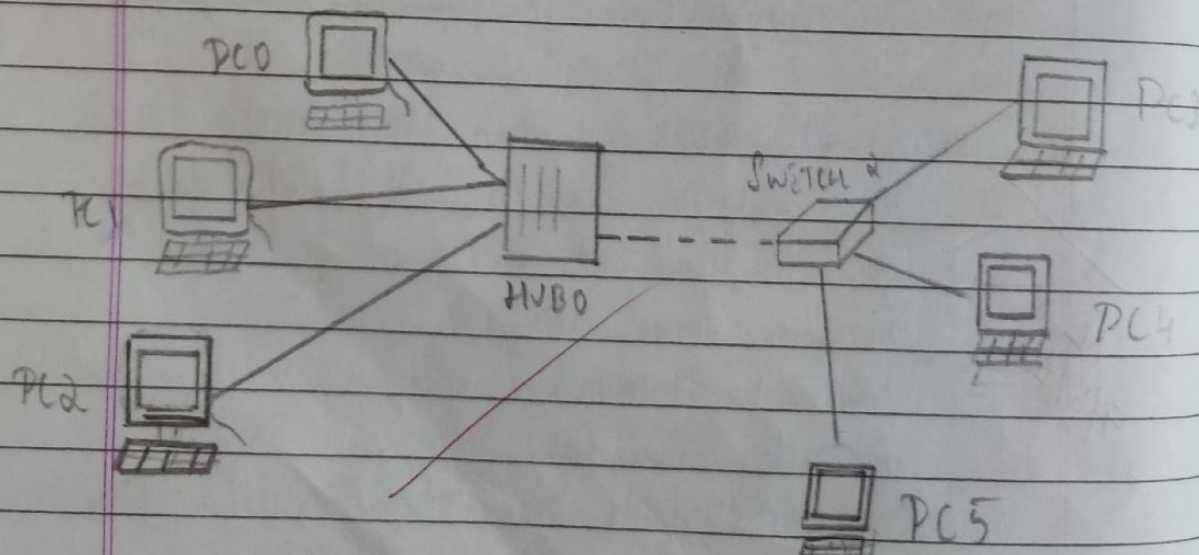


Lab-2

- 1) Create a topology and simulate sending a simple PDU from source to destination using simple hub and switch as connecting ~~device~~ domains

=>

- Step 1: Drag and drop three PC's at one side and connect them to the a generic hub
- Step 2: Drag and drop another three PC's and connect them to a generic switch
- Step 3: Use copper straight cable to connect each PC with the switch/hub.
- Step 4: Create a unique IP address starting with 10.0.0.1 → 10.0.0.6 for PC0 → PC5
- Step 5: Add a simple PDU from PC0 to PC1 which are within the hub. Check for
- Step 6: Create a new scenario and click on the auto/capture and check for the output as "Successful"
- Step 7: Next scenario, send a simple PDU from PC4 to PC6 and check the output.
- Step 8: Last scenario consist of a PDU from PC0 to PC4
- Step 9: Click on cmd from PC0 and type ping 10.0.0.4 and the run command takes place



Command Prompt

i) Switch ON

PC > ping 10.0.0.4

Pinging 10.0.0.4 with 32 bytes of data:

Reply from 10.0.0.4: bytes = 32 time = 7ms TTL = 128

Reply from 10.0.0.4: bytes = 32 time = 6ms TTL = 128

Reply from 10.0.0.4: bytes = 32 time = 6ms TTL = 128

Reply from 10.0.0.4: bytes = 32 time = 6ms TTL = 128

Ping statistics for 10.0.0.4

Packets: sent = 4, received = 4, lost = 0 (0% loss),

Approx round trip times in milli-sec:

Minimum = 6ms, Maximum = 7ms, Average = 6

ii) Switch OFF

PC > ping 10.0.0.4

Pinging 10.0.0.4 with 32 bytes of data:

Request timed out.

Request timed out.

