### Lab Sheet 12- Simulation and Analysis of TCP AND UDP USING CISCO PACKET TRACER

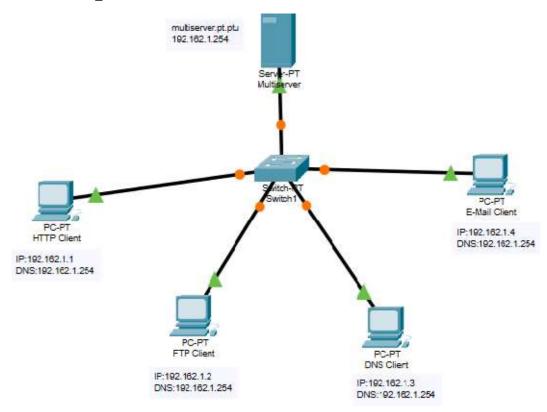
Academic year: 2020-2021 Branch/ Class: B.Tech/M.Tech

Semester: Winter Date: 24/4/2021

Faculty Name: Dr. HUSSAIN SYED School: SCOPE

Student name: Hariprasad K K Reg. no.: 19BCE7079

# Simulation & Analysis of Transport Layer Protocol (TCP) and User Datagram Protocol (UDP) using CISCO packet tracer.



**TCP** is connection oriented – once a connection is established, data can be sent bidirectional. **UDP** is a connectionless Internet protocol. Multiple messages are sent as packets in chunks using UDP.

Sr.	Key	TCP (Transmission Control Protocol)	UDP (User Datagram Protocol)	
No.				

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1	Definition	It is a communications protocol, using which the data is transmitted between systems over the network. In this, the data is transmitted into the form of packets. It includes error-checking, guarantees the delivery and preserves the order of the data packets.	It is same as the TCP protocol except this doesn't guarantee the error-checking and data recovery. If you use this protocol, the data will be sent continuously, irrespective of the issues in the receiving end.
2	Design	TCP is a connection-oriented protocol.	UDP is a connection less protocol.
3	Reliable	As TCP provides error checking support and also guarantees delivery of data to the destination router this make it more reliable as compared to UDP.	While on other hand UDP does provided only basic error checking support using checksum so the delivery of data to the destination cannot be guaranteed in UDP as compared to that in case of TCP.
4	Data transmission	In TCP the data is transmitted in a particular sequence which means that packets arrive in-order at the receiver.	On other hand there is no sequencing of data in UDP in order to implement ordering it has to be managed by the application layer.
5	Performance	TCP is slower and less efficient in performance as compared to UDP. also TCP is heavy-weight as compared to UDP.	On other hand UDP is faster and more efficient than TCP.

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6	Retransmission	Retransmission of data packets is possible in TCP in case packet get lost or need to resend.	On other hand retransmission of packets is not possible in UDP.
7	Examples	World Wide Web (HTTP), E-mail (SMTP TCP), File Transfer Protocol (FTP), Secure Shell (SSH), DNS is TCP for Zone transfers	DNS, Streaming media applications such as movies, Online multiplayer games, Voice over IP (VoIP), Trivial File Transfer Protocol (TFTP)

There are many of the companies shifting to the multi-server environment because of high reliability and proficiency of their businesses. There are many reasons, you should use the multi-server environment for your business. In this article, I would discuss some benefits of multi-server environment for your business and what are the best multi server services option available in the market. The use of multi-server system in the business generally helps guarantee high performance and uptime, sustain security, and enables more efficient resource allocation. There are many other benefits of dividing the resources onto many servers, and on each server running changed operating systems. Web apps can be typically divided into application and web tiers if needed. All of the servers are configured and provisioned based on the demands of the function.

resources server splitting to run various functions on multi servers. This allows to make more connections and reduce the dependability on a single server. This rapidly turns out to be the most cost-effective way to confirm system performance and reliability and it is also an indicator of the mature network. Eventually, agencies and enterprises with huge networks may end up with a separate server for each function to reduce the redundancy

the major benefits you can get from multi-server environment.

