EXP NO:3 STUDY THE PACKET TRACER TOOL
31/7/25 INSTALLATION & USER INTERFACE

AIM: To study the Packet tracer tool installation and User Interface Overview

1) To understand environment of CISCO packet tracker to design simple network.

INTRODUCTION:

A simulator, as the name suggests, simulates network devices & its environment. Packet Tracer is an exciting network design, simulation & modelling tool.

- It allows you to model complex systems without the need for dedicated equipment.
- It helps you to practice your network configuration and troubleshooting skills via computer or an Android or iOS based mobile device.
- It is available for both the Linux & Windows desktop environments.
- Protocols in Packet Tracer are coded to work & behave in the same way as they would on real hardware.

INSTALLING PACKET TRACER:

Download from: netacad.com
(Cisco login required)

Windows:

Run Packettracer_Setup.exe & follow the installer.

Linux:

Use Terminal

chmod +x installer.bin
./installer.bin

PACKET TRACER INTERFACE - KEY COMPONENTS

1) Menu Bar - Common functions: open, save, print, settings.

2) Main Toolbar - Quick access: open, save, zoom, undo/redo, network info.

3) Logical / Physical Tabs - switch between logical & physical views.

4) Workspace - Area to create and simulate network topologies.

5) Common Tools - Tools to select, delete, inspect, add PDO etc.

6) RealTime / Simulation Tabs - Toggle modes & control simulation flow.

7) Network Component Box:
   7a : Device types (PC, switch, router etc.)
   7b : Specific models within the type.

8) User - created Packet Box:
   Create test custom packets

Analyzing Network Device Behaviour in Packet Tracer:

Steps:

1) Drag components from network box.
   (a) 4 PCs + 1 Hub
   (b) 4 PCs + 1 Switch.

2) Use copper straight - Through cable to connect PC's to hub & switch
   green light = connected.

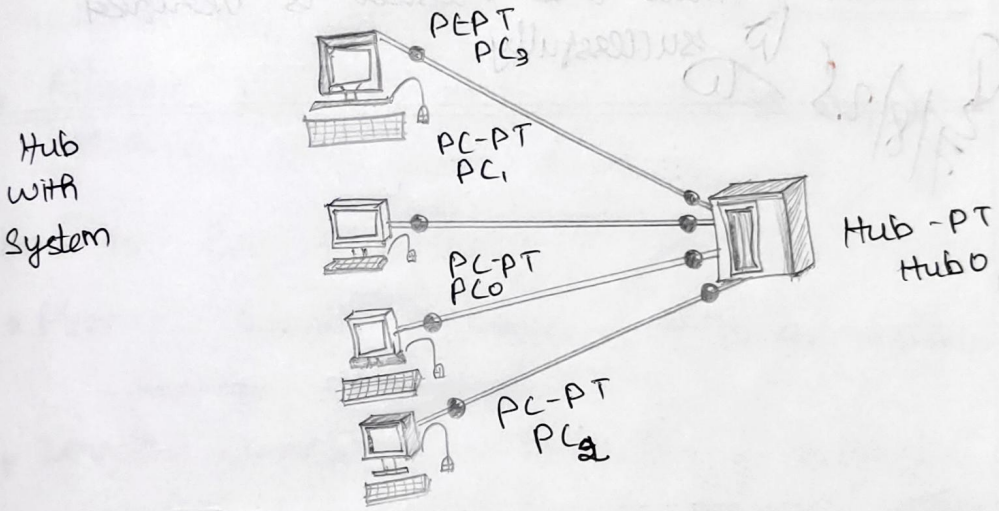
On each PC <-> Desktop tab -> IP configuration -> Assign IP & submit mask.

