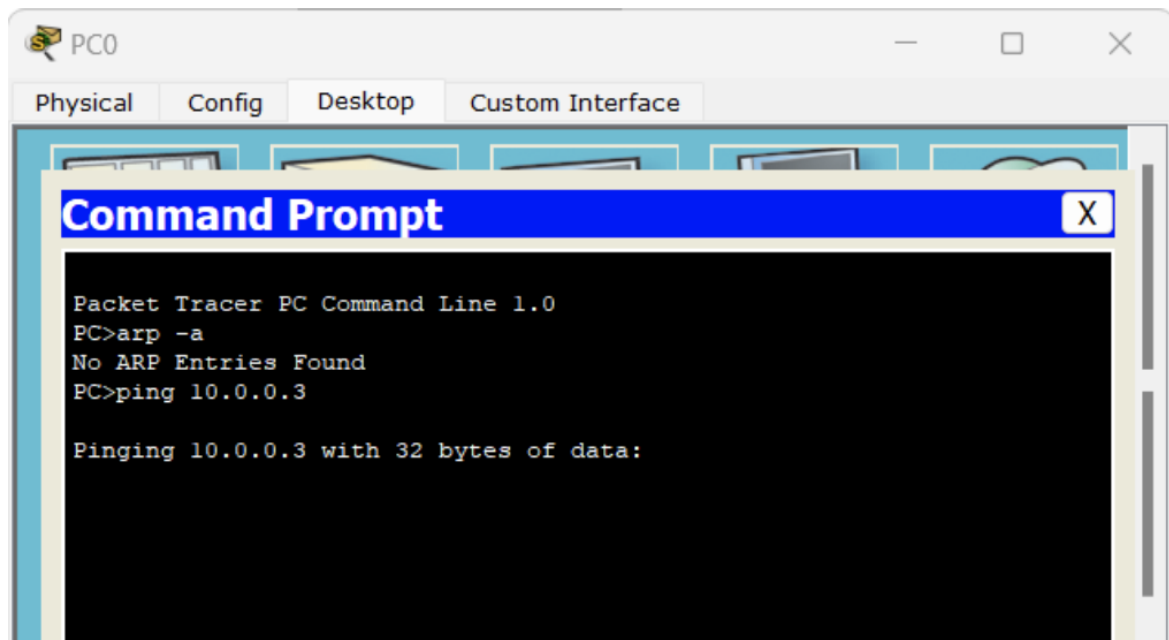
Vis.	Time(sec)	Last Devi	At Device	Type	Info
	0.001	PC0	Switch0	ARP	
	0.002	Switch0	Server0	ARP	
	0.002	Switch0	PC1	ARP	
	0.002	Switch0	PC2	ARP	
	0.003	PC2	Switch0	ARP	
	0.004	Switch0	PC0	ARP	
	0.004	--	PC0	ICMP	

Reset Simulation ☒ Constant Delay

Captured to: \* 0.004 s

**Play Controls**

Back Auto Capture / Play Capture / Forward



**Switch:**