- 1. Effective Resource Monitoring
- 2. More Security
- 3. Improves Server Performance
- 4. Cost Effective
- 5. Reduce Dependency
- 6. Improves Database Functions

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7. Solutions for multi-server environment

Execution:

https://www.youtube.com/watch?v=14ym4xOYSyw&t=245s

https://www.youtube.com/watch?v=bj5j4boOk3Q

#### **Objectives:**

- 1. Drag and drop 1 Server-PT, 1 Switch-PT, 4 PC-PTs. Give names to all devices as Multiserver, Switch0, HTTP client, FTP Client, DNS Client, E-mail Client respectively
- 2. Establish connections b/w devices
- 3. While connecting E-mail client we get connection error.

to rectify that error:

go to Switch0 physical off the switch select PT-SWITCHNM-1CE dag d

drop ETHERNET 0 Link in the 3<sup>rd</sup> empty slot

Now connect PC to Switch0

Or

If you take switch 2950T-24 we won't get connection error and connect this switch to Gigabitethernet0/1 by selecting straight through cable multiserver FastEthernet0/1

4. Configuration: check status on for all devices

Multi-Server: IP Address:192.168.1.254

HTTP Server: IP:192.168.1.1

DNS Server: 192.168.1.254

FTP Server: IP:192.168.1.2

DNS Server: 192.168.1.254

DNS Server: IP:192.168.1.3

DNS Server: 192.168.1.254

E-mail Server: IP:192.168.1.4 DNS Server: 192.168.1.254

Multiserver services thttp(on)

DNS name: multiserver.pt.ptu address:192.162.1.254 Add

Email domain name: multiserver.pt.ptu username: vitap, password:123 24'+'

username: cisco, passvod123 274

FTP(on)

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**Branch/ Class**: B.Tech/M.Tech

Date: 24/4/2021 **Semester:** Winter Faculty Name: Dr. HUSSAIN SYED School: SCOPE Student name: Hariprasad KK Reg. no.: 19BCE7079 Simulation: Click on simulation panel: Click on server c:/>ping -n 1 192.162.1.255(single broadcast message to all four instead offour PDUs we get four replies instead of 16) Click on HTTP Client desktop Web Brower 1921621254/255 pp wew get links do not close minimize the window Click on FTP client desktop command prompt C:>ping 1921621254 wew get the reply from server ftp 192.162.1.254-->username: cisco, password:cisco C changes to ftp>→ minimize the window Click on DNS Client desktop command prompt nslookup multiserver.pt.ptu enter displays server and DNS info minimize be window Click on E-mail Client desktop Email desktop configure mal Varme cisco, Emailaddress: cisco@multiserver.pt.ptu, Incoming mailserver: multiserver.pt.ptu, outgoing mail server: multiserver.pt.ptu, username:cisco, password: 123 save compose To: vitap@ multiserver.pt.ptu, subject: hi cisco send configure mail Vour name: vitap, Email address: vitap@ multiserver.pt.ptu, Incoming mail server: multiserver.pt.ptu, outgoing mail server: multiserver.pt.ptu, username:vitap, password: 123 save receive the mails which are received will be displayed below