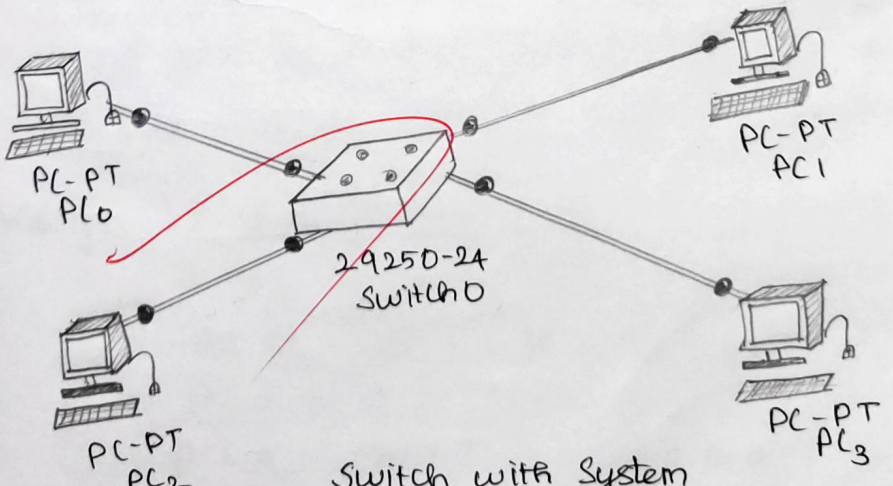
3) On each PC -> Desktop tab -> IP configuration -> Assign IP & Subnet Mask.

4) Use PDV tool to send a packet between 2 PC's

5) Switch to realtime mode to observe how data flows.

6) Repeat for switch setup.





Switch with System

STUDENT OBSERVATION:

1) How do a switch & a hub forward Packets?

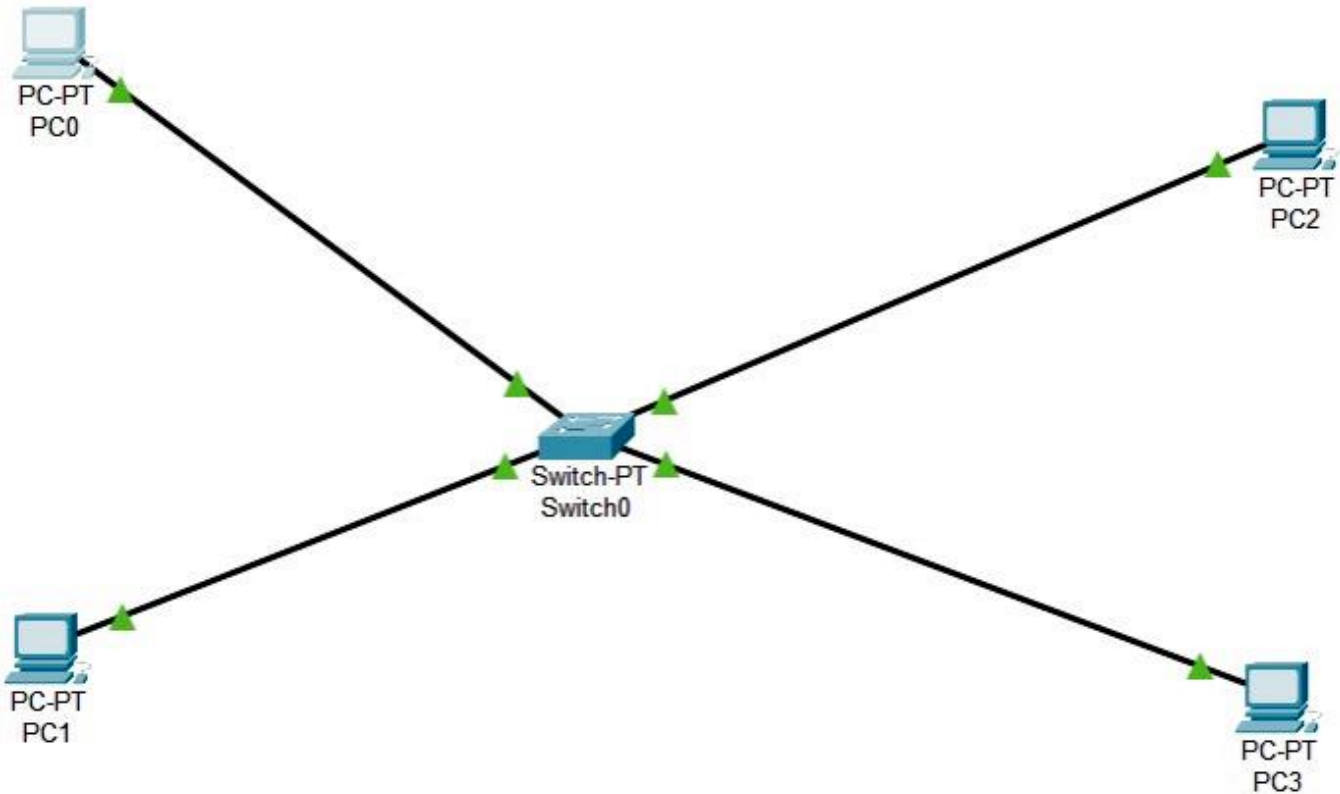
Hub broadcasts packets to all devices, while a switch forwards packets only to the target devices.

