# **Task 10.1p**

## Module 10 Physical Layer and Connection Module. Active class 10: Physical Connections and Protocols

## Activity 1: Website Visit - Unveiling the Steps

Imagine you power on your laptop and want to visit a website. Your laptop initiates a conversation with your Wi-Fi network, like asking a phonebook (DNS) for the website's address. Depending on your setup, your network might consult the internet service provider (ISP) for further assistance. Once the address is found, your laptop politely requests the website's data using a protocol called HTTP. The website responds with the information you requested (text, images) using the same protocol. Finally, your laptop displays the website on your screen! If your network uses NAT (Network Address Translation), it acts like a middleman, changing your laptop's unique address to a public one for the internet.

## **Activity 2: Wireshark - Capturing the Website Conversation**

Remember exploring the website visit process? This activity lets us see the actual conversation! We'll first clear any old website information stored on your laptop and network. Then, with a tool called Wireshark capturing everything, you'll visit a new website. We'll analyze the captured messages to understand the order in which protocols like DNS and HTTP work, what each one does, and the details of each message. Finally, we'll compare these findings with what we learned in Activity 1 to see if the messages match the website visit process.

#### Activity 3: Wired vs. Wireless Networks - Understanding Traffic Flow

This activity lets you play with a network simulation to compare wired and wireless connections. We'll send data packets from one computer to another, both using wires and Wi-Fi. We'll then analyze how these data packets (PDUs) travel in each case. While wired connections might only show the source and destination device's MAC addresses, wireless connections might show three. We'll explore why there are three MAC addresses involved in wireless communication - because the data travels through multiple devices like routers and access points before reaching its destination, unlike wired connections where it goes directly from one device to another.

#### **Notes**

#### Wireless vs. Wired Networks:

**Prevalence of Wireless:** The module highlights the dominance of wireless technologies. There are more wireless phone subscribers and mobile-broadband-connected devices than wired counterparts.

**Challenges of Wireless:** Wireless communication faces issues like signal degradation over distance, interference from other devices, and obstacles that can weaken signals. Additionally, managing mobility adds complexity compared to fixed wired connections.

#### **Characteristics of Wireless Links:**

Comparison of Technologies: The module provides a detailed comparison of popular wireless technologies. This includes their data rates (speed of data transfer), ranges (effective coverage area), and applications.

#### **Examples include:**

**Wi-Fi (IEEE 802.11 Standards):** Focus on different versions like 802.11ax (WiFi 6), 802.11ac, and earlier versions, noting their data rate improvements and range variations.

**Cellular Networks (4G/5G):** Explore their high data rates and wide coverage areas suitable for mobile internet access.

Bluetooth: Discuss its lower data rate but suitability for short-range connections between devices.

#### **Elements of a Wireless Network:**

**Components:** A wireless network consists of several key elements:

**Wireless Hosts:** These are the devices that connect to the network wirelessly, such as laptops, smartphones, tablets, and Internet of Things (IoT) devices.

**Base Stations:** These act as central points for communication in a wireless network. Examples include Wi-Fi routers, cellular towers, and access points.

**Wireless Links:** These are the invisible connections that carry data between wireless hosts and base stations using radio waves.

## Wireless LAN (WLAN):

**IEEE 802.11 Standards:** This section dives deeper into the evolution of Wi-Fi technologies as defined by the IEEE 802.11 standards. Understand the progression from 802.11b (released in 1999) to the latest 802.11ax (WiFi 6) with improvements in speed, range, and capacity.

**CSMA/CA for Access Control:** The module explains how Carrier Sense Multiple Access with Collision Avoidance (CSMA/CA) is used in Wi-Fi to manage access to the shared wireless medium and prevent data collisions.

#### 4G/5G and 6G Cellular Networks:

**Deployment and Usage:** Explore the widespread adoption of 4G and 5G cellular networks. Understand their technical specifications, like frequency bands used and modulation techniques employed.

**Similarities and Differences with Wired Internet**: While cellular networks provide similar internet access as wired connections, they differ in terms of mobility, range, and potentially, data transfer speeds depending on the technology.

**6G - A Glimpse into the Future:** The notes can mention the ongoing development of 6G cellular networks, promising even faster data rates and potentially new applications.

#### TCP/IP Protocol Stack:

**Layers and Functions:** This section provides a more detailed explanation of each layer in the TCP/IP protocol stack and its role in data communication:

**Application Layer:** Defines protocols for applications like web browsing, email, and file transfer.

**Transport Layer:** Handles reliable data delivery between applications on different devices. (e.g., TCP for reliable data transfer, UDP for connectionless data transfer)

Network Layer: Routes data packets across networks based on logical IP addresses.

Data Link Layer (DLL) - Focus Area: We will delve deeper into this layer in the next section.

**Physical Layer:** Deals with the physical transmission of data bits over the network medium (e.g., cables, radio waves).

Data	Link	Layer	(DLL):
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**Sub-layers:** 

### The DLL consists of two sub-layers:

**Logical Link Control (LLC):** This sub-layer is responsible for multiplexing data streams from different applications into a single data stream for the MAC sub-layer. It also provides error detection, flow control, and acknowledgment mechanisms to ensure reliable communication between devices.

**Media Access Control (MAC):** This sub-layer manages access to the physical transmission medium. It handles addressing devices using Media Access Control (MAC) addresses, which are unique identifiers for network interfaces. It also employs techniques to avoid collisions between data transmissions from multiple devices.

#### Importance of the Data Link Layer:

**Reliable Communication:** The DLL plays a crucial role in ensuring reliable data communication within a network. It achieves this through:

Framing: Dividing data packets from the Network layer into smaller frames with headers and trailers

#### Some external resources I referred to

- 1. What is a wireless network? Types of wireless network / Fortinet. (n.d.). Fortinet.
  - https://www.fortinet.com/resources/cyberglossary/wireless-network
- 2. What Is a Wireless Network? Wired vs Wireless. (2021, July 1). Cisco.
  - $\underline{https://www.cisco.com/c/en/us/solutions/small-business/resource-center/networking/wireless-network.html}$
- 3. Shukla, G. (2023, February 12). What is Wi-Fi, and how does it work? How-To Geek.
  - https://www.howtogeek.com/865706/what-is-wi-fi/

Wi-Fi generation	IEEE standard	Adopted	Maximum link rate
Wi-Fi 0*	802.11 or 802.11-1997	1997	1-2Mbps
Wi-Fi 1*	802.11b	1999	1-11Mbps
Wi-Fi 2*	802.11a	1999	6-54Mbps
Wi-Fi 3*	802.11g	2003	6-54Mbps
Wi-Fi 4	802.11n	2008	72-600Mbps
Wi-Fi 5	802.11ac	2014	433-6933Mbps
Wi-Fi 6/ Wi-Fi 6E	802.11ax	2019/ 2020	574-9608Mbps
Wi-Fi 7	802.11be	(2024)	1376-46120Mbps
* Unofficial name			

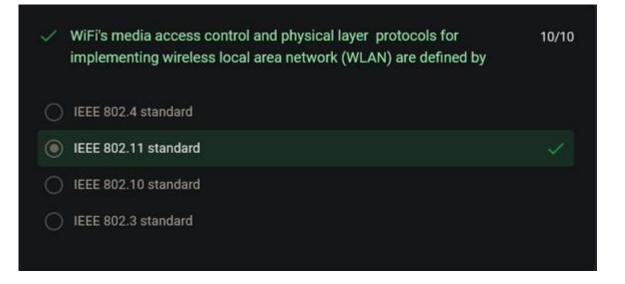
## Module 7: Physical Layer and Connections

