

## Worksheet – 2.2

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**Branch:** BE-CSE (LEET)

**Section/Group:** 809/A

**Semester:** 4th

**Date of Performance:** 28/03/2022

**Subject Name:** Computer Network Lab

**Subject Code:** 20CSP-257

### 1. Aim/Overview of the practical:

Create different network topologies like Star, Bus and Mesh Topology with the help of packet tracer and show the output.

### 2. Task to be done/ Which logistics used:

- Implementation of All types of Topologies using Switch.

#### Prerequisites:

##### S/W:

- Laptop/Desktop
- CISCO Packet Tracer program

##### H/W:

- Main Memory - 128 MB RAM
- Hard Disk – minimum 20 GB IDE Hard Disk
- 44 MB Floppy Disk Drive
- –52X IDE CD-ROM Drive
- PS/2 HCL

### 3. Steps for experiment/Code with Result/Output:

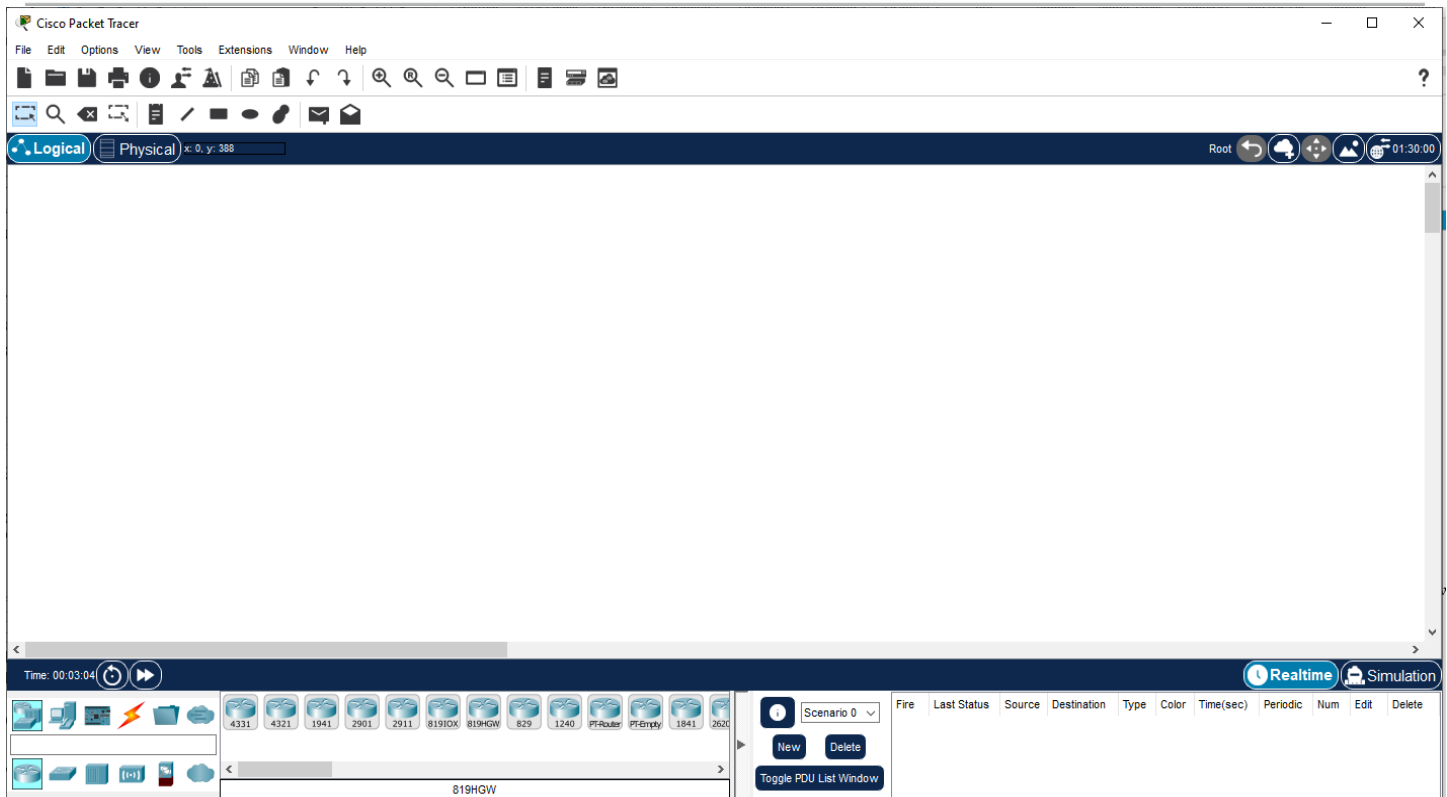
#### Setting Up:

Follow the below steps to initiate the setup for the connection:

**Step 1:** Download Cisco Packet Tracer.

**Step 2:** Run and install the setup (You can be requested to log in to your Cisco Networking Academy Account or you can also log in as a guest).

