Study of CiscoPacket Tracer Environment

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<u>**AIM:**</u>
<u>**To study the Packet tracer tool Installation and User Interface Overview**</u>

a) **To understand the environment of CISCO PACKET TRACER to design a simple network.**

INTRODUCTION:
A simulator, as the name suggests, simulates network devices and its environment. Packet Tracer is an exciting network design, simulation and modeling tool.
1. It allows you to model complex systems without the need for dedicated equipment.
2. It helps you to practice your network configuration and troubleshooting skills via computer or an Android or iOS based mobile device.
3. It is available for both the Linux and Windows desktop environments.
4. Protocols in Packet Tracer are coded to work and behave in the same way as they would on real hardware.

INSTALLING PACKET TRACER:
To download Packet Tracer, go to **https://www.netacad.com** and log in with your Cisco Networking Academy credentials; then, click on the Packet Tracer graphic and download the package appropriate for your operating system. (Can be used to download in your laptop).
<u>Windows</u>
Installation in Windows is pretty simple and straightforward; the setup comes in a single file named Packettracer_Setup6.0.1.exe. Open this file to begin the setup wizard, accept the license agreement, choose a location, and start the installation.
<u>Linux</u>
Linux users with an Ubuntu/Debian distribution should download the file for Ubuntu, and those using Fedora/Redhat/CentOS must download the file for Fedora. Grant executable permission to this file by using chmod, and execute it to begin the installation.
chmod +x PacketTracer601_i386_installer-rpm.bin
    ./PacketTracer601_i386_installer-rpm.bin

USER INTERFACE OVERVIEW:

The layout of Packet Tracer is divided into several components. The components of the Packet Tracer interface are as follows: match the numbering with explanations.
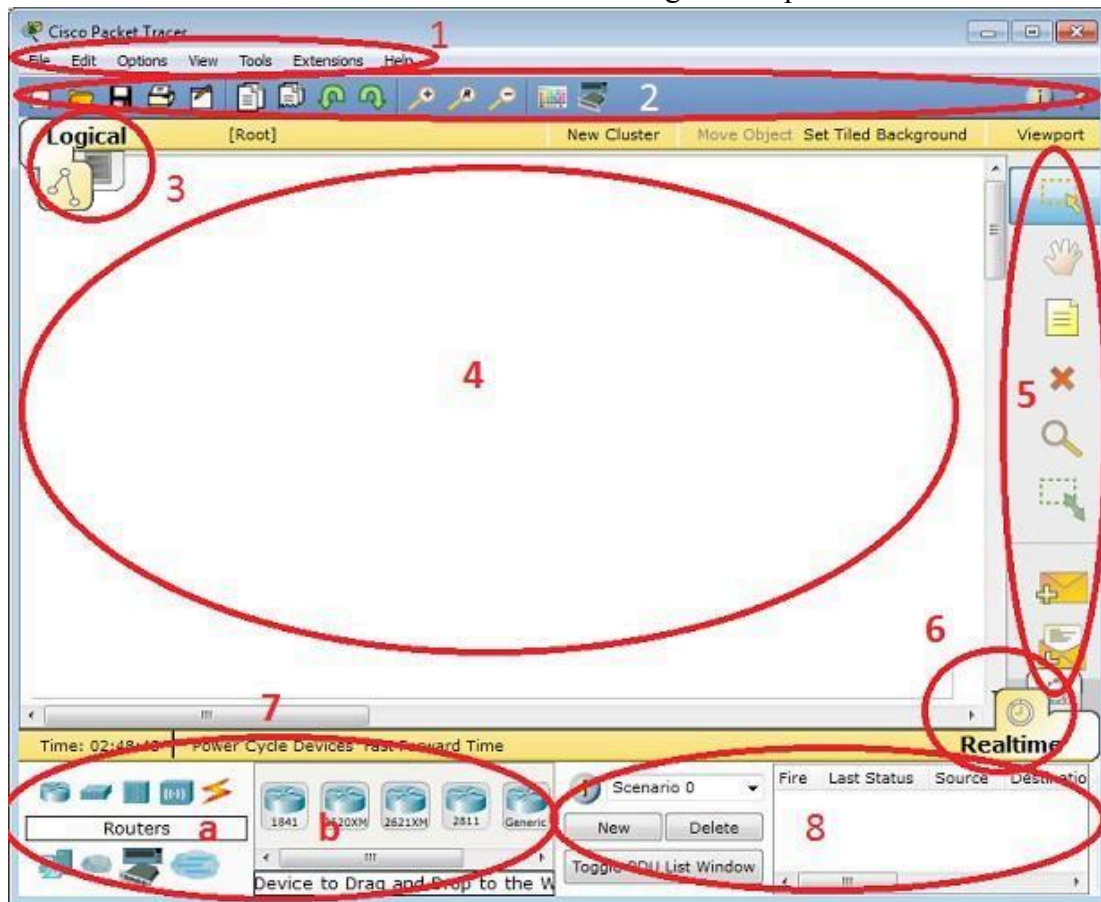
1. Menu bar − This is a common menu found in all software applications; it is used to open, save, print, change preferences, and so on.
2. Main toolbar − This bar provides shortcut icons to menu options that are commonly accessed, such as open, save, zoom, undo, and redo, and on the right-hand side is an icon for entering network information for the current network.
3. Logical/Physical workspace tabs − These tabs allow you to toggle between the Logical and Physical work areas.
4. Workspace − This is the area where topologies are created and simulations are displayed.
5. Common tools bar − This toolbar provides controls for manipulating topologies, such as select, move layout, place note, delete, inspect, resize shape, and add simple/complex PDU.
6. Real-time/Simulation tabs − These tabs are used to toggle between the real and simulation modes. Buttons are also provided to control the time, and to capture the packets.
7. Network component box − This component contains all of the network and end devices available with Packet Tracer, and is further divided into two areas: Area 7a: Device-type selection box − This area contains device categories Area 7b: Device-specific selection box

− When a device category is selected, this selection box displays the different device models within that category

8. User-created packet box − Users can create highly-customized packets to test their topology from this area, and the results are displayed as a list.