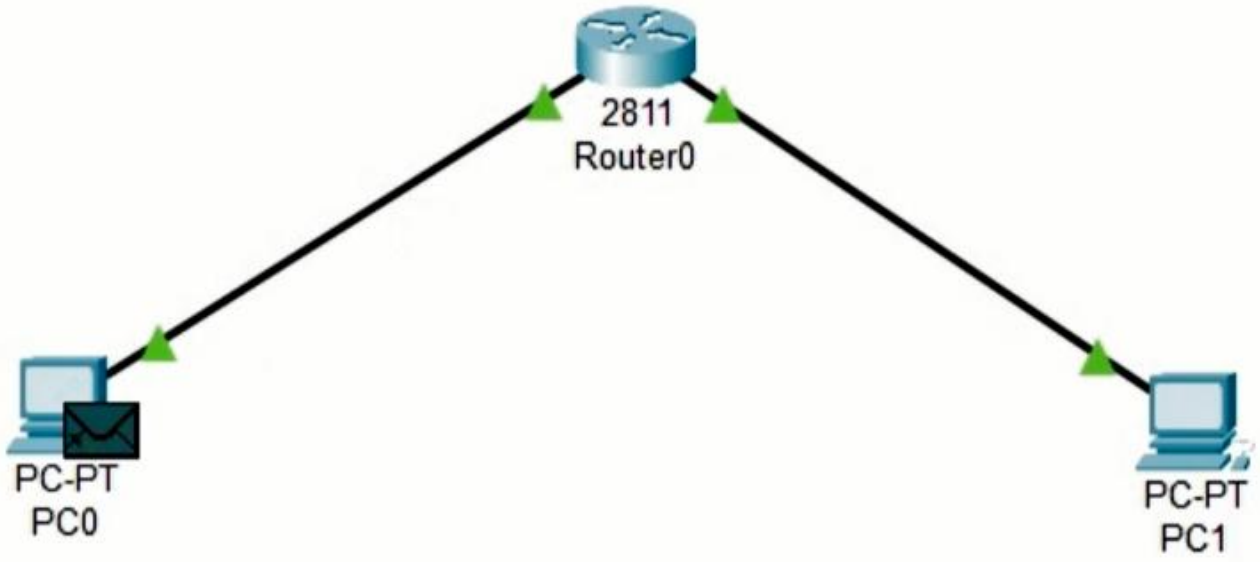
2) What is the network topology used in your Ulg?

The college uses a [insert topology eg: star topology]

RESULT: Thus the result is verified successfully.

7/8/25


PC-PT
PC0
PC-PT
PC2
Switch-PT
Switch0
PC-PT
PC1
PC-PT
PC3


2811
Router0
PC-PT
PC0
PC-PT
PC1