Total points 100/100

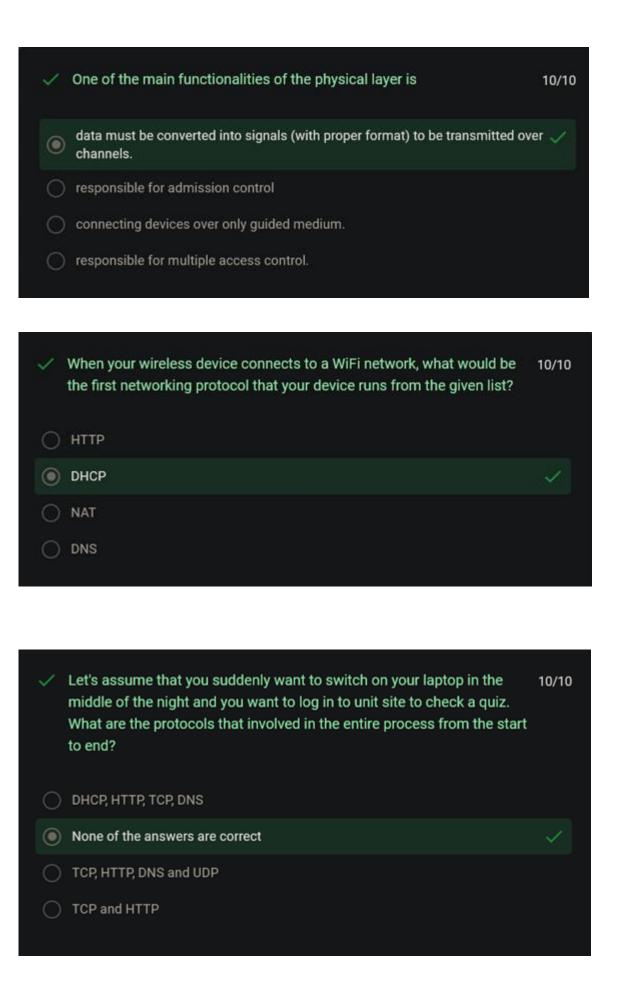
The respondent's email (rnirosh134@cicracampus.net) was recorded on submission of this form.

10/10

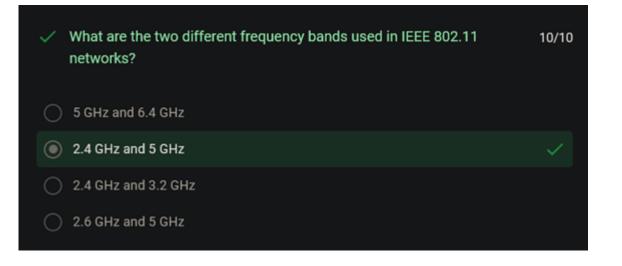
- Ethernet over copper twisted-pair technologies use cables as the physical medium. There are different standards we use in computer networks. Compare the frame structures for 10BASE-T, 100BASE-T, and Gigabit Ethernet. How do they differ from one to another?
- Gigabit Ethernet supports a larger frame structure compared to 10BASE-T and 100BASE-T.
- Frame lengths of 10BASE-T > 100BASE-T > Gigabit Ethernet
- Frame lengths of 10BASE-T < 100BASE-T < Gigabit Ethernet
- All three Ethernet technologies have identical frame structures



<b>Y</b>	Which of the following statement is false?	10/10
	WiFi link layer frames have enough fields to indicate more than two MAC addresses.	
	Ethernet frames indicate only two MAC addresses (source and destination).	
	Ethernet frames can have broadcast MAC address in the destination MAC addresd.	ess
•	WiFi link layer frames always have two MAC addresses (source and destination).	~
<b>\</b>	Which of the following statement are true regarding Hub, Switch and Router?	10/10
	Routers operates only on link-layer and can forward packets.	
<b>V</b>	Hub has a single broadcast domain and anything comes in one port is sent out to all the other ports.	t 🗸
☑	Switch can filter and forward packets between different LAN segments connected to it as it can process at least up to the ink layer.	~
	Operations of the routers and switches are very similar.	
<b>~</b>	Assume that there are two WiFi networks associated with two WiFi APs belong to two different ISPs in a particular restaurant and apparently each of these APs are operating over the same WiFi channel. Which of the following statements are true regarding this scenario?	10/10
<b></b>	Hosts will be able to connect to one network as each AP has a different SSID and unique MAC address.	<b>~</b>
✓	The frames send by a host connected to one AP will be received by both APs.	~
	There will be no interference and both networks will work smoothly	
	There would be a complete breakdown and none of the hosts would be able to connect.	



	Which of the following statement is correct regarding 4G and 5G 10 networks?	0/10
	4G and 5G are standardised by IEEE.	
	5G is the latest mobile network technology which can support data rates beyond 100 Gbps.	
	They have the same protocols in all five layers as the wired network.	
$\odot$	Application, transport, and network layers run similar protocols as in the wired network. However, the data-link and physical layer implementations are different compared to wired network.	/



## **Activity 1: Website Visit - Unveiling the Steps**

- Imagine you're trying to visit your friend's house (the website) on the internet.
- Wake Up (Boot Up): You wake up (turn on your laptop) and get ready (startup routine).
- Call a Friend (Router): You call your friend who lives closest to the internet (router) to ask for directions (connect to Wi-Fi).
- Look Up Address (DNS): You look up your friend's address in a phone book (DNS) to get the exact location (IP address).
- Send a Message (TCP): You send a reliable message (request) to your friend, asking if you can visit (website).
- Follow the Signs (IP): Your message travels on the main roads (internet) using signs (IP) to find your friend's house.
- Friend Invites You (Response): Your friend (server) agrees and sends you directions (website data).
- Understand the Directions (HTTP): You translate the directions (website code) into something you understand.
- Finally, There! (Website Display): You arrive at your friend's house (website is displayed)!
- Bonus: With a translator (NAT): If your neighborhood has a translator (NAT router), they translate your home address (private IP) to a public address for the internet, then translate it back when your friend replies.

When I first power on my laptop and decide to access the SIT202 CloudDeakin site, here's what happens:

#### Step 1:

My laptop Powers on and Network Connection Initializes, and the network interface card (NIC) initializes.

**DHCP (Dynamic Host Configuration Protocol)** - My laptop sends a DHCPDISCOVER message to find a DHCP server and obtain an IP address. The server responds with a DHCPOFFER, and my laptop accepts it with a DHCPREQUEST. Finally, the server confirms with a DHCPACK.

This step assigns an IP address to my laptop, which is essential for network communication.

#### Step 2

After obtaining an IP address, my laptop needs to communicate with the local network, so it needs to know the MAC address of the default gateway (router).

**ARP (Address Resolution Protocol)** - My laptop sends an ARP request to ask "Who has the IP address of the default gateway?" The router responds with an ARP reply containing its MAC address.

ARP resolves IP addresses to MAC addresses, enabling my laptop to communicate with devices on the local network.

#### Step 3:

I open my browser and enter the URL (https://d2l.deakin.edu.au). My laptop needs to convert this URL into an IP address.

**DNS (Domain Name System)** - My laptop sends a DNS query to the configured DNS server to resolve the domain name into an IP address.

DNS translates human-readable URLs into IP addresses that computers can understand.

#### Step 4:

With the IP address obtained, my laptop initiates a TCP connection to the CloudDeakin server.

**TCP (Transmission Control Protocol)** - My laptop sends a SYN packet to the server, which responds with a SYN-ACK. My laptop then sends an ACK to establish the connection.

TCP ensures a reliable connection through a handshake process, enabling reliable data transmission.

#### Step 5:

My laptop sends an HTTP GET request to the server to fetch the webpage.

HTTP (Hypertext Transfer Protocol) - This protocol governs the request and delivery of web content.

HTTP facilitates the transfer of web resources from the server to my browser.

#### Step 6:

The server processes the request and sends back the webpage data.

The server uses these TCP (for data transport) and HTTP (for web content) to send the data back to my laptop.

TCP ensures the data is received correctly, and HTTP provides the web content.

## 3.

With **NAT**, my laptop would have a private IP address. The router would translate this private address to a public IP for internet communication. The steps remain the same, but the NAT device would modify the IP headers to ensure correct routing.

