Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

PDU Information at Device: PC0

OSI Model   Outbound PDU Details

At Device. PC0
Source: PC0
Destination: Broadcast

In Layers	Out Layers
Layer7	Layer7
Layer6	Layer6
Layer5	Layer5
Layer4	Layer4
Layer3	Layer3
Layer2	Layer 2: Ethernet II Header 0001.6308.D464 >> FFFF.FFFF.FFFF ARP Packet Src. IP: 10.0.0.9, Dest. IP: 10.0.0.1
Layer1	Layer 1: Port(s):

1. The ARP process constructs a request for the target IP address.
2. The device encapsulates the PDU into an Ethernet frame.

Challenge Me   << Previous Layer   Next Layer >>

Event List

Vis.	Time(sec)	Last Device
Visible	0.000	--
Visible	0.000	--
Visible	0.000	--

Reset Simulation   ☑ Constant Delay   Captured to: 0.000 s

Play Controls

Event List Filters - Visible Events
ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IEC, IPSec, ISAKMP, IoT, IoT TCP, LACP, LLDP, MODBUS, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoED, PTP, Profinet, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters   Show All/None

Time: 00:09:07.644   PLAY CONTROLS: Event List   Realtime   Simulation

Scenario 0

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	In Progress	PC0	PC2	ICMP		0.000	N	0	(edit)	(delete)

New   Delete

Toggle PDU List Window

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Logical Physical x: 3175, y: 1310

Root 12:59:00

PDU Information at Device: PC2

OSI Model   Inbound PDU Details   Outbound PDU Details

At Device: PC2
Source: PC0
Destination: Broadcast

In Layers	Out Layers
Layer7	Layer7
Layer6	Layer6
Layer5	Layer5
Layer4	Layer4
Layer3	Layer3
Layer 2: Ethernet II Header 0001.6308.D464 >> FFFF.FFFF.FFFF ARP Packet Src. IP: 10.0.0.6, Dest. IP: 10.0.0.1	Layer 2: Ethernet II Header 0060.5CED.1DD0 >> 0001.6308.D464 ARP Packet Src. IP: 10.0.0.1, Dest. IP: 10.0.0.6
Layer 1: Port FastEthernet0	Layer 1: Port(s): FastEthernet0

1. FastEthernet0 receives the frame.

Challenge Me   << Previous Layer   Next Layer >>

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	0.000	--
	0.000	--
	0.001	PC0
Visible	0.002	Switch0
Visible	0.002	Switch0

Reset Simulation   ☑ Constant Delay   Captured to: 0.002 s

Play Controls

Event List Filters - Visible Events
ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IEC, IPSec, ISAKMP, IoT, IoT TCP, LACP, LLDP, MODBUS, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoED, PTP, Profinet, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters   Show All/None

Time: 00:10:00.627 PLAY CONTROLS: Event List   Realtime   Simulation

Scenario 0   New   Delete   Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	In Progress	PC0	PC2	ICMP		0.000	N	0	(edit)	(delete)