EXPERIMENT-14

Design the Functionalities and Exploration of UDP using Packet Tracer.

Aim: To implement Data Link Layer Traffic Simulation using Packet Tracer Analysis

of CSMA/CD & CSMA/CA.

Software / Apparatus required: Packet Tracer / End devices, Switches, connectors.

Requirements:

1.End device - They are the devices through which we can pass message from one device to another and they are interconnected.

2. Switch/Hub - Interface Between two devices.

3. Cable - Used to connect two devices

Procedure:

STEP 1: Click on end devices, select generic Pc's drag and drop it on the window. Click on SWITCH drag and drop it on the window.

STEP 2: Select the straight through cable and connect all end device to switch. Assign the IP

address for all end devices. (Double click the end device Select → desktop → IP configuration static)

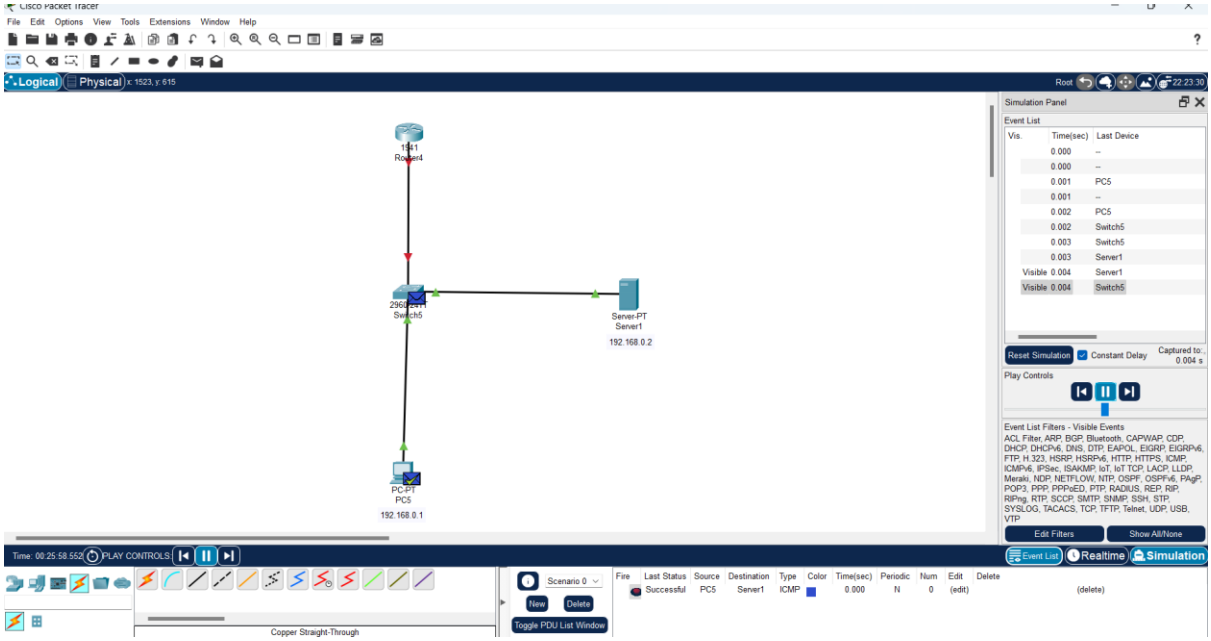
STEP 3: Now set the IP address to Host A (192.168.1.1) in static mode. Similarly set IP address

for Host B (192.168.1.2) and Host C (192.168.1.3)

STEP 4: To view the IP address, give ip config command in command prompt. Using ping

command, we can establish communication between two host devices.

STEP 5: Now display the packet transmission in simulation mode.


Cisco Packet Tracer
File Edit Options View Tools Extensions Window Help
Logical Physical x: 1523, y: 615
Root 22:23:30
1941
Router4
2960-24TT
Switch5
Server-PT
Server1
192.168.0.2
PC-PT
PC5
192.168.0.1
Simulation Panel
Event List
Vis. Time(sec) Last Device
0.000 --
0.000 --
0.001 PC5
0.001 --
0.002 PC5
0.002 Switch5
0.003 Switch5
0.003 Server1
Visible 0.004 Server1
Visible 0.004 Switch5
Reset Simulation
Constant Delay
Captured to: 0.004 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, IPSec, ISAKMP, IoT, IoT TCP, LACP, LLDP, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoED, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP
Edit Filters
Show All/None
Time: 00:25:58.552
PLAY CONTROLS
Event List
Realtime
Simulation
Copper Straight-Through
Scenario 0
New
Delete
Toggle PDU List Window
Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete
Successful PC5 Server1 ICMP 0.000 N 0 (edit) (delete)