COMPUTER NETWORKS PRACTICUM 2



By:

Name : Azie Melasari

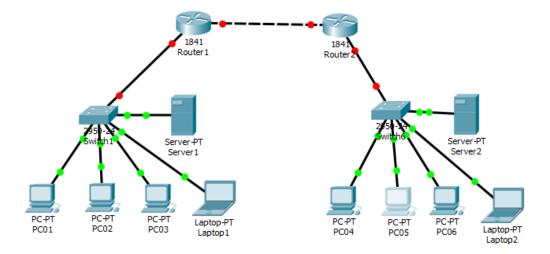
NIM : L200183174

Class: X

INFORMATION TECHNOLOGY FACULTY OF COMMUNICATION AND INFORMATICS MUHAMMADIYAH UNIVERSITY OF SURAKARTA

2020

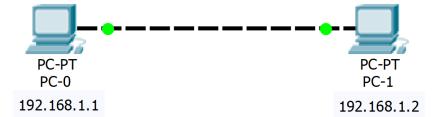
1. Activity 1



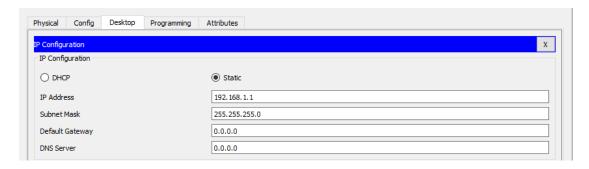
In the first activity there are router components, switches, and devices that are connected by connectors. Each connector has a lamp that symbolizes that the connector is connected. The red color represents the connector is not connected, the orange color represents the connector is being installed / the connection process, the green color represents the connector is connected.

2. Activity 2. Creating a Peer to Peer Network

Creating a network design



• Set IP



Physical	Config	Desktop	Programming	Attributes
IP Configuration X				
IP Configuration				
ODHCP				Static
IP Address				192.168.1.2
Subnet Mask				255.255.255.0
Default Gateway				0.0.0.0
DNS Server				0.0.0.0

• Check the connection by pinging from one PC and entering another PC's IP

```
Physical Config Desktop Programming Attributes

Command Prompt

Packet Tracer PC Command Line 1.0

C:\>ping 192.168.1.1

Pinging 192.168.1.1 with 32 bytes of data:

Reply from 192.168.1.1: bytes=32 time=13lms TTL=128

Reply from 192.168.1.1: bytes=32 time<lms TTL=128

Ping statistics for 192.168.1.1:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:

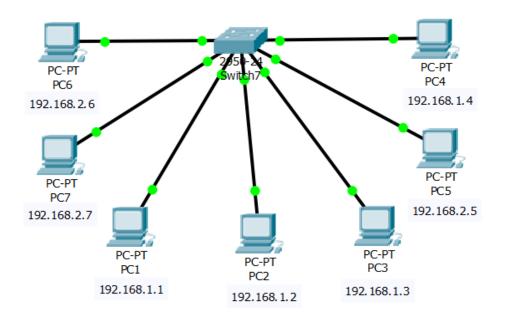
Minimum = 0ms, Maximum = 13lms, Average = 32ms

C:\>
```

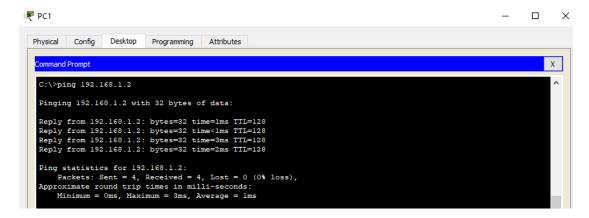
Peer to peer two workstations there are no obstacles. Each connection can be proven by pinging each other successfully and there is no RTO as shown in the message column.

3. Activity 3. Make a network with a switch

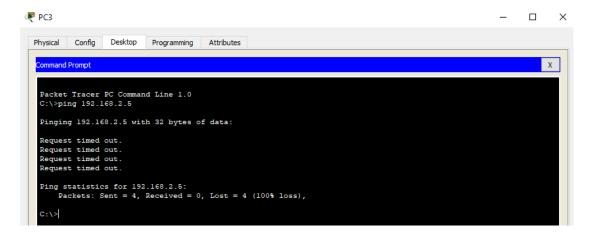
• Picture of network design by division of IP



• Check the ping connection from PC 1 to PC 2. And the connection can be connected



• Check ping connections from PC 3 to PC 3. And RTO connections due to differences in different networks.