#### Add 2-3 screenshots

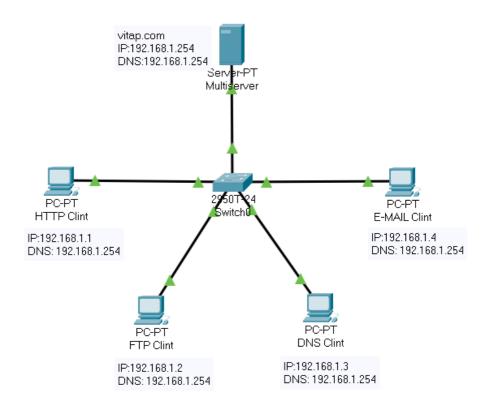
Academic year: 2020-2021

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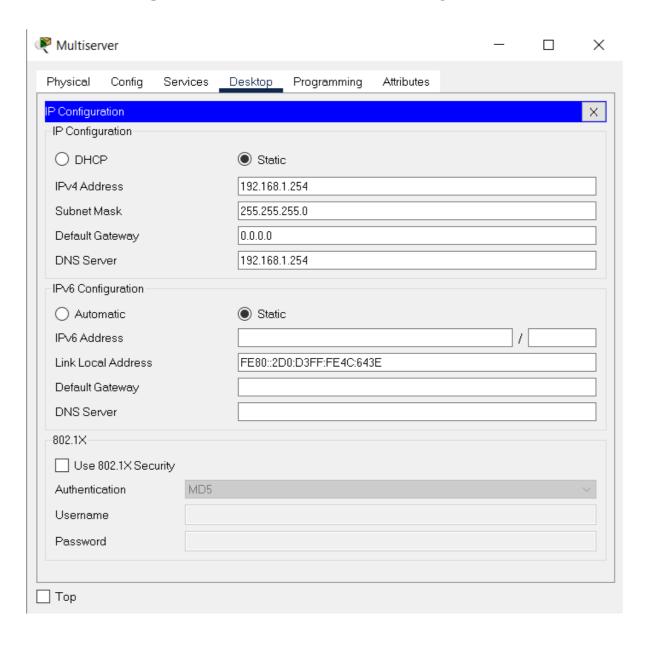


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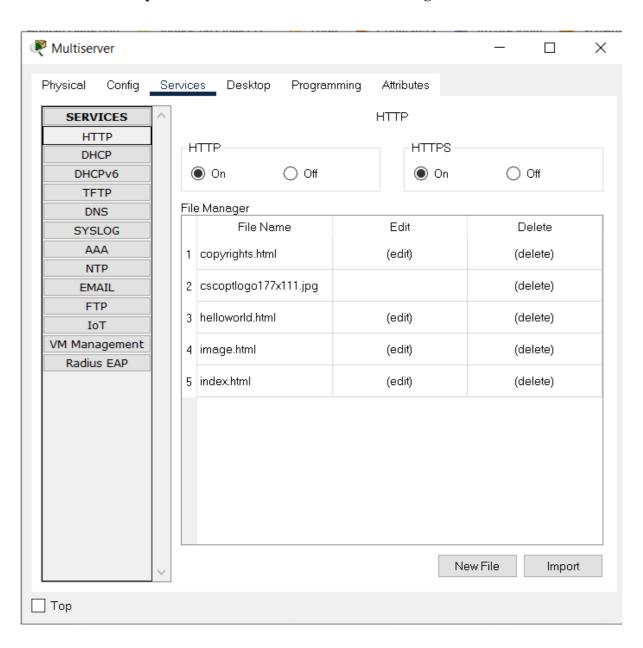


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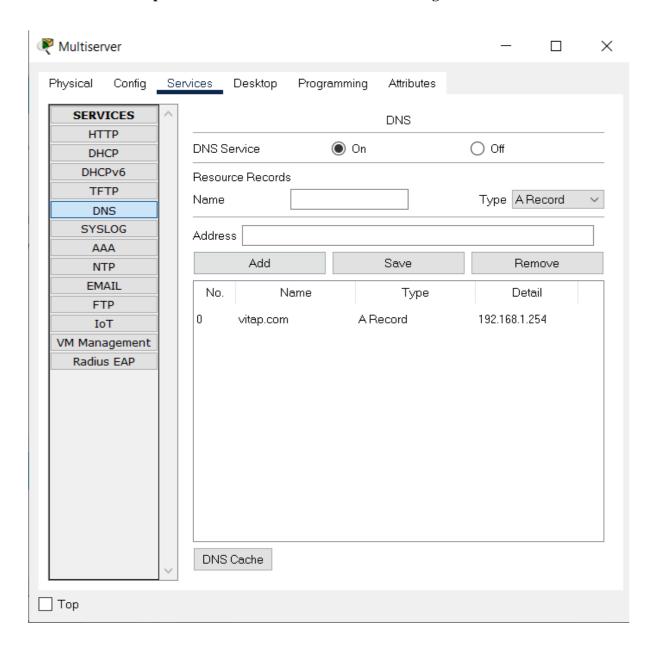