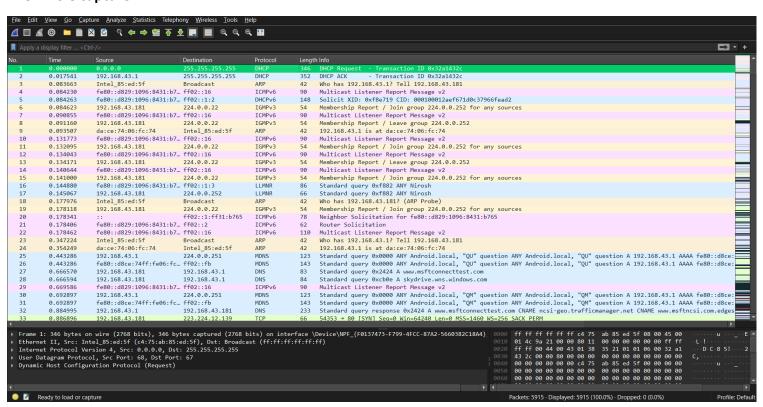
## **Activity 2: Wireshark - Capturing the Website Conversation**

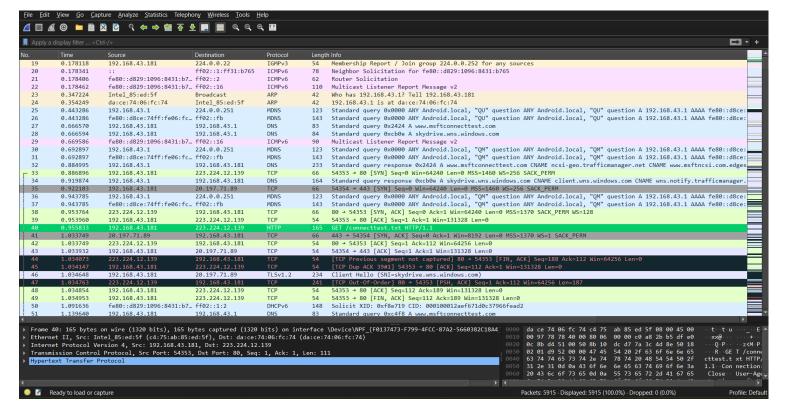
#### Alright,

It's time to use Wireshark to see what happens behind the scenes when I visit a website! First, I gotta clean up my browsing history and make sure Wireshark has a fresh slate to work with. Then, I'll completely disconnect from the internet for a second. Now comes the cool part - I'll open Wireshark, which is like a tool that listens to all the conversations happening on my network. With Wireshark ready, I'll reconnect to the internet. Now, I can visit the website http://www.discoverourtown.com/ and tell Wireshark to stop listening. It's like capturing a snapshot of all the messages flying around while I visited the site.

The next step is like detective work! I'll use Wireshark to analyze these messages, figure out the order they happened in, and what each message said. Then, I'll need to understand what each message is for - some might be about finding the website's address, others about transferring the actual website data. To make things clear, I'll even take screenshots of important details. Finally, I'll compare what I learned from Wireshark with what I already knew about how websites work. This should help me become a real pro at understanding all the secret messages that make the internet work!

## The whole capture





Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help 🖪 🗔 🚳 🗅 🗎 🛭 💆 역 수 🗢 🤮 중 💆 🔙 📕 @ @ @ @ 🖩 Apply a display filter ... < Ctr 0.953764 0.953960 80 → 54353 [SYN, ACK] Seq=0 Ack=1 Win=64240 Len=0 MSS=1370 SACK\_PERM WS=128 54353 → 80 [ACK] Seq=1 Ack=1 Win=131328 Len=0 38 39 223.224.12.139 192.168.43.181 192.168.43.181 TCP TCP 223.224.12.139 1 033749 20.197.71.89 192.168.43.181 443 → 54354 [SYN, ACK] Seq=0 Ack=1 Win=8192 Len=0 MSS=1370 WS=1 SACK\_PERM 80 → 54353 [ACK] Seq=1 Ack=112 Win=64256 Len=0 54354 → 443 [ACK] Seq=1 Ack=1 Win=131328 Len=0 1.033749 1.033932 223.224.12.139 192.168.43.181 192.168.43.181 20.197.71.89 Client Hello (SNI=skydrive.wns.windows.com)
[TCP Out-Of-Order] 80 → 54353 [PSH, ACK] Seq=1 Ack=112 Win=64256 Le 54353 → 80 [ACK] Seg=112 Ack=189 Win=131328 Len=0 54353 + 80 [AKK] 5eq=112 ACK=169 Min=13128 Len=0
54353 + 80 [FIN, ACK] 5eq=112 ACK=189 Win=13128 Len=0
Solicit XID: 8x78e719 CID: 000100012aef671d0c37966fead2
Standard query 8xx4f8 A whww.msftconnecttest.com
Standard query response 0xc4f8 A www.msftconnecttest.com CNAME ncsi-geo.trafficmanager.net CNAME www.msftncsi.com.edge 49 1.034953 192.168.43.181 223.224.12.139 fe80::d829:1096:8431:b7... ff02::1:2 192.168.43.181 192.168.43.1 1 091636 DHCPv6 1.142314 DNS 192.168.43.1 192.168.43.181 233 Who has 192.168.43.181? (ARP Probe)

Neighbor Advertisement fe80::d829:1096:8431:b765 (ovr) is at c4:75:ab:85:ed:5f

Router Solicitation from c4:75:ab:85:ed:5f

Multicast Listene Report Message v2

Membership Report / Leave group 224.0.0.252

443 + 54354 [ACK] Seq-1 Ack-181 Win-8012 Len=1370 [TCP segment of a reassembled PDU]

Multicast Listene Report Message v2

Multicast Listener Report Message v2

Membership Report / Join group 224.0.0.251 for any sources

Membership Report / Join group 224.0.0.252 for any sources

Standard query response 0x0000 PTR, cache flush Android.local PTR, cache flush Android.local A, cache flush 192.168.43.

Standard query response 0x0000 PTR, cache flush Android.local PTR, cache flush Android.local A, cache flush 192.168.43.

443 + 54354 [PSH, ACK] Seq-131 Ack-1818 Win-8012 Len=90 [TCP segment of a reassembled PDU]

54354 + 443 [ACK] Seq-181 Ack-1461 Win-131328 Len=0

Standard query 0x0000 ANY Nirosh local, "QM" question

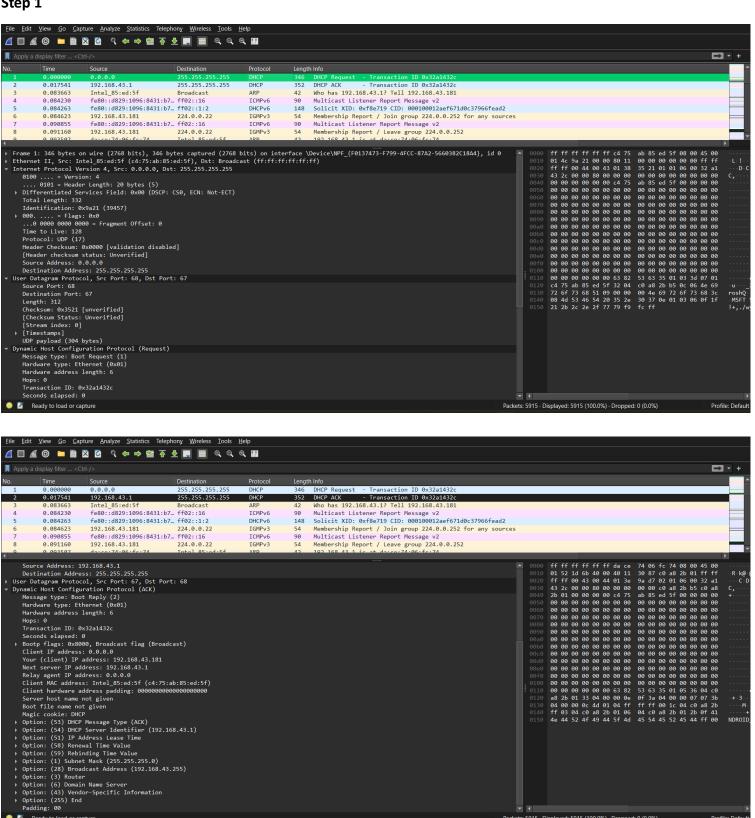
Standard query 0x0000 ANY Nirosh local, "QM" question