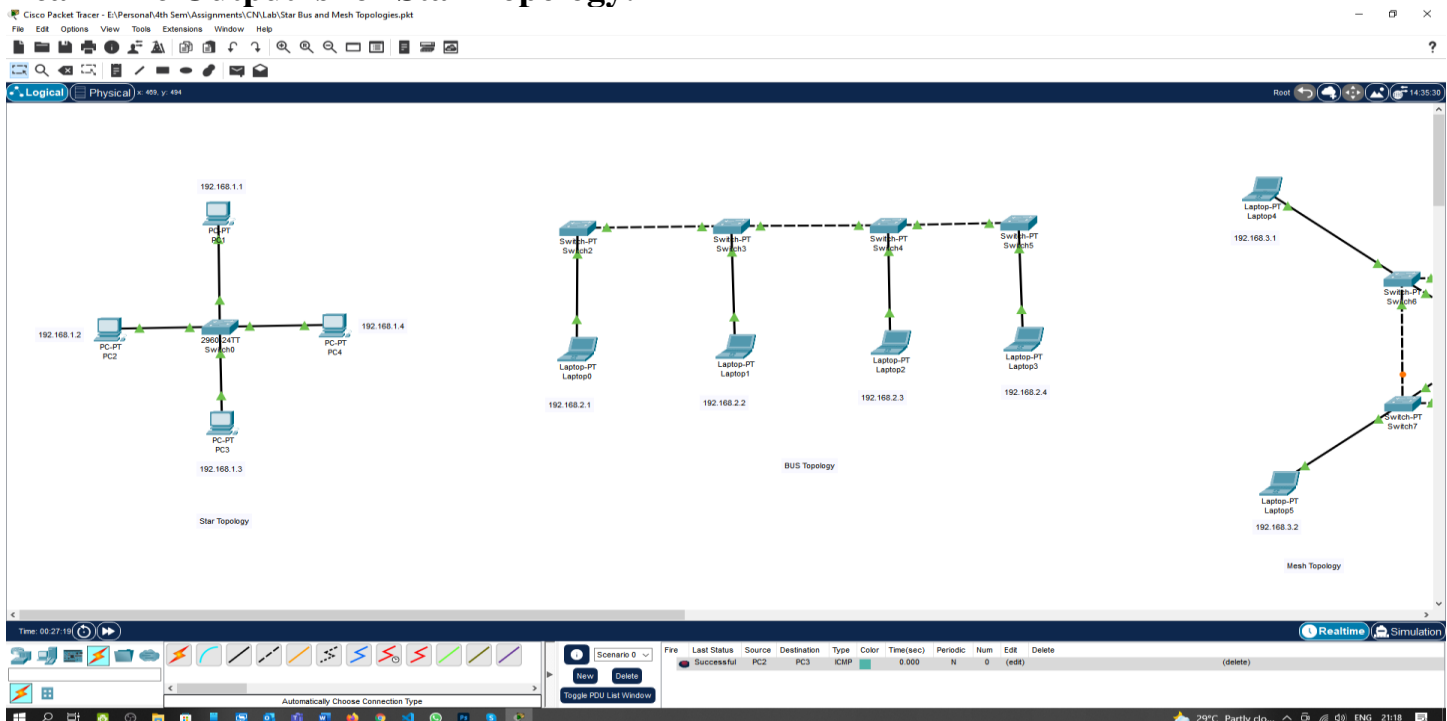
**Step 3:** After the installation procedure has completed this display (below) will appear when you run the Cisco Packet Tracer-Start the application.