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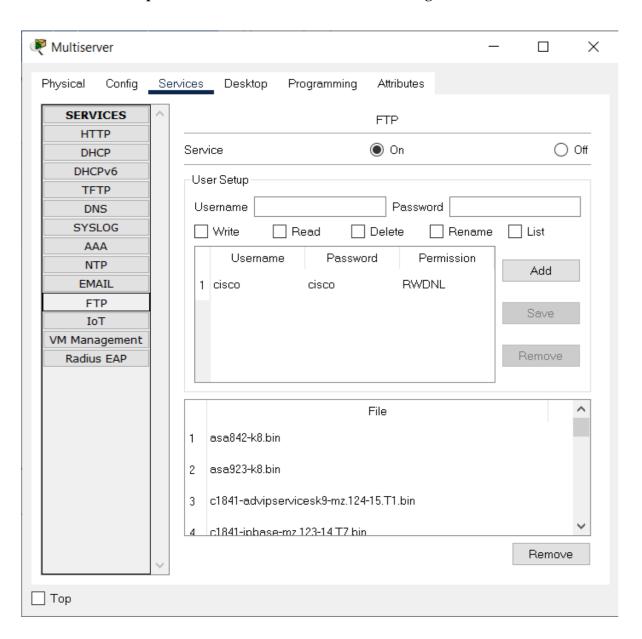


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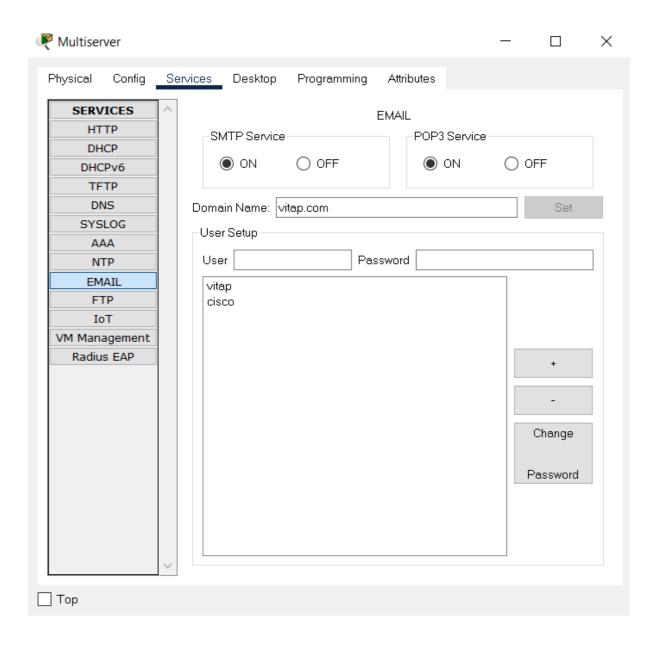