Standard query 0x4000 ANY Nirosh local, "QM" question Intel 85:ed:5f 53 54 55 56 57 1.169462 Broadcast ARP 42 Who has 192.168.43.181? (ARP Probe) fe80::d829:1096:8431:b7... ff02::1 fe80::d829:1096:8431:b7... ff02::2 fe80::d829:1096:8431:b7... ff02::16 1.169665 TCMPv6 1.169734 1.172440 ICMPv6 ICMPv6 1.172708 192.168.43.181 224.0.0.22 IGMPv3 1.187616 20.197.71.89 192.168.43.181 TCP 1424 58 59 60 61 1.192944 1.193061 fe80::d829:1096:8431:b7... ff02::16 fe80::d829:1096:8431:b7... ff02::16 ICMPv6 ICMPv6 192.168.43.181 1.193247 224.0.0.22 IGMPv3 62 1.193470 192.168.43.181 224.0.0.22 IGMPv3 192.168.43.11 224.0.0.251 fe80::d8ce:74ff:fe06:fc... ff02::fb 20.197.71.89 192.168.43.181 1 194969 MDNS 288 63 64 65 66 67 68 1.194969 1.195682 192.168.43.181 TCP 1.195927 20.197.71.89 1,197627 192.168.43.181 224.0.0.251 MDNS 72 1.198932 fe80::d829:1096:8431:b7... ff02::fb fe80::d829:1096:8431:b7... ff02::1:3 MDNS LLMNR Frame 40: 165 bytes on wire (1320 bits), 165 bytes captured (1320 bits) on interface \Device\NPF\_{F0137473-F799-4FCC-87A2-5660382C18A4\_Ethernet II, Src: Intel\_85:ed:5f (c4:75:ab:85:ed:5f), Dst: da:ce:74:06:fc:74 (da:ce:74:06:fc:74)
Internet Protocol Version 4, Src: 192.168.43.181, Dst: 223.224.12.139
Transmission Control Protocol, Src Port: 54353, Dst Port: 80, Seq: 1, Ack: 1, Len: 111 da ce 74 06 fc 74 c4 75 00 97 78 78 40 00 80 06 0c 8b d4 51 00 50 8b 10 02 01 d9 52 00 00 47 45 63 74 74 65 73 74 2e 74 31 2e 31 00 00 43 6f 6e 20 43 6c 6f 73 65 0d 0a ab 85 ed 5f 88 00 45 00 00 00 c0 a8 2b b5 df e0 dc d7 7a 3c 4d 8e 50 18 54 20 2f 63 6f 6e 6e 65 78 74 20 48 54 54 50 2f 6e 65 63 74 69 6f 6e 3a 55 73 65 72 2d 41 67 65 z<M P

1.1 Co Close

#### Step 1

Padding: 00



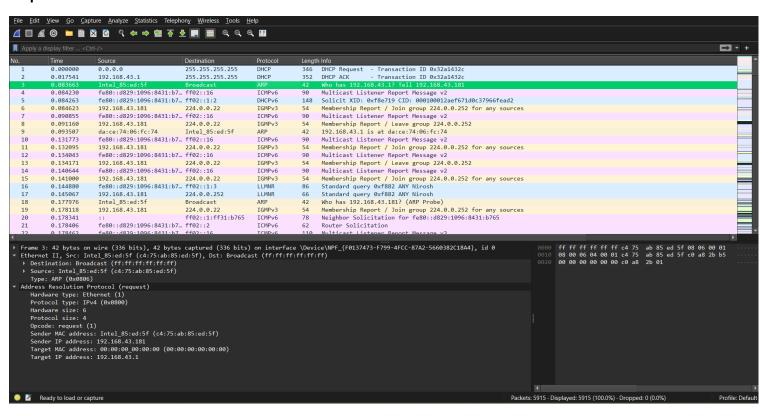
## **DHCP (Dynamic Host Configuration Protocol):**

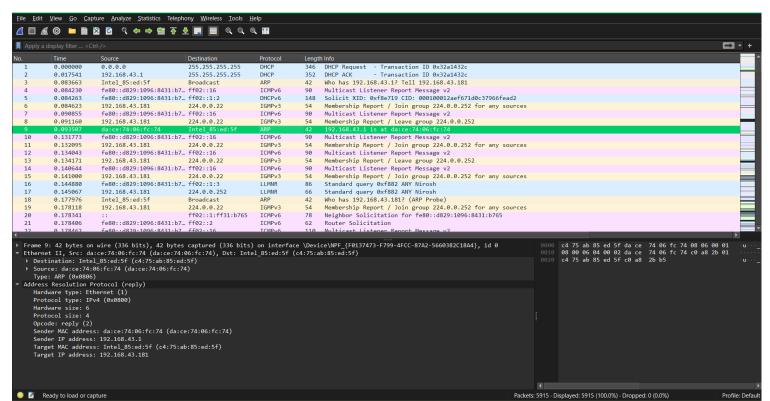
Layer: Application Layer

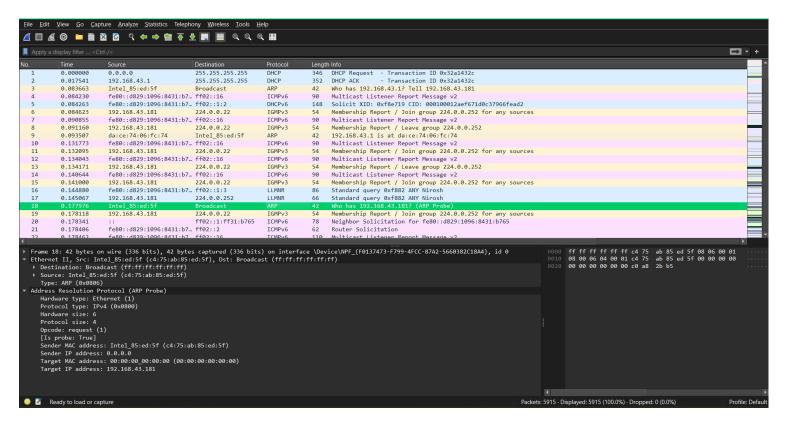
**Use**: Manages IP address allocation. My laptop sends a DHCPDISCOVER message to find a DHCP server, which responds with a DHCPOFFER. My laptop then sends a DHCPREQUEST, and the server confirms with a DHCPACK.

**DHCP:** Involves multiple messages: DHCPDISCOVER, DHCPOFFER, DHCPREQUEST, and DHCPACK. These messages allow my laptop to dynamically obtain an IP address from the DHCP server.

#### Step 2







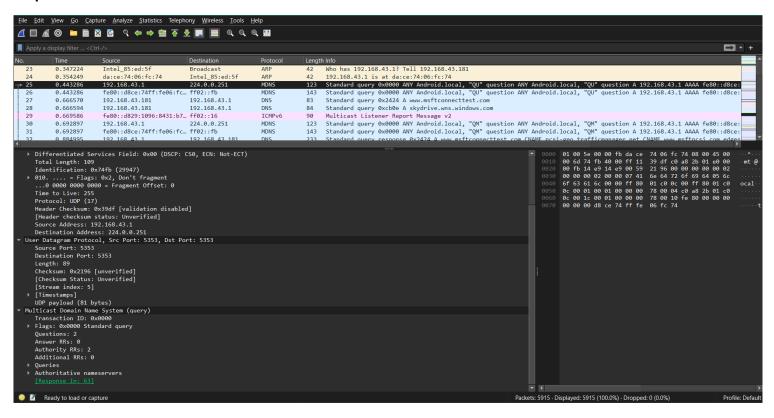
## **ARP (Address Resolution Protocol):**

Layer: Data Link Layer

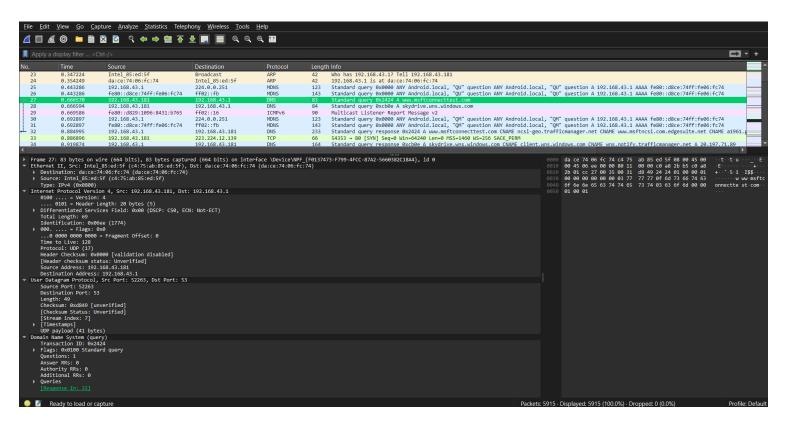
**Use:** Resolves IP addresses to MAC addresses. My laptop sends an ARP request to determine the MAC address of the default gateway, and the gateway responds with its MAC address.

