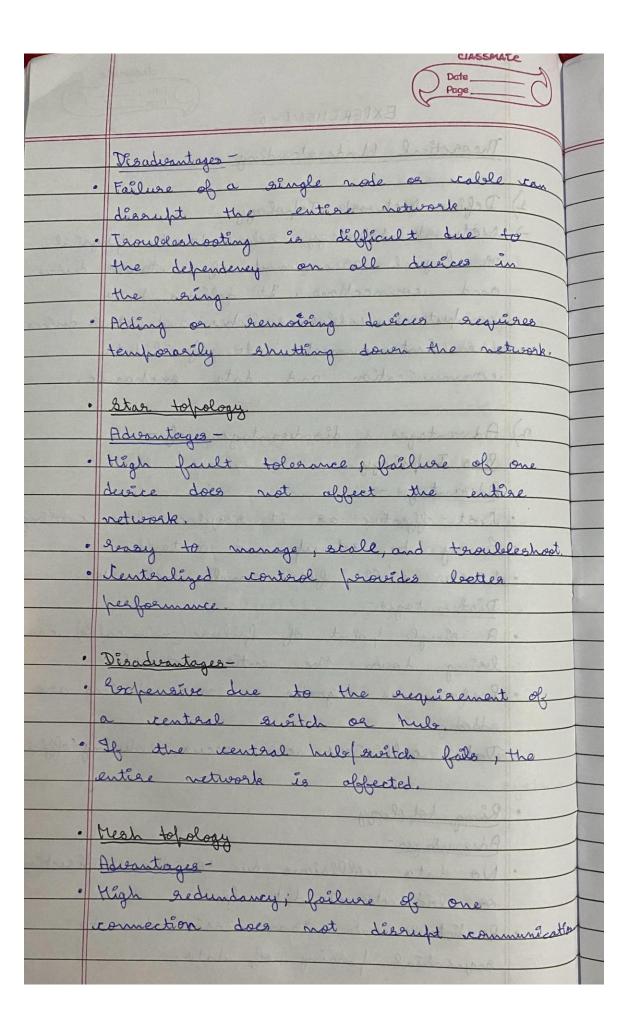
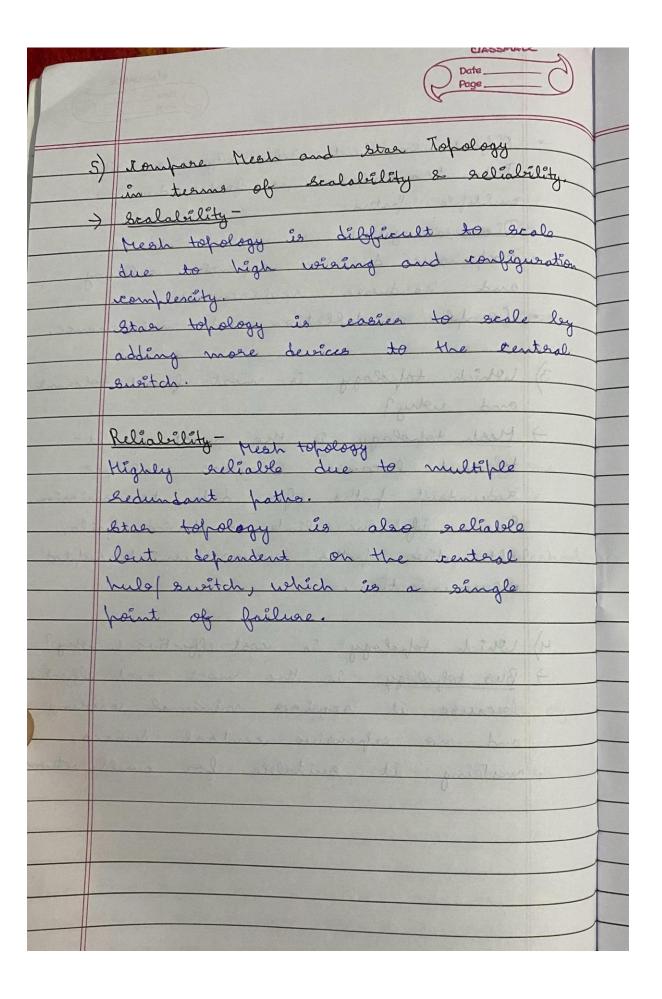
		Date
		EXPERIMENT-6
		Theoretical Understanding
		The area conditions
	1)	Define Network Topology.
	7	Network topology refers to the physical
		or logical arrangement of network devices
		and connections. It defines how
-		computers, calles, suritches, and other derices
-		are interconnected to facilitate
-		communication and data exchange.
+	2	Advantages & disadvantages of -
		Bus Topology
		Adesantages -
		Lost-effective as it requires less colling.
		Gensy to set up and extend.
		Works well for small networks.
	THE RESERVE OF THE PARTY OF THE	Disduantages -
		A single point of failure (main calle) con
		loring down the entire network.
+		Respormance degrades as more dersices are
		added, and the control of the contro
+	0	Data tollisions con occus, reducing efficiency
	. 0	10 110
	10	ling topology
T		dientages-
		de data rollisions due to the uniderectional
	The second secon	e bidirectional data flore.
		redictable data transmission due to
	1	sequential fassing of data.