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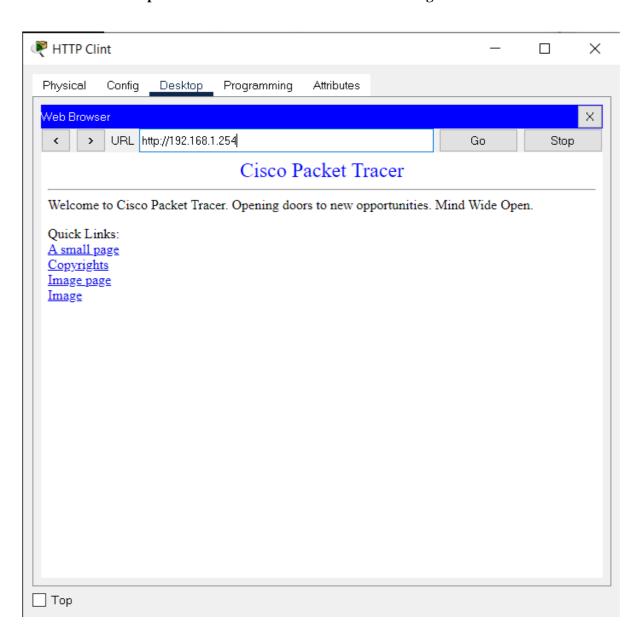
```
Multiserver
                                                                          X
 Physical
          Confia
                  Services
                            Desktop
                                     Programming
                                                   Attributes
 Command Prompt
                                                                                 X
  Packet Tracer SERVER Command Line 1.0
  C:\>ping 192.168.1.255
  Pinging 192.168.1.255 with 32 bytes of data:
  Reply from 192.168.1.4: bytes=32 time<1ms TTL=128
  Reply from 192.168.1.1: bytes=32 time<1ms TTL=128
 Reply from 192.168.1.3: bytes=32 time<1ms TTL=128
  Reply from 192.168.1.2: bytes=32 time<1ms TTL=128
  Reply from 192.168.1.1: bytes=32 time<lms TTL=128
  Reply from 192.168.1.4: bytes=32 time<1ms TTL=128
  Reply from 192.168.1.3: bytes=32 time<1ms TTL=128
  Reply from 192.168.1.2: bytes=32 time<1ms TTL=128
 Reply from 192.168.1.1: bytes=32 time<1ms TTL=128
  Reply from 192.168.1.4: bytes=32 time=1ms TTL=128
  Reply from 192.168.1.3: bytes=32 time=11ms TTL=128
  Reply from 192.168.1.2: bytes=32 time=11ms TTL=128
  Reply from 192.168.1.4: bytes=32 time=29ms TTL=128
 Reply from 192.168.1.3: bytes=32 time=29ms TTL=128
  Reply from 192.168.1.2: bytes=32 time=29ms TTL=128
  Reply from 192.168.1.1: bytes=32 time=30ms TTL=128
  Ping statistics for 192.168.1.255:
     Packets: Sent = 4, Received = 16, Lost = 0 (0% loss),
  Approximate round trip times in milli-seconds:
     Minimum = 0ms, Maximum = 30ms, Average = 8ms
  C:\>
Top
```

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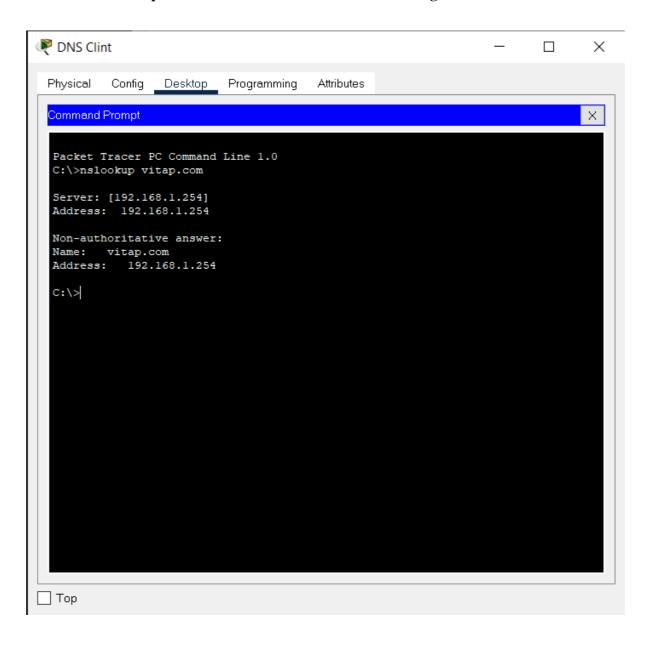
```
FTP Clint
                                                                              Х
 Physical
           Config
                   Desktop
                             Programming
                                           Attributes
  Command Prompt
  Packet Tracer PC Command Line 1.0
 C:\>ping 192.168.1.254
  Pinging 192.168.1.254 with 32 bytes of data:
  Reply from 192.168.1.254: bytes=32 time<1ms TTL=128
  Reply from 192.168.1.254: bytes=32 time<1ms TTL=128
 Reply from 192.168.1.254: bytes=32 time=1ms TTL=128
  Reply from 192.168.1.254: bytes=32 time<1ms TTL=128
 Ping statistics for 192.168.1.254:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
  Approximate round trip times in milli-seconds:
      Minimum = 0ms, Maximum = 1ms, Average = 0ms
  C:\>ftp 192.168.1.254
  Trying to connect...192.168.1.254
  Connected to 192.168.1.254
 220- Welcome to PT Ftp server
  Username:cisco
  331- Username ok, need password
  Password:
  230- Logged in
  (passive mode On)
  ftp>
 Top
```

