

# ASSIGNMENT NO: 3

**Title:** Virtual LAN

# Aim: Design and configure a virtual LAN using Packet Tracer.

# Objectives:

1. To understand the concept of VLAN and implement it using packet tracer.

# Theory: (Handwritten & Scanned)

Include following points (Handwritten & Scanned)

* 1. What is VLAN?
  2. Collision Domain
  3. Broadcast Domain
  4. Collision Domain & Broadcast Domain in networking devices (Hub, Switch and Router)
  5. Access Port and Trunk Port

# Design Screenshots:

* Paste design screen shots.

# Commands used for the Configuration (for Packet Tracer Assignments)

# Write Steps followed for implementation of assignment (CLI Mode commands).

**Output Screenshots:**

Ping command between Vlan1 and Vlan 2

# Students Observation:

* Write observations

# FAQ (Handwritten & Scanned)

* Student's should write Answer for following questions

1. What is the need of VLANs?
2. What is difference between VLAN access and trunk mode?
3. Enlist different Network Simulator tools like cisco packet tracer.
4. Differentiate LAN and VLAN