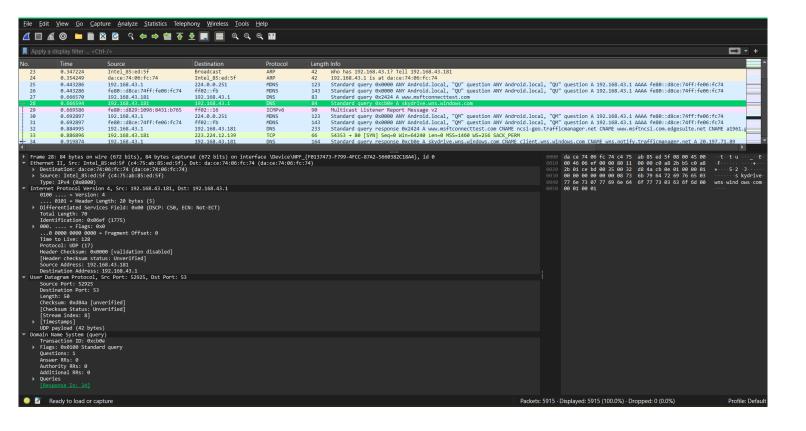
ARP: My laptop sends an ARP request ("Who has IP address **192.168.43.1**? Tell IP address **192.168.43.181**") and receives an ARP reply ("IP address **192.168.43.1** is at MAC address **da:ce:74:06:fc:74**"). This allows my laptop to map IP addresses to MAC addresses within the local network.

#### Step 3



#### **MDNS (Multicast Domain Name System)**





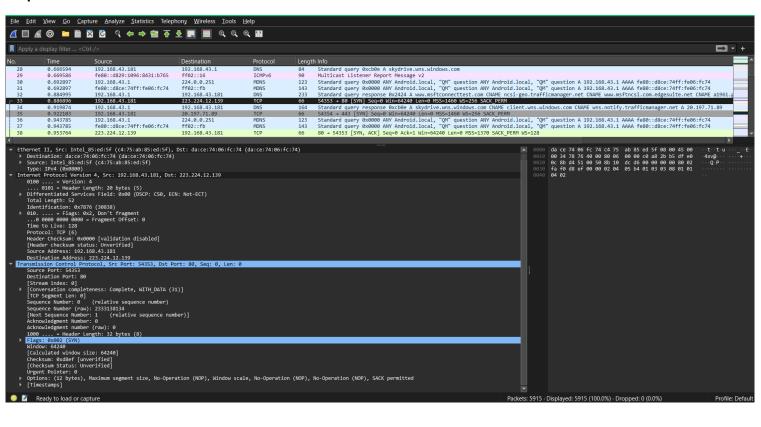
## **DNS (Domain Name System):**

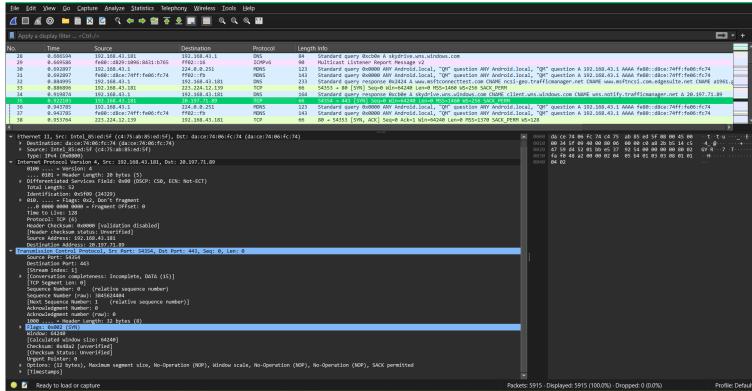
Layer: Application Layer

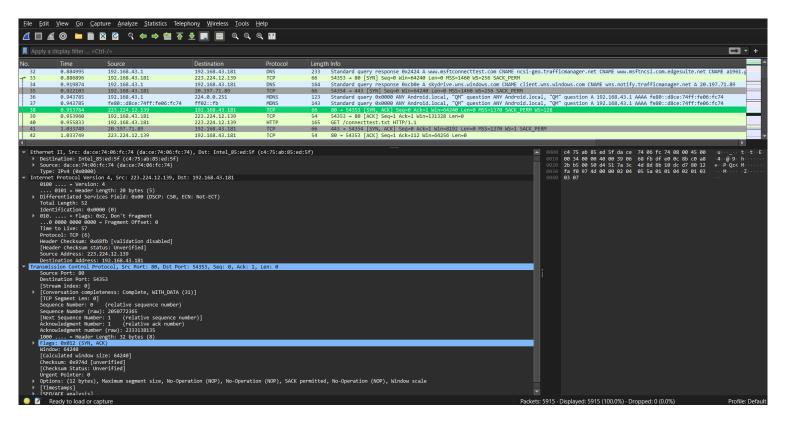
**Use**: Resolves domain names to IP addresses. My laptop sends a DNS query to the DNS server to get the IP address corresponding to the URL entered.

**DNS**: My laptop sends a DNS query to resolve the domain name (e.g., d2l.deakin.edu.au) to its corresponding IP address, and the DNS server replies with the IP address.

#### Step 4







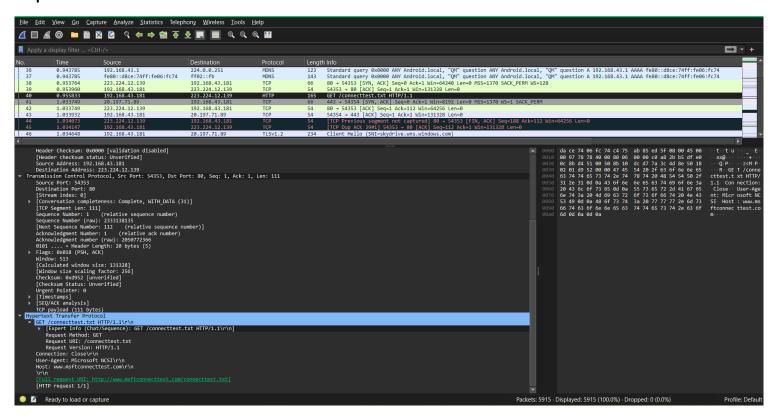
## **TCP (Transmission Control Protocol):**

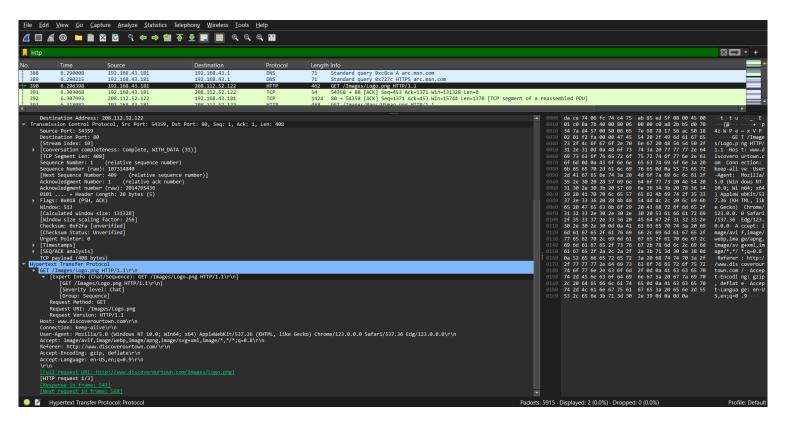
Layer: Transport Layer

**Use**: Establishes a reliable connection between my laptop and the server. This involves the TCP three-way handshake (SYN, SYN-ACK, ACK) to ensure a stable connection for data transfer.

**TCP**: The three-way handshake ensures a reliable connection. My laptop sends a SYN packet to initiate the connection, the server responds with a SYN-ACK, and my laptop completes the handshake with an ACK.