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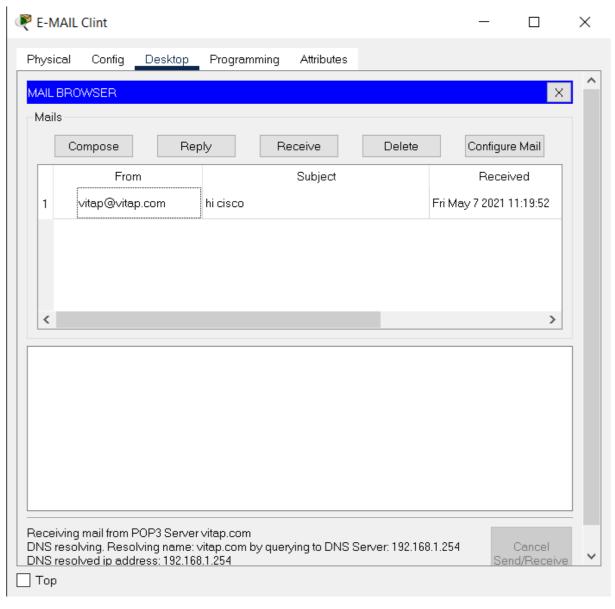
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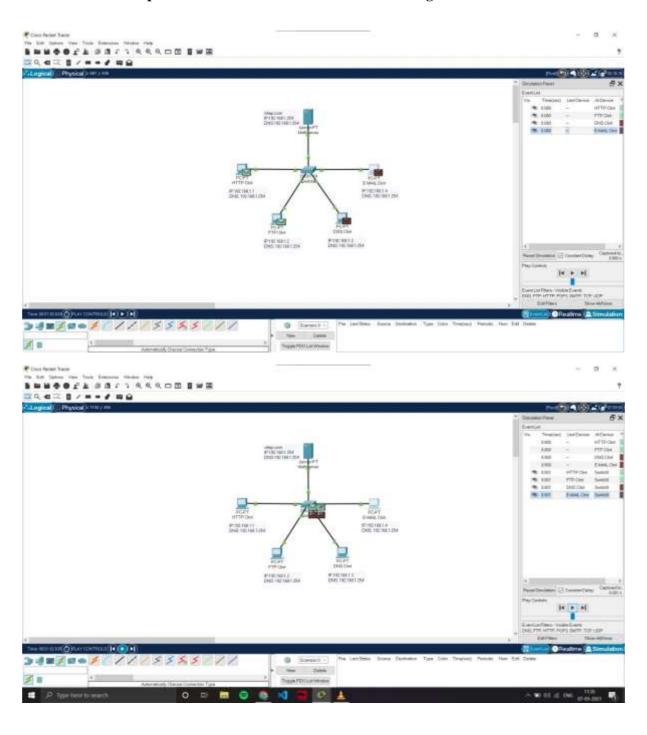
#### **Simulation:**

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