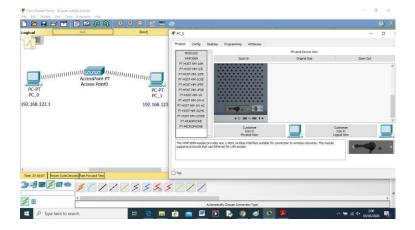


After the circuit is complete, ping between:

- a. PC1 to PC2: is clear without any constraints.
- b. PC3 to PC5: experiences RTO due to differences in network ID.

4. Activity 4. Wireless Network

• Network design using Access points with IP divisions.





• Ping to check and the connection results are connected

```
Physical Config Desktop Programming Attributes

Command Prompt

Packet Tracer PC Command Line 1.0
C:\>PING 192.168.123.2

Pinging 192.168.123.2 with 32 bytes of data:

Reply from 192.168.123.2: bytes=32 time=42ms TTL=128

Reply from 192.168.123.2: bytes=32 time=14ms TTL=128

Reply from 192.168.123.2: bytes=32 time=10ms TTL=128

Reply from 192.168.123.2: bytes=32 time=26ms TTL=128

Ping statistics for 192.168.123.2:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:

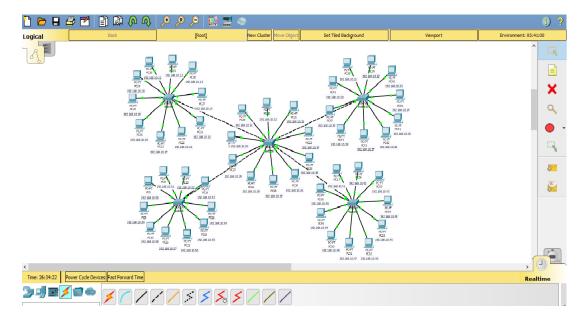
Minimum = 10ms, Maximum = 42ms, Average = 23ms

C:\>
```

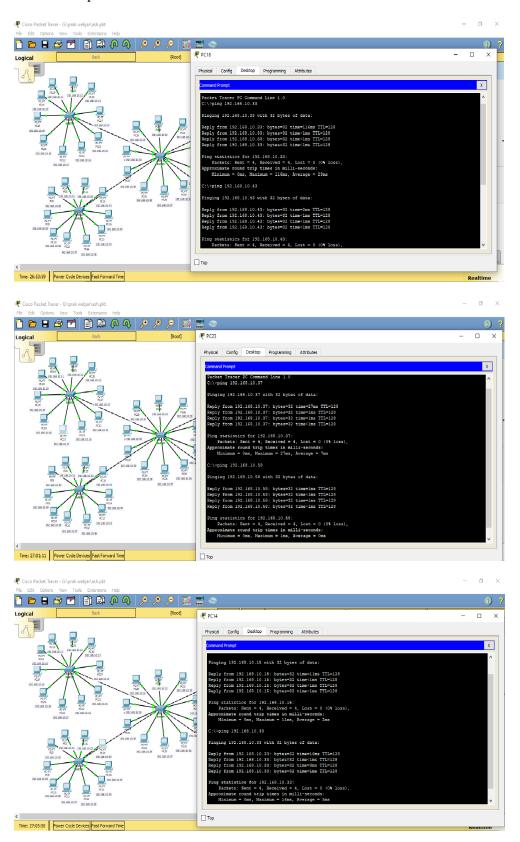
Replacing computer components into wireless components and connecting 2 computers with wireless components. There are 1 access point and 2 workstations. Ping clearly without any problems.

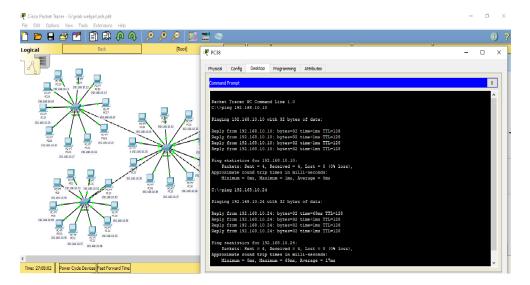
ASSIGNMENT

Network Design



• Check the connection by pinging from IP computer 192.168.10.10 to another computer that has a different connection switch





Information:

5 switches. Each switch consists of 10 workstations. Each of which has an IP 192.168.10.10-192.168.10.60

Can be seen all workstations connected succesfull (ping).

It would be more effective if there is a router device, so that IP can be configured via DHCP.