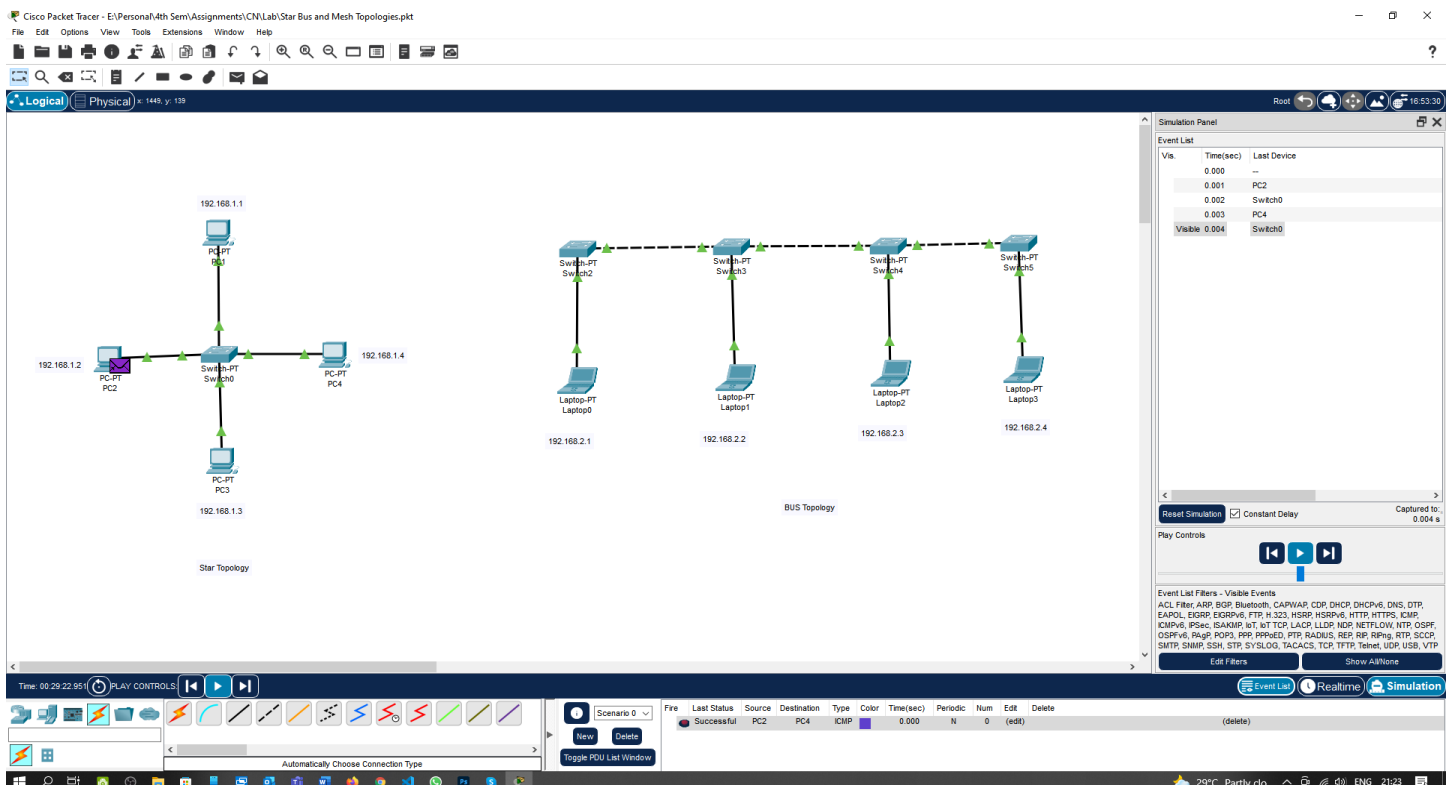
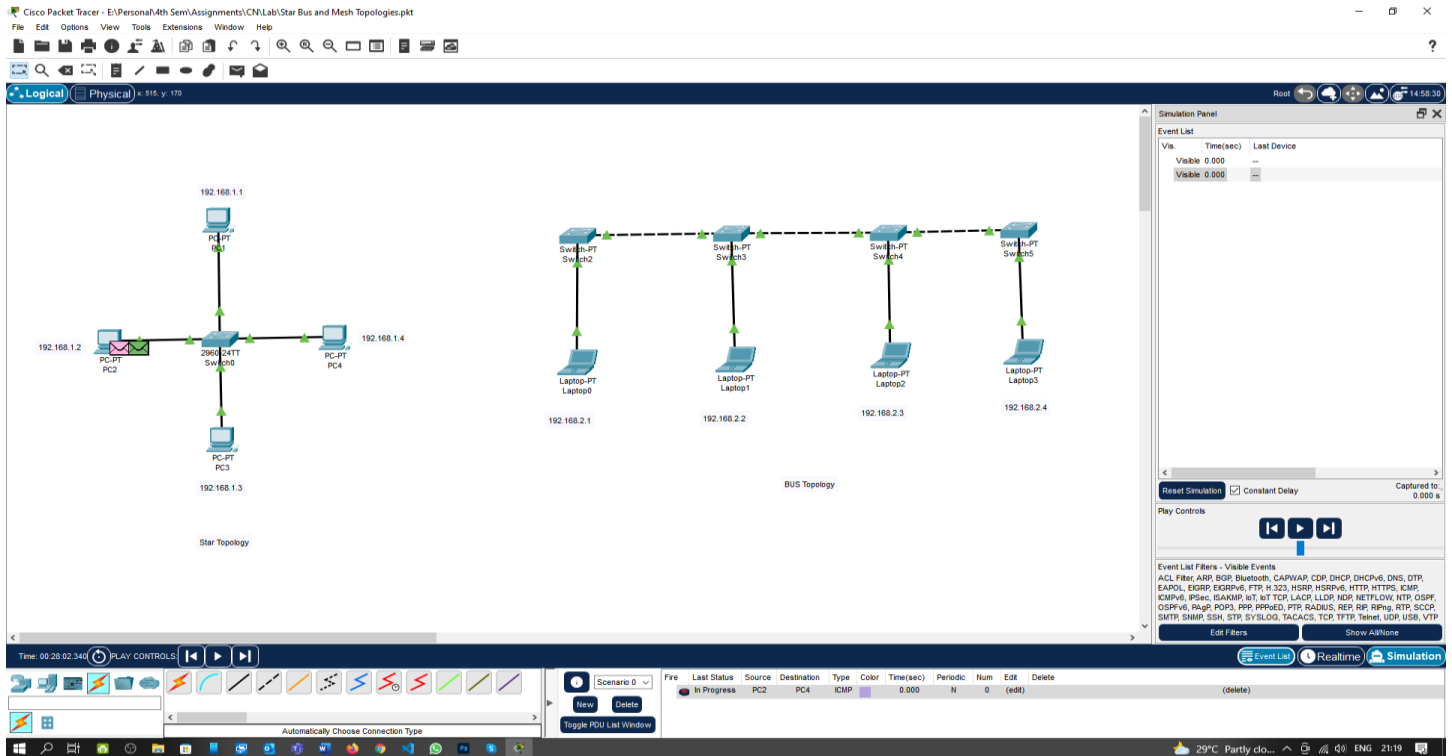
Cisco Packet Tracer