#### Step 5





## **HTTP (Hypertext Transfer Protocol):**

Layer: Application Layer

**Use**: Governs the request and delivery of web content. My laptop sends an HTTP GET request to the server, which responds with the requested web page data.

**HTTP**: My laptop sends an HTTP GET request to retrieve the web page. The server processes the request and sends back the HTML content of the web page.

Now this is how the sequence goes.

## **Comparison with Activity 1:**

The observed protocols and steps match the theoretical process described in Activity 1, confirming that the behind-the-scenes process involves these key protocols at their respective layers.

By using Wireshark to capture and analyze these packets, I could see the practical application of these protocols and how they work together to facilitate network communication and web page retrieval.

## **Activity 3: Wired vs. Wireless Networks - Understanding Traffic Flow**

Okay, let's play around with wired and wireless networks in Cisco Packet Tracer!

It's like a virtual network lab where I can build networks and see how they work.

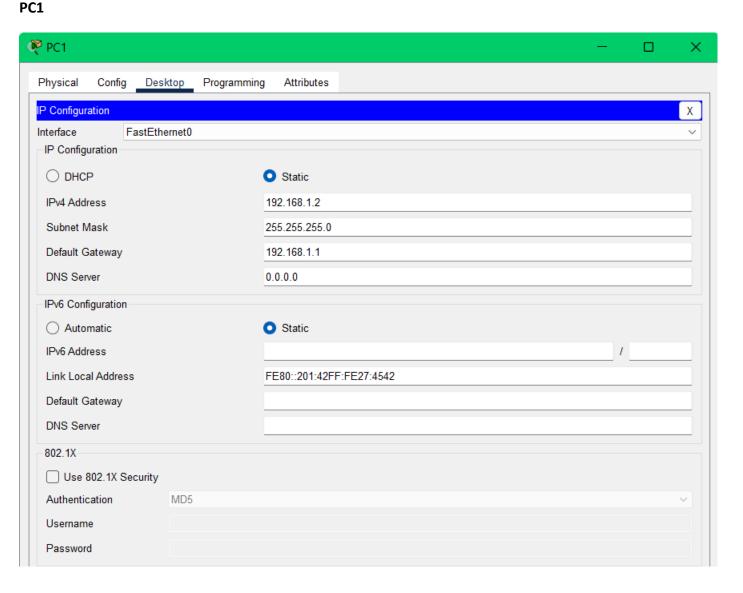
First, I'm going to send a test message, like a little package of information, in two ways:

From my desktop computer to another one - Imagine this as shouting across the room to a friend. We're connected by a wire, just like the computers.

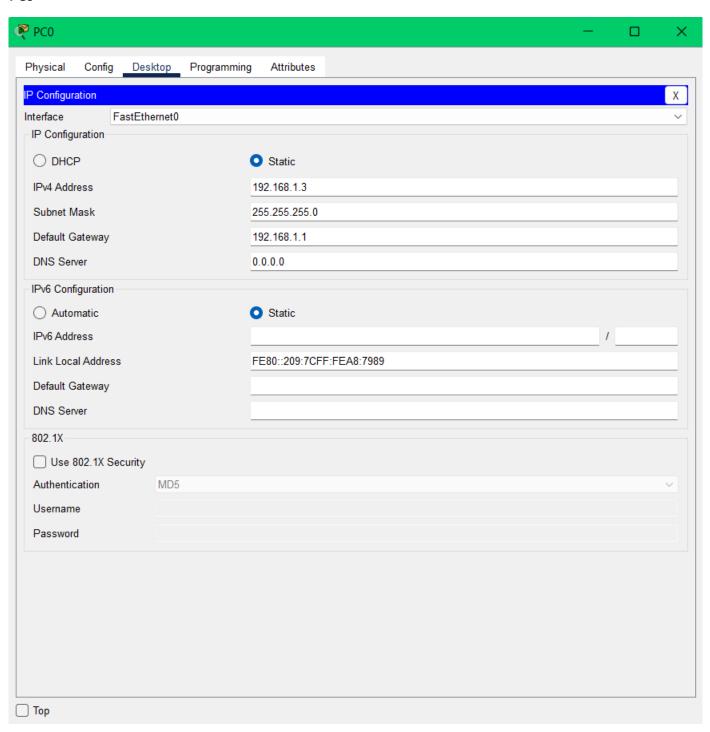
From my laptop to a tablet - Now picture whispering to someone across the room. We're not directly connected, but the message travels through the air.

First, I'll provide how I statically configured the devices in both the wired and wireless networks

