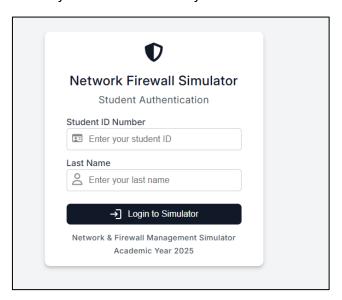
## **User Guide**

## 1. Login

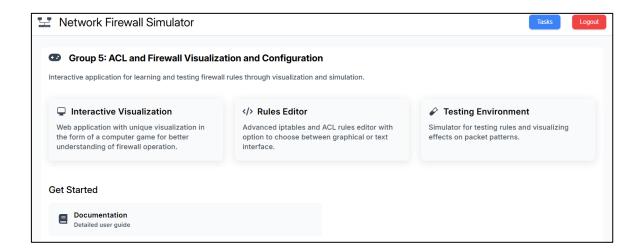
- The application uses a student ID system
- Enter your student ID (must be between 270000 and 280000) and your surname(last name)
- The system will automatically create a session for you



### 2. Main Interface

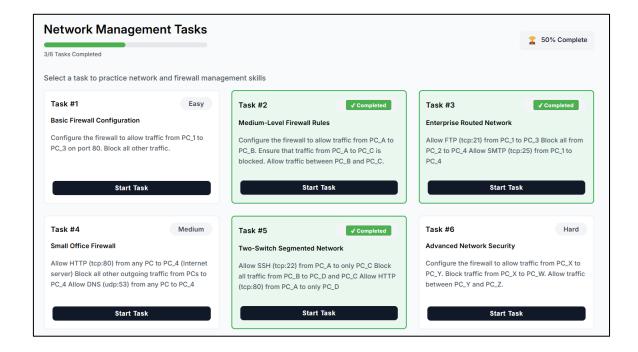
The main interface consists of several key components:

- Navigation bar with access to different sections (tasks/logout or "network firewall simulator to go back to Main")



#### 3. Tasks

The simulator includes multiple tasks of varying difficulty:



## 4. Using the Console

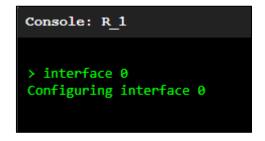
The console interface allows you to configure network devices:

Available Commands:

### 1. Interface Configuration:

interface < number >

- Switches to interface configuration mode
- Used to configure specific network interfaces

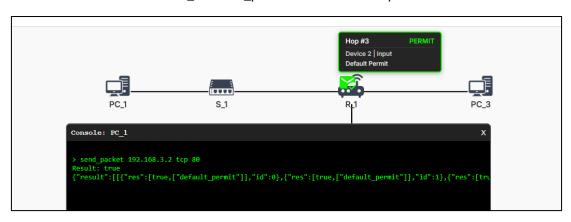


## 2. Packet Testing:

send\_packet <destination\_device\_id> <protocol> <port>

- Tests network connectivity
- Example:

on PC\_1 `send\_packet 192.168.3.2 tcp 80`



## 3. Help Command:

help

- Displays available commands for the current context

```
Console: R_1

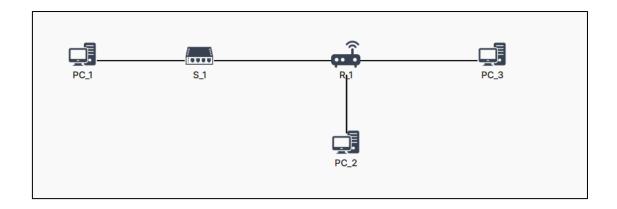
> help
Command Lists:
interface <number>
send_packet <des_device_id> <tcp|udp|icmp|ip> <?port>
```

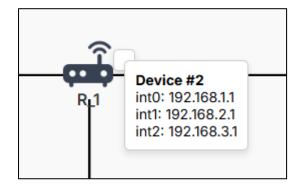
```
Console: R_1

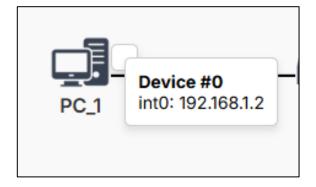
> interface 0
Configuring interface 0
> help
Command Lists:
exit
add_rule <input|output> <permit|deny> <src> <des> <protocol> <port>
list_rules
delete_rule <input|output> <rule_index>
```

# 4. Network Topology

- The topology view shows all network devices and their connections
- Connections are shown as lines between devices
- Click on devices to access their configuration
- Hover on devices to display their interfaces and IP's







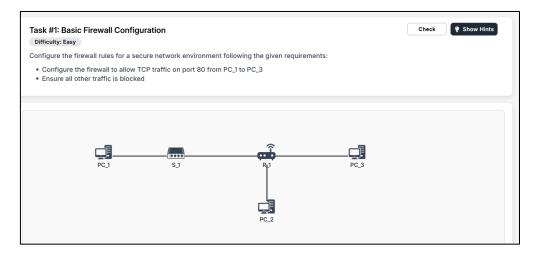
#### 5. Firewall Rules

When configuring firewall rules, you can:

- Add new rules
- Remove rules

# 6. Testing Your Configuration

Use the built-in Check to validate your configuration



## **Additional Resources**

- Use the hints provided in each task
- Refer to the task description for specific requirements