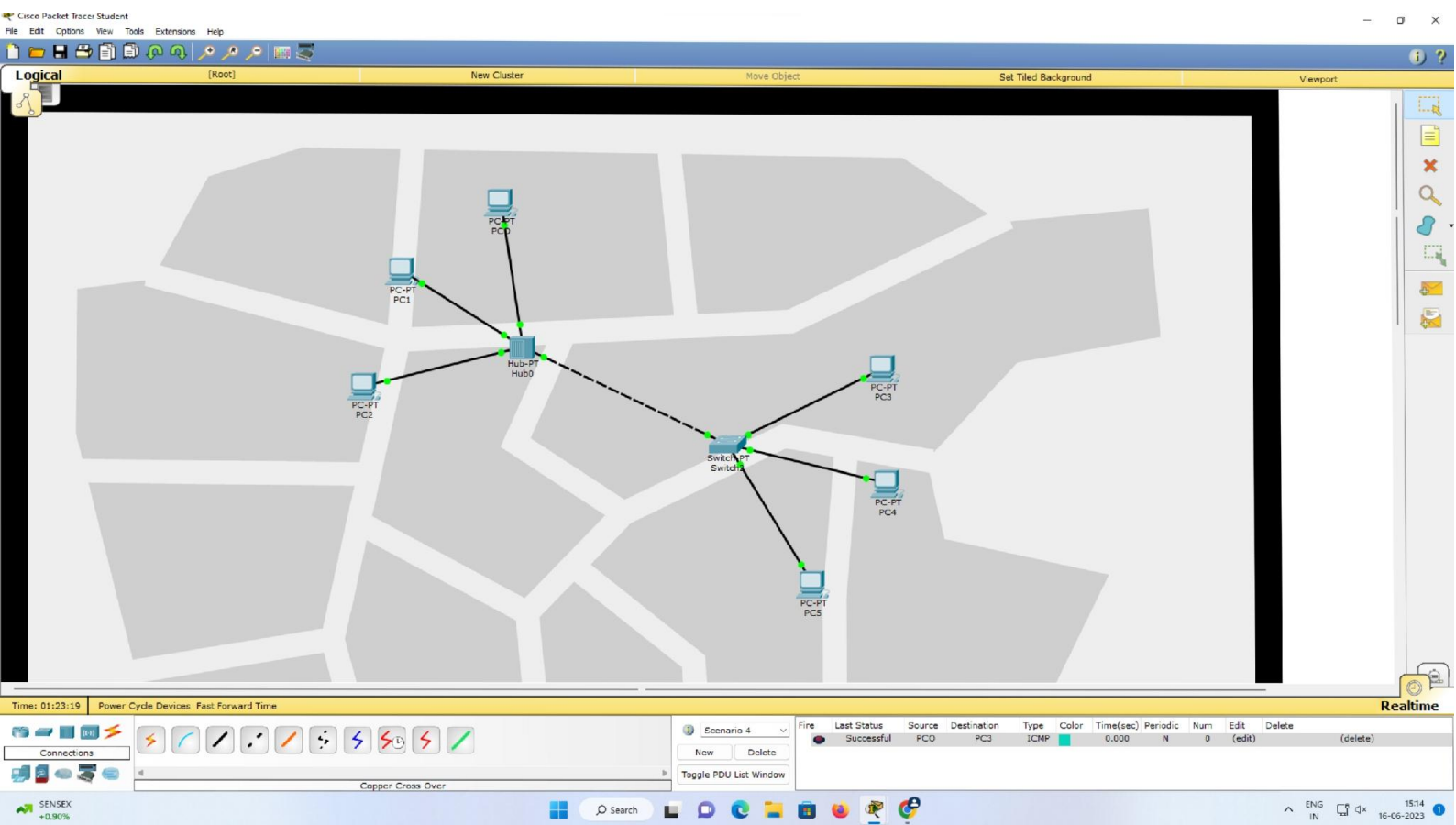
Request timed out.

Request timed out.

Ping statistics for 10.0.0.4

Packets: sent = 4, received = 0, lost = 4, loss (100%)

8/10
10/10



Cisco Packet Tracer Student

File Edit Options View Tools Extensions Help

Logical [Root] New Cluster Move Object Set Tiled Background Viewport

PCO

PC-PT PC1

PC-FT PC2

Command Prompt

```
Reply from 10.0.0.4: bytes=32 time=7ms TTL=128
Reply from 10.0.0.4: bytes=32 time=6ms TTL=128
Reply from 10.0.0.4: bytes=32 time=6ms TTL=128

Ping statistics for 10.0.0.4:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 6ms, Maximum = 7ms, Average = 6ms

PC>10.0.0.4
Invalid Command.

PC>
PC>ping 10.0.0.4

Pinging 10.0.0.4 with 32 bytes of data:
Reply from 10.0.0.4: bytes=32 time=7ms TTL=128
Reply from 10.0.0.4: bytes=32 time=6ms TTL=128
Reply from 10.0.0.4: bytes=32 time=6ms TTL=128
Reply from 10.0.0.4: bytes=32 time=6ms TTL=128

Ping statistics for 10.0.0.4:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 6ms, Maximum = 7ms, Average = 6ms

PC>
```

Simulation Panel

Vis.	Time(sec)	Last Device	At Device	Type	Info
	7.100	Hub0	PC1	ICMP	
	8.077	--	Switch2	STP	
	8.078	Switch2	PC4	STP	
	8.078	Switch2	PC5	STP	
	8.078	Switch2	Hub0	STP	
	8.079	Hub0	PC0	STP	
	8.079	Hub0	PC1	STP	
	8.079	Hub0	PC2	STP	

Reset Simulation ☒ Constant Delay Captured for: 8.079 s

Play Controls

Back Auto Capture / Play Capture / Forward

Event List Filters - Visible Events

ACL Filter, ARP, OSPF, DHCP, DHCPv6, DNS, DTP, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, LACP, NBP, NETFLOW, NTP, OSPF, OSPFv6, PAgg, POP3, RADIUS, RDP, RIPng, RTH, SCUP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, VTP

Edit Filters Show All/None

Time: 01:22:42.844 Power Cycle Devices PLAY CONTROLS: Back Auto Capture / Play Capture / Forward

Connections

Copper Cross-Over

Scenario 4

New Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	PC3	ICMP		0.000	N	0	(edit)	(delete)

DUI +1.26%

ENG IN 15:12 16-06-2023