## Implementation of All types of Network Topologies like Star, Bus and Mesh:

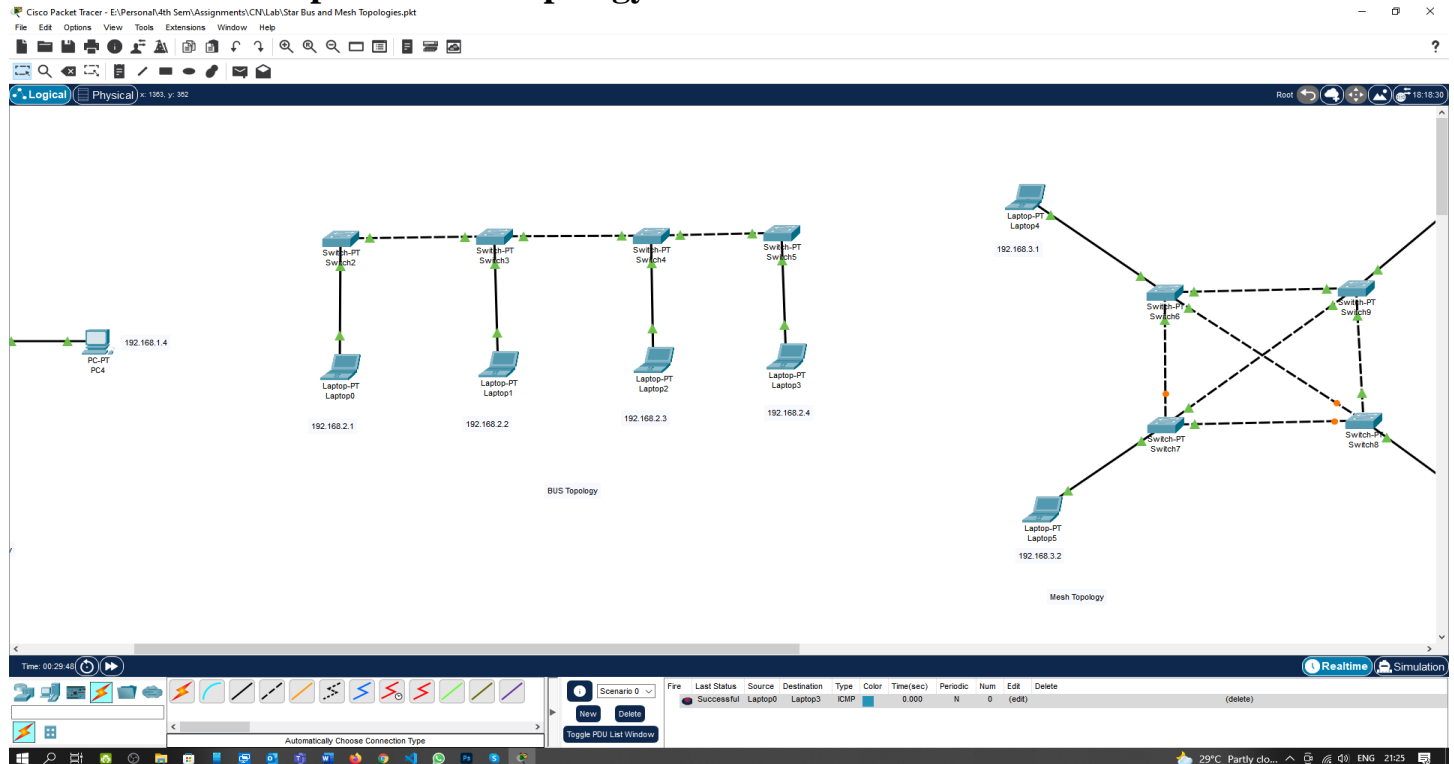
Real Time Output is for Star Topology:



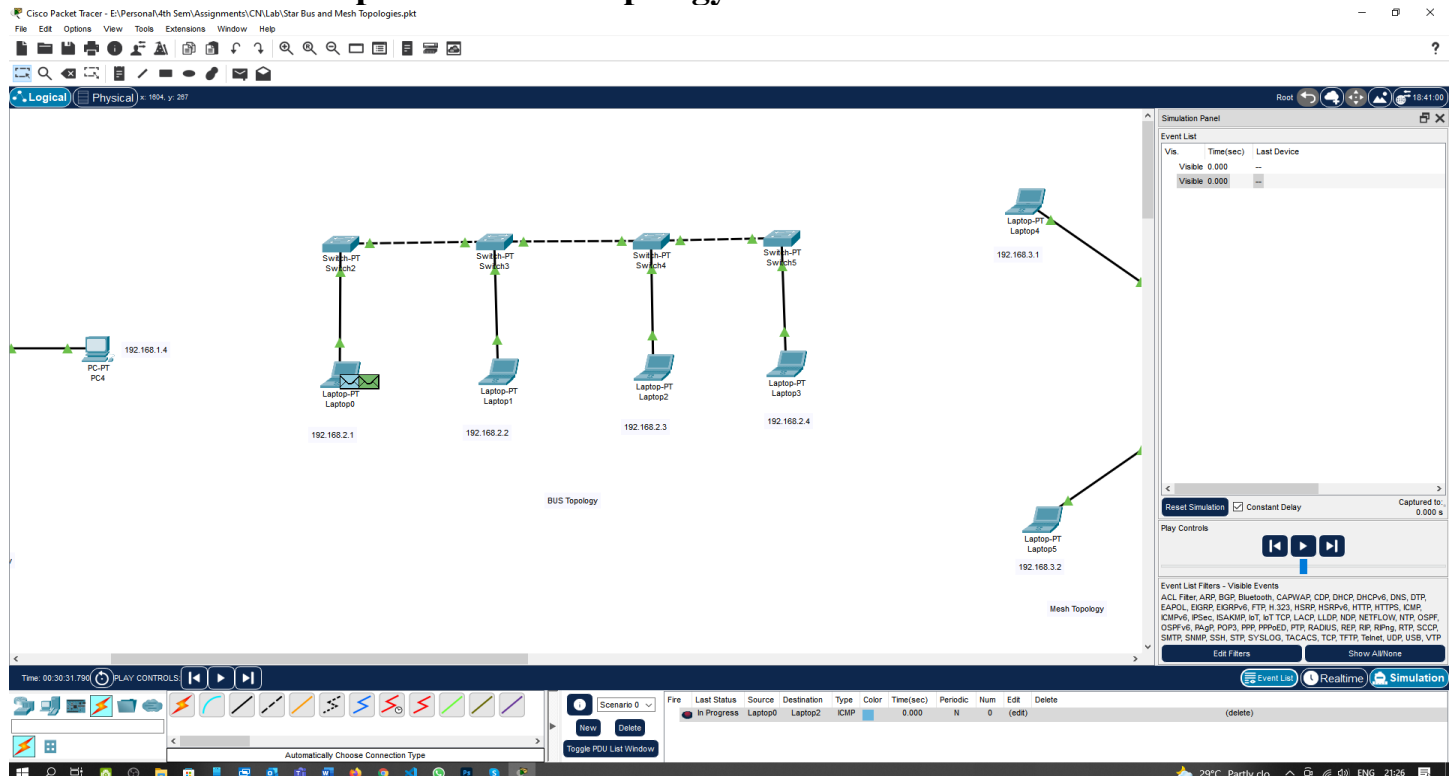
## Simulation Mode Output is for Star Topology:

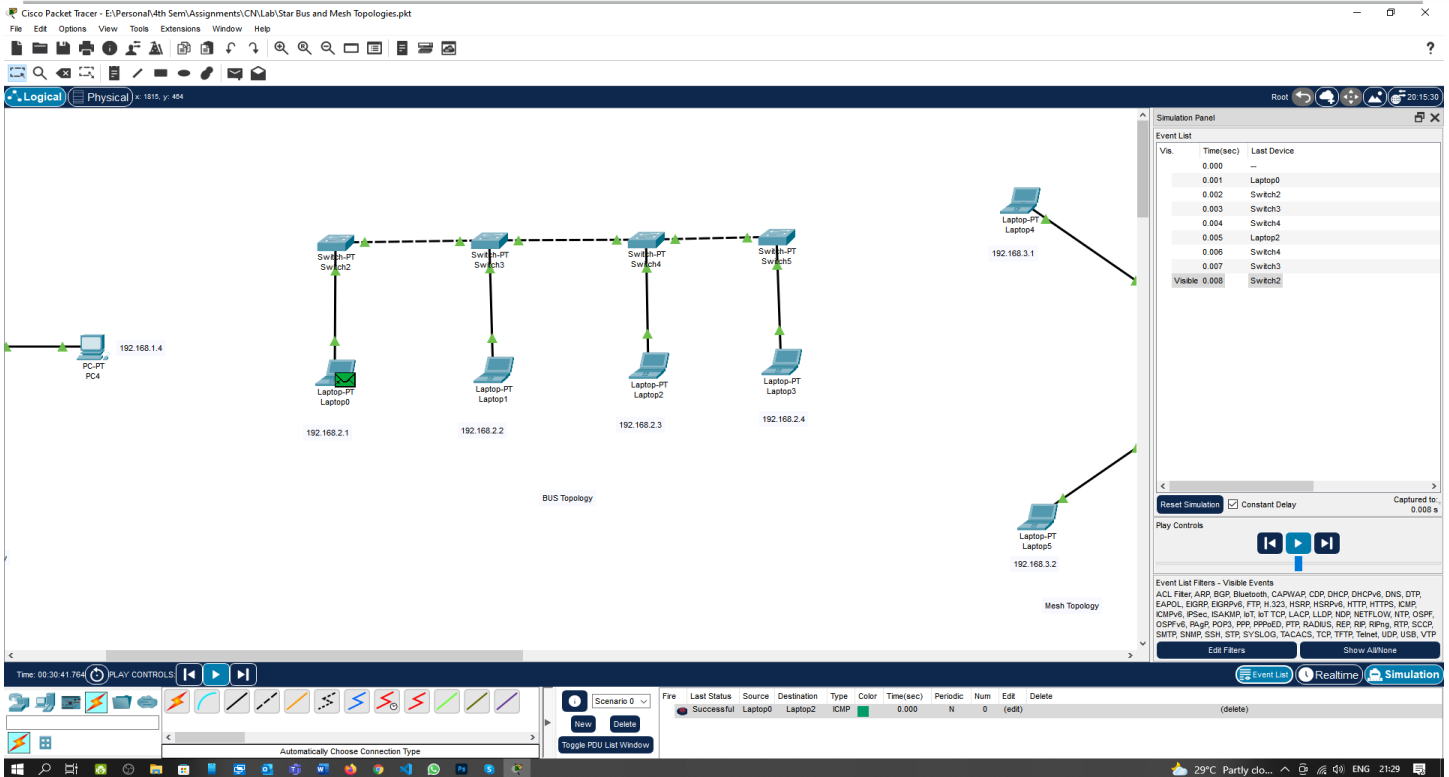


## Realtime mode output for Bus Topology:

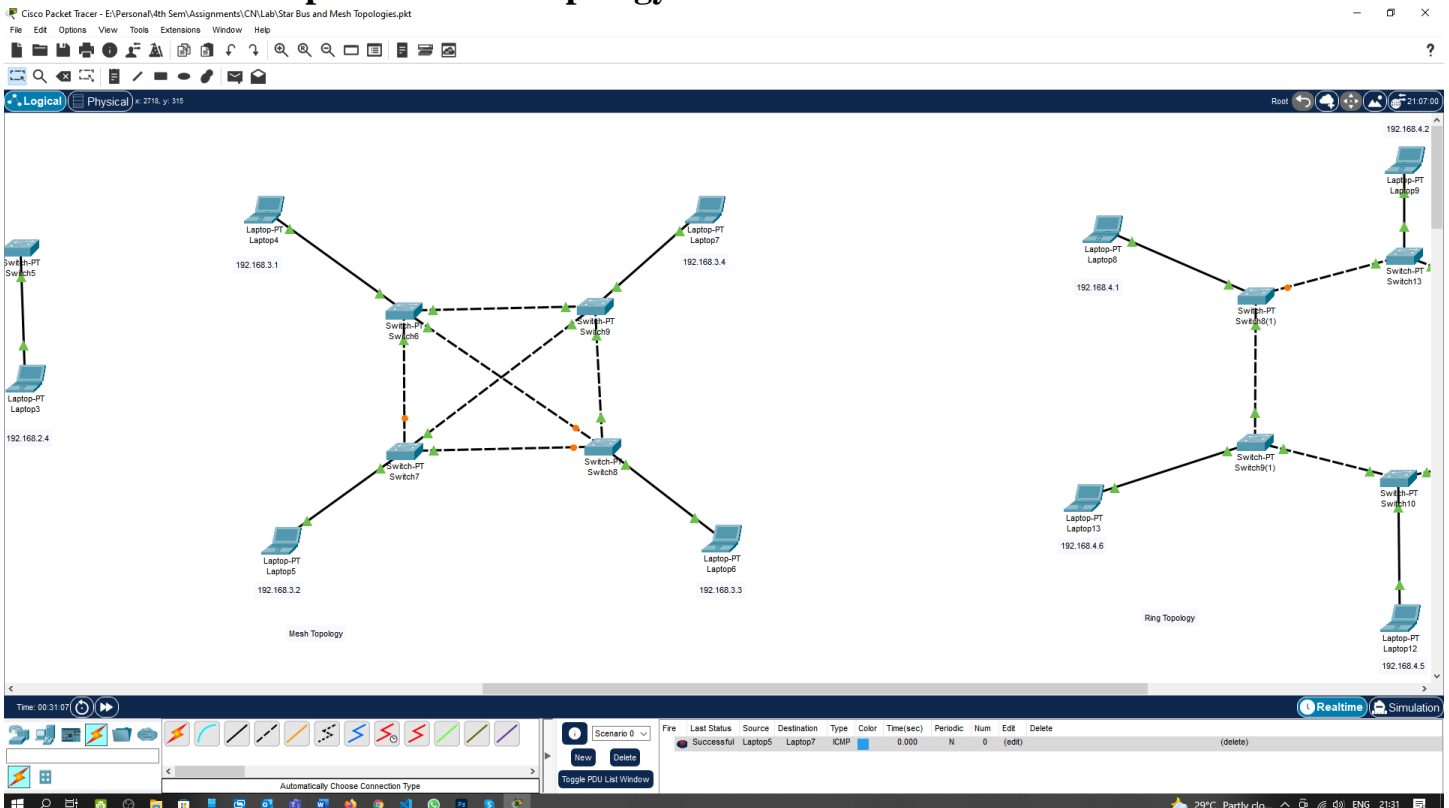


## Simulation Mode Output is for Bus Topology:

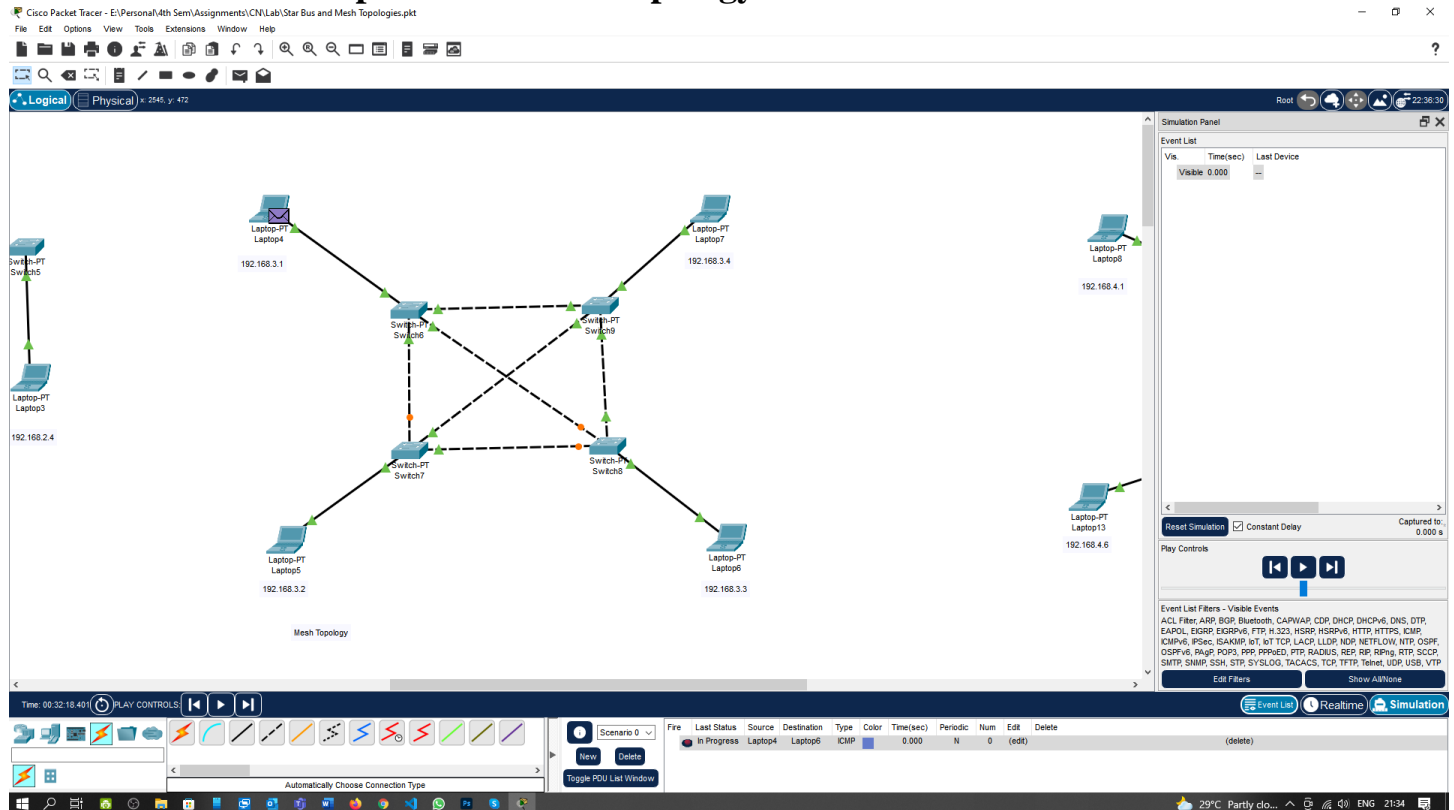




## Realtime mode output for Mesh Topology:



## Simulation Mode Output is for Mesh Topology:



Simulation Panel

Vis	Time(sec)	Last Device
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, IGMP, ICMPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, iBGP, LACP, LLDP, NTP, NETFLOW, NTP, OSPF, OSPFv6, RARP, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIPv2, RIPv3, RIPv6, SCCP, SMTP, SNMP, SSH, SIP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Time: 00:32:18.401