#### Wired network

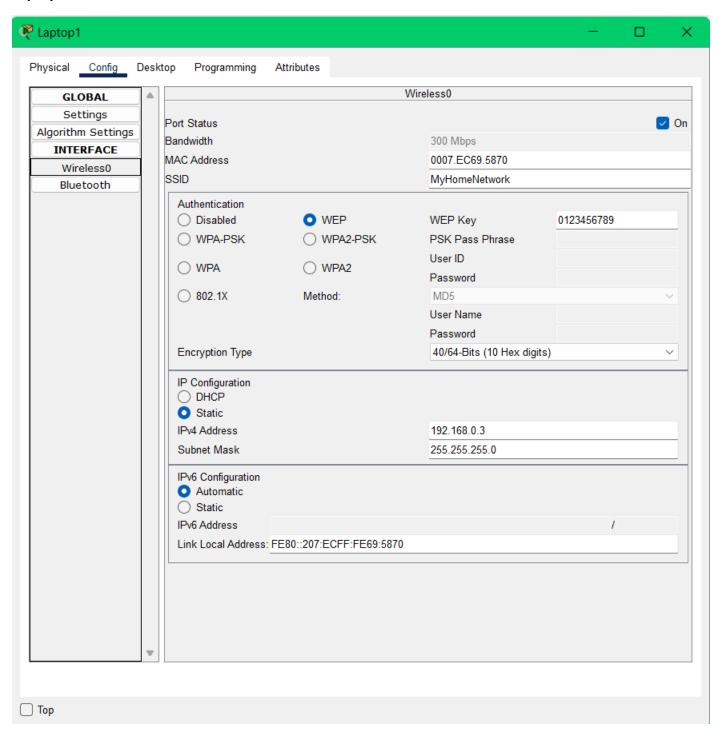


## PC0

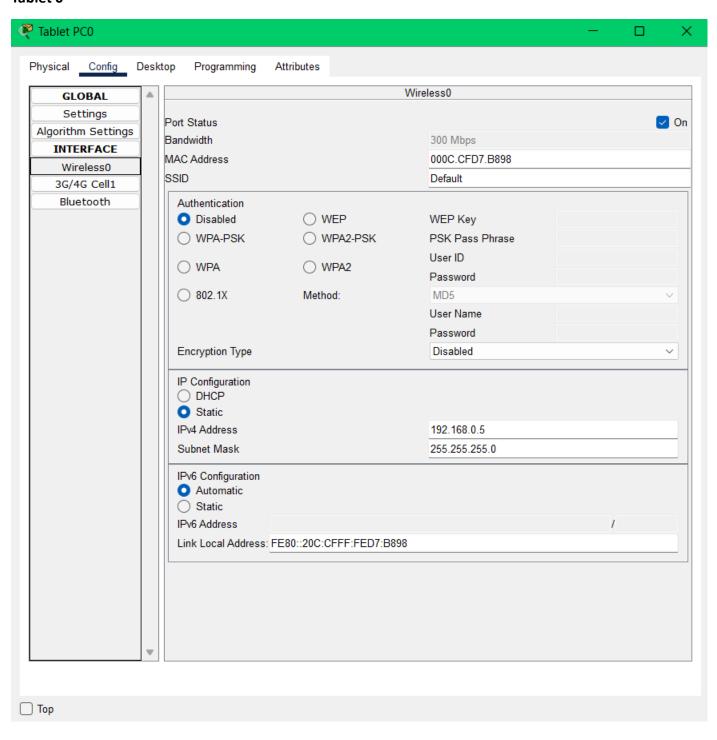


## **Wireless Network**

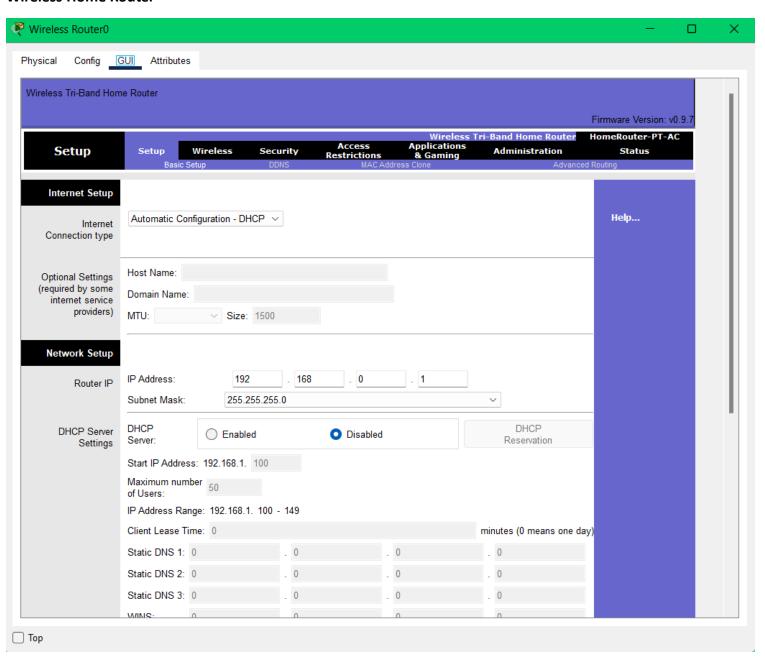
## Laptop 1



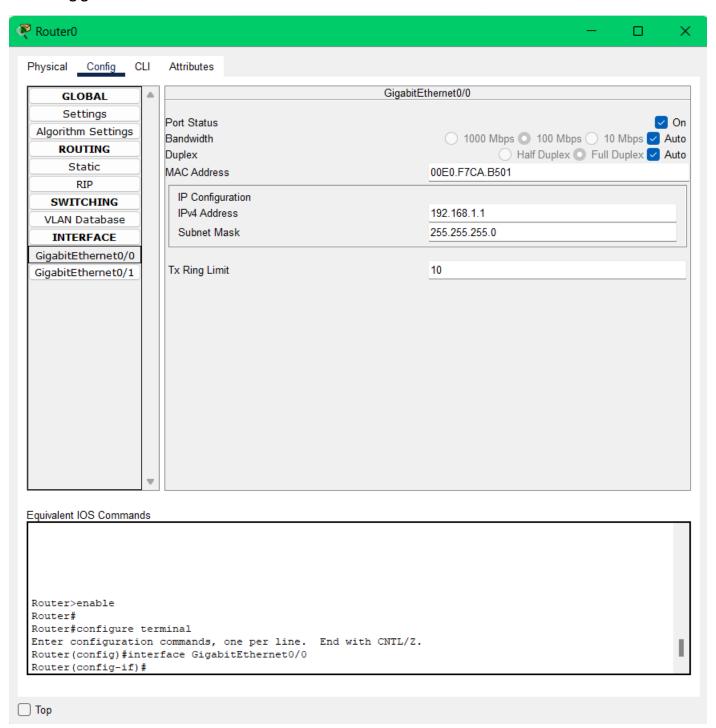
## Tablet 0



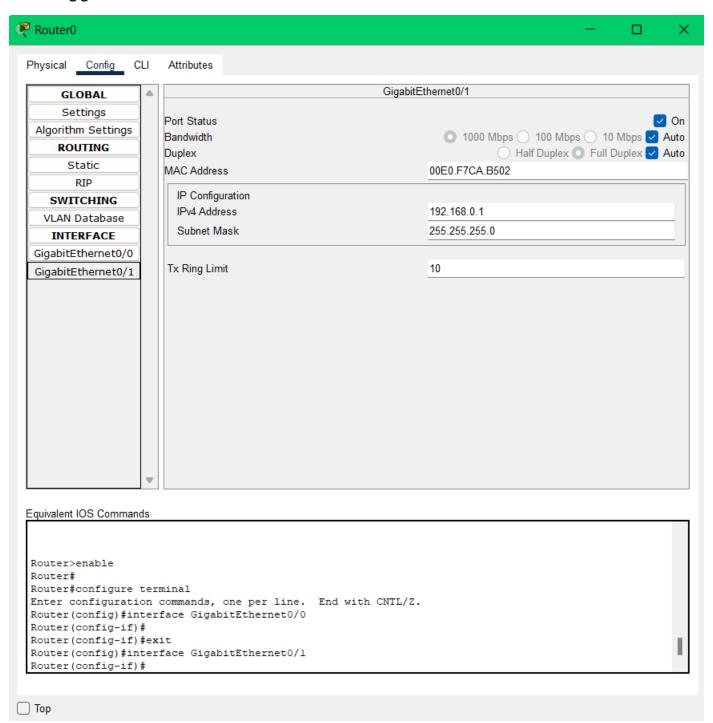
## **Wireless Home Router**



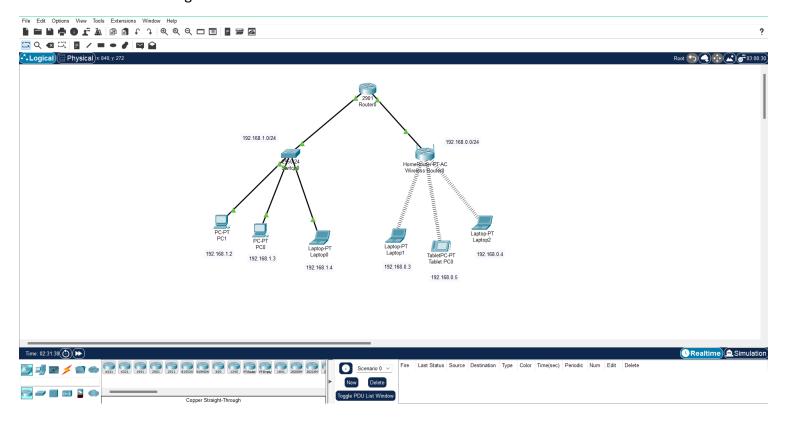
## Router 0 gigabit ethernet 0



## Router 0 gigabit ethernet 1



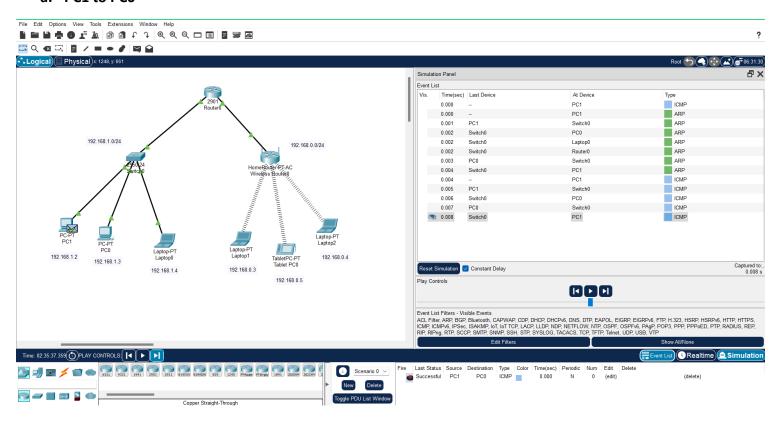
## The Whole Network configurations are done



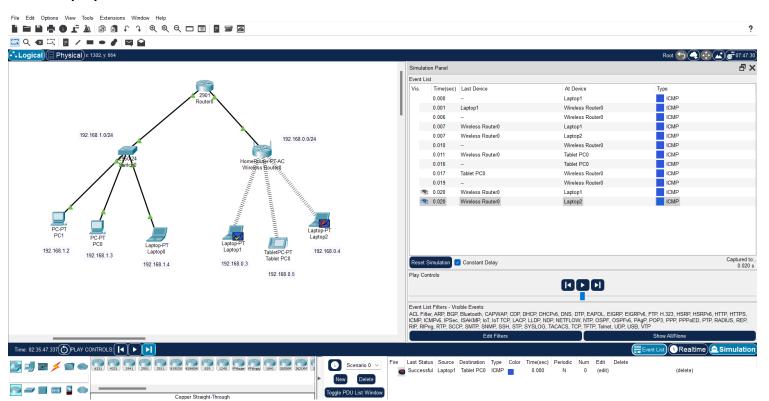
Then I'm going to peek at the messages themselves to see if there are any differences and similarities.