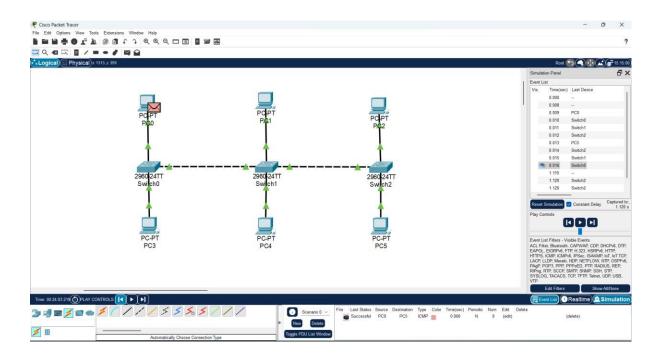
6	Date Page
tan	Offers excellent reliability & security.  Data teransmission is faster due to multiple haths.
	Desadientages- Perpensive due to expensive ralding and hardreal sequirements.  Tompler installation and maintenance.
sork.	which topology is most fault-tolerant and very? Mesh topology is the most fault-
ae	tolerant leerause it has multiple redundant faths for data transmission. Ieren if one link or device fails,
zhoot.	udhich topology is cost-effective & voly?
	Bus topology is the most rost-effective because it requires minimal rabling and no expensive rentaal devices,
	making it suitable for small network
a catter	



# Task 2: Network Topology Design in Cisco Packet Tracer

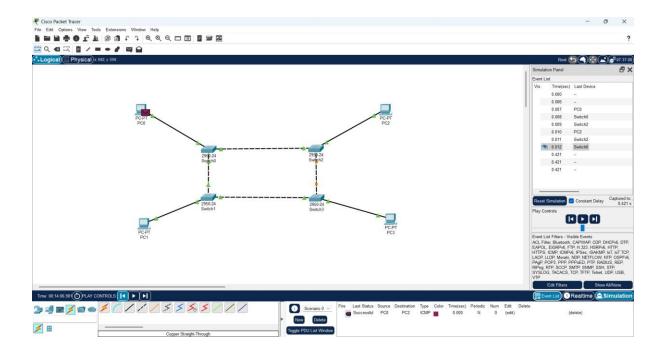
Design and simulate the following network topologies using Cisco Packet Tracer:

• Bus Topology (Using a single backbone cable)



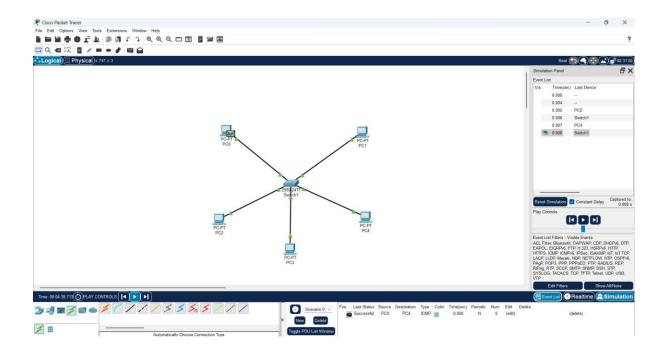
- Data travels along the backbone in both directions.
- Only the intended recipient processes the data.
- If two devices send data simultaneously, a collision occurs, requiring a retransmission.

• Ring Topology (Connecting all devices in a loop)



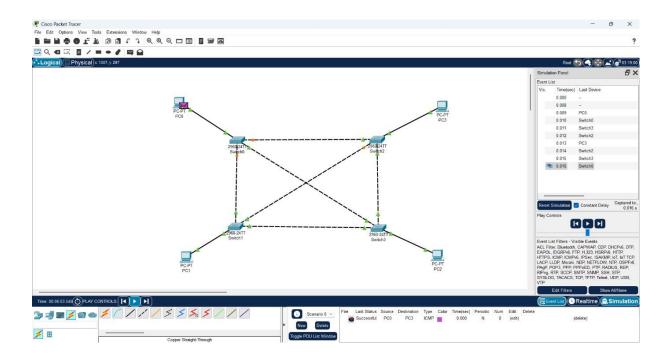
- Data moves in one direction (unidirectional) or both directions (bidirectional in modern implementations).
- A token-passing mechanism is used to prevent collisions.

• Star Topology (Using a central switch or hub)



- Data travels from the sender to the switch/hub, then forwarded to the recipient.
- Switches use MAC addresses to forward packets, while hubs broadcast data to all devices.

• Mesh Topology (Full or partial, as per requirement)



- Data follows multiple paths, ensuring redundancy and fault tolerance.
- Routing protocols like OSPF or RIP can be used for dynamic path selection.