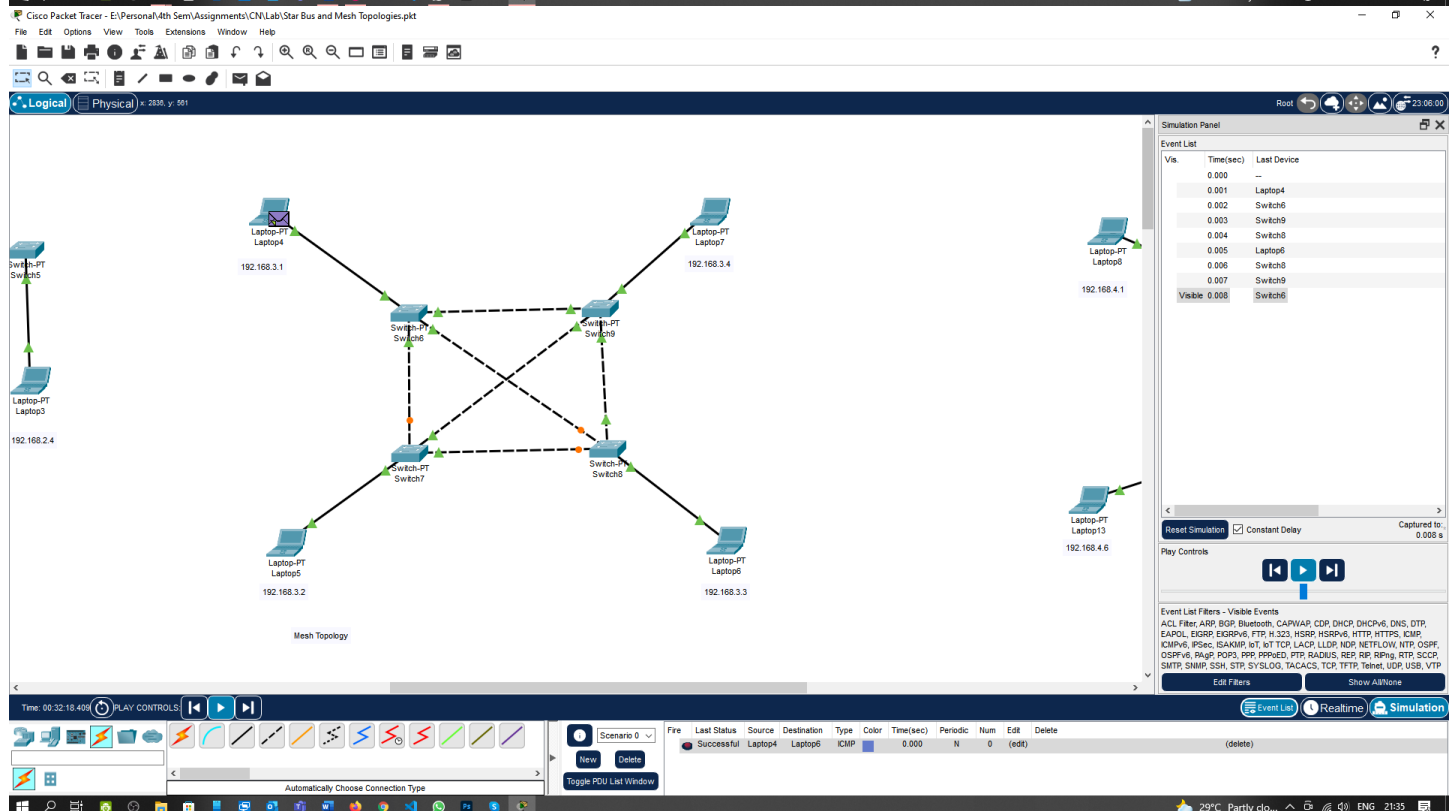
PLAY CONTROLS

Scenario 0

File	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
In Progress	Laptop4	Laptop6	ICMP		0.000	N	0	(edit)	(delete)	

Automatically Choose Connection Type

Toggle PCU List Window



Simulation Panel

Vis	Time(sec)	Last Device
Visible	0.000	
0.001	Laptop4	
0.002	Switch6	
0.003	Switch8	
0.004	Switch6	
0.005	Laptop6	
0.006	Switch8	
0.007	Switch8	
Visible	0.008	Switch6

Reset Simulation ☒ Constant Delay Captured to: 0.008 s

Play Controls

Event List Filters - Visible Events

ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, IGMP, ICMPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, iBGP, LACP, LLDP, NTP, NETFLOW, NTP, OSPF, OSPFv6, RARP, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIPv2, RIPv3, RIPv6, SCCP, SMTP, SNMP, SSH, SIP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Time: 00:32:18.401

PLAY CONTROLS

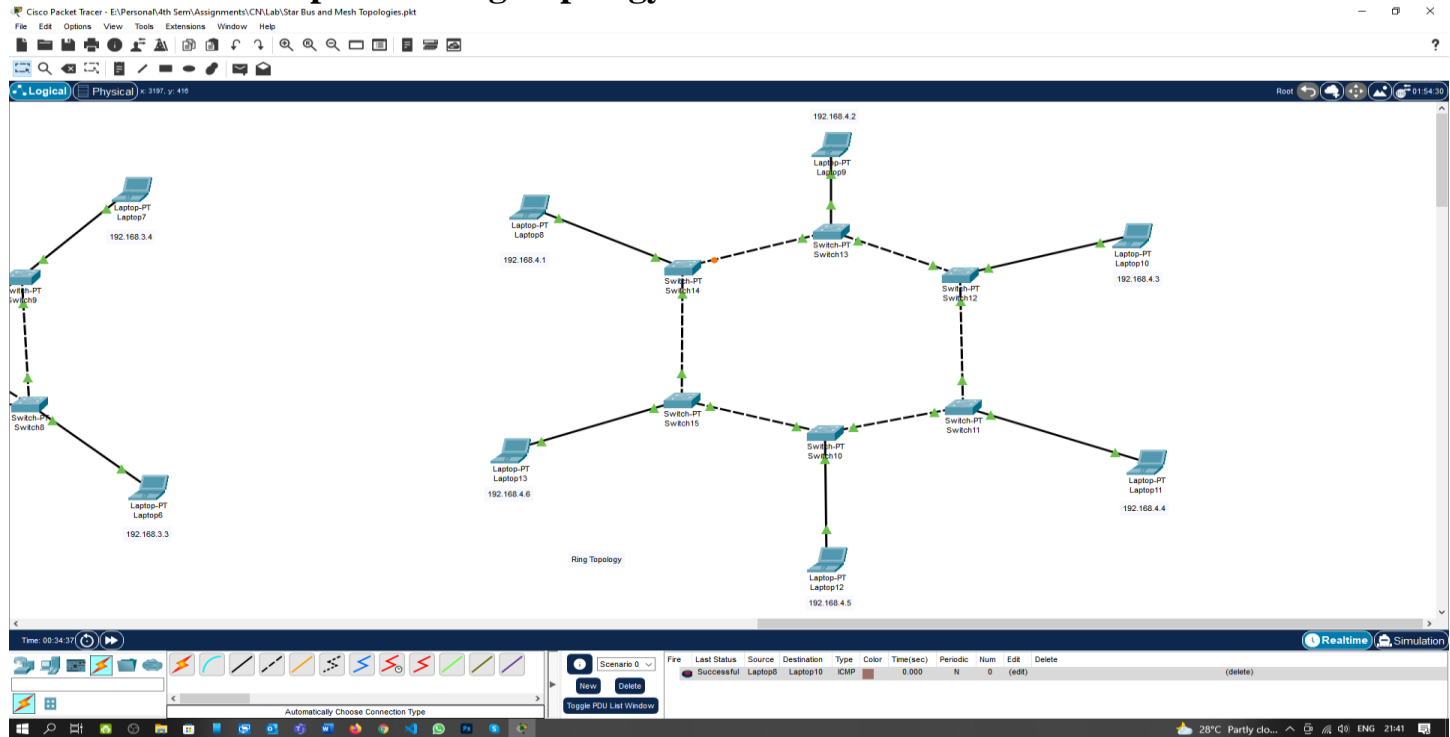
Scenario 0

File	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
Successful	Laptop4	Laptop6	ICMP		0.000	N	0	(edit)	(delete)	