1.

## a. PC1 to PC0



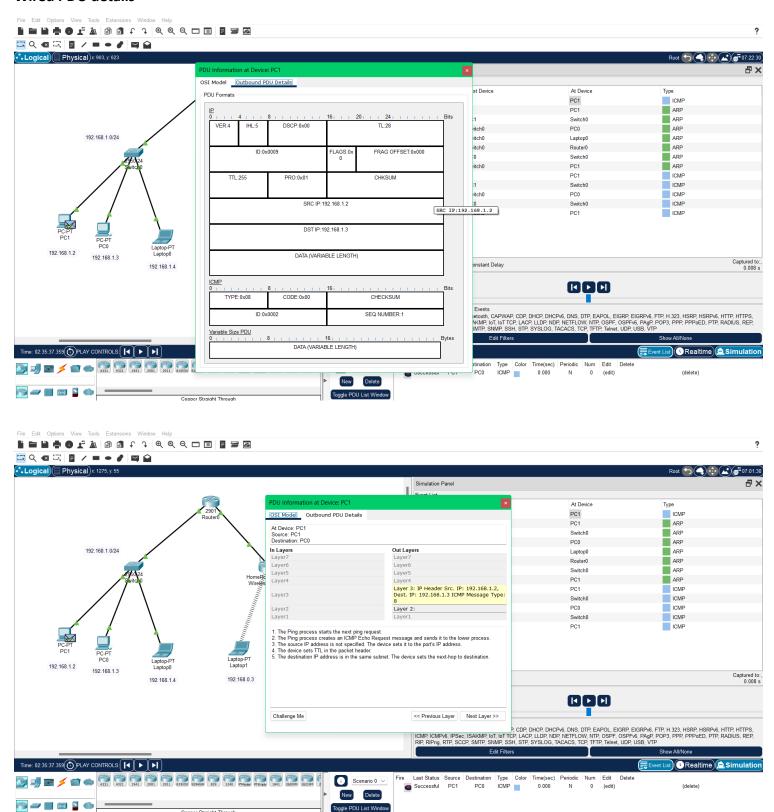
#### b. Laptop 1 to tablet 0



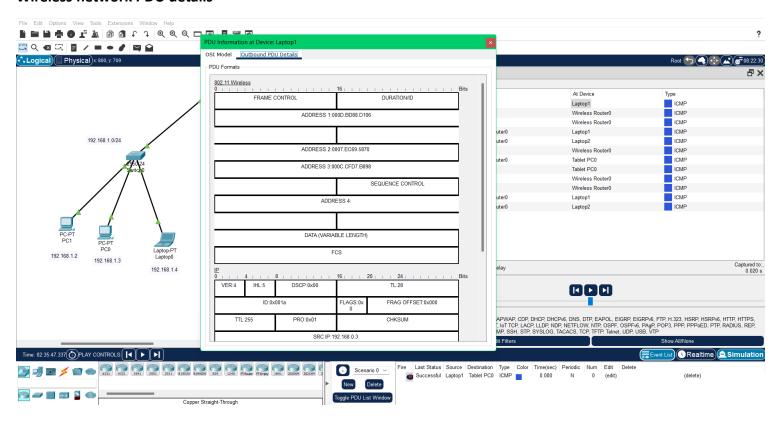
#### 2. The differences and similarities

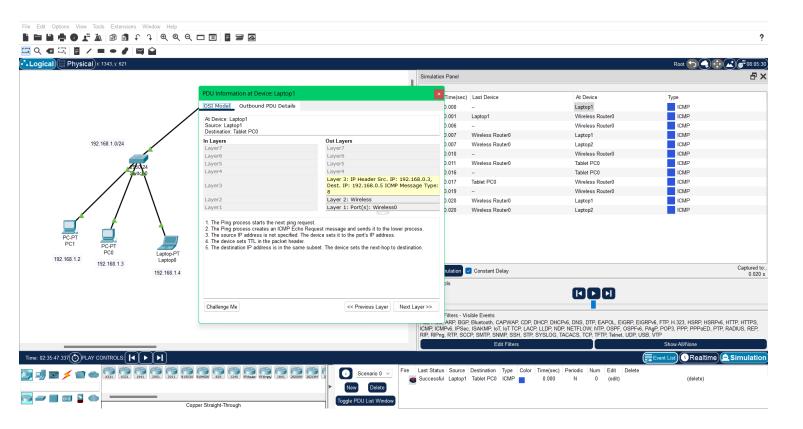
Copper Straight-Through

#### Wired PDU details



#### Wireless network PDU details





#### Similarities in both the networks

- Both the wired and wireless PDUs are intended to facilitate communication between network devices.
- Both types of connections rely on network protocols like Ethernet for wired and 802.11 for wireless, which function within the data link layer of the OSI model.
- Both types of networks transmit data in the form of frames. These frames encapsulate higher-level protocol data units, such as IP packets.
- Both networks might involve routing or switching to direct the frames from the source to the destination.
- In both cases, the PDUs are transferred from the source to the destination successfully.

#### Differences in both the networks

#### Wired LAN

When I sent a PDU from PC1 to PC0, I observed that the packet traveled directly between the two devices without any intermediate hops. The packet's path was straightforward and consisted of a single hop.

#### Wireless LAN

In contrast, when sending a PDU from Laptop 1 to Tablet 0, the packet first traveled to the wireless access point before reaching Tablet 0. This added an extra hop in the communication path, making it a two-hop journey.

#### Wired LAN

Upon inspecting the packet details, I noticed that the Ethernet frame contained only two MAC addresses: the source MAC address from PC1 and the destination MAC address to PC0.

#### Wireless LAN

When examining the packet details in the wireless LAN scenario, I found three MAC addresses listed in the 802.11 frame: the source MAC address from Laptop 1, the destination MAC address to Tablet 0, and the MAC address of the wireless access point.

#### Wired LAN

In the wired setup, there were no intermediary devices involved. The packet went straight from one device to the other.

#### Wireless LAN

The wireless setup involved an intermediary device, the wireless access point. This device played a crucial role in relaying the packet between Laptop 1 and Tablet 0.

## Wired LAN

The transmission occurred over a physical Ethernet cable, which I could see visually represented in the Packet Tracer simulation.

## **Wireless LAN**

The transmission happened wirelessly. In Packet Tracer, this was indicated by the packet's movement through the wireless signals to the access point and then to the destination device.

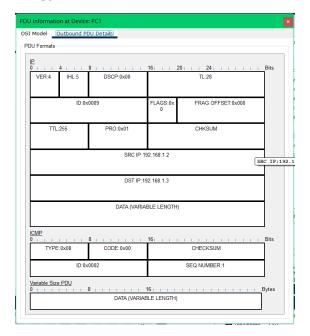
## Wired LAN

The network interface involved was an Ethernet interface, as shown by the Ethernet symbol in Packet Tracer.

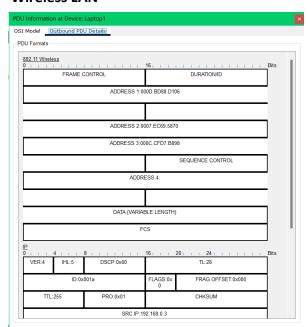
## **Wireless LAN**

The network interface was a wireless NIC, evident from the wireless signal icon and the interaction with the access point in Packet Tracer.

#### Wired LAN



#### Wireless LAN



In the PDUs of the wireless LAN, three MAC addresses were listed: the source MAC address (from Laptop 1), the destination MAC address (to Tablet 0), and an additional MAC address of the wireless access point. The wireless LAN PDU involved an additional step, passing through the wireless access point, resulting in three MAC addresses being listed.

- Source MAC Address: The MAC address of the device that originated the frame (e.g., Laptop 1).
- Destination MAC Address: The MAC address of the final recipient of the frame (e.g., Tablet 0).
- Access Point MAC Address: The MAC address of the wireless access point that bridges the communication between the source and destination devices.

These three MAC addresses facilitate proper routing of the frames in a wireless network, ensuring they reach their intended destination through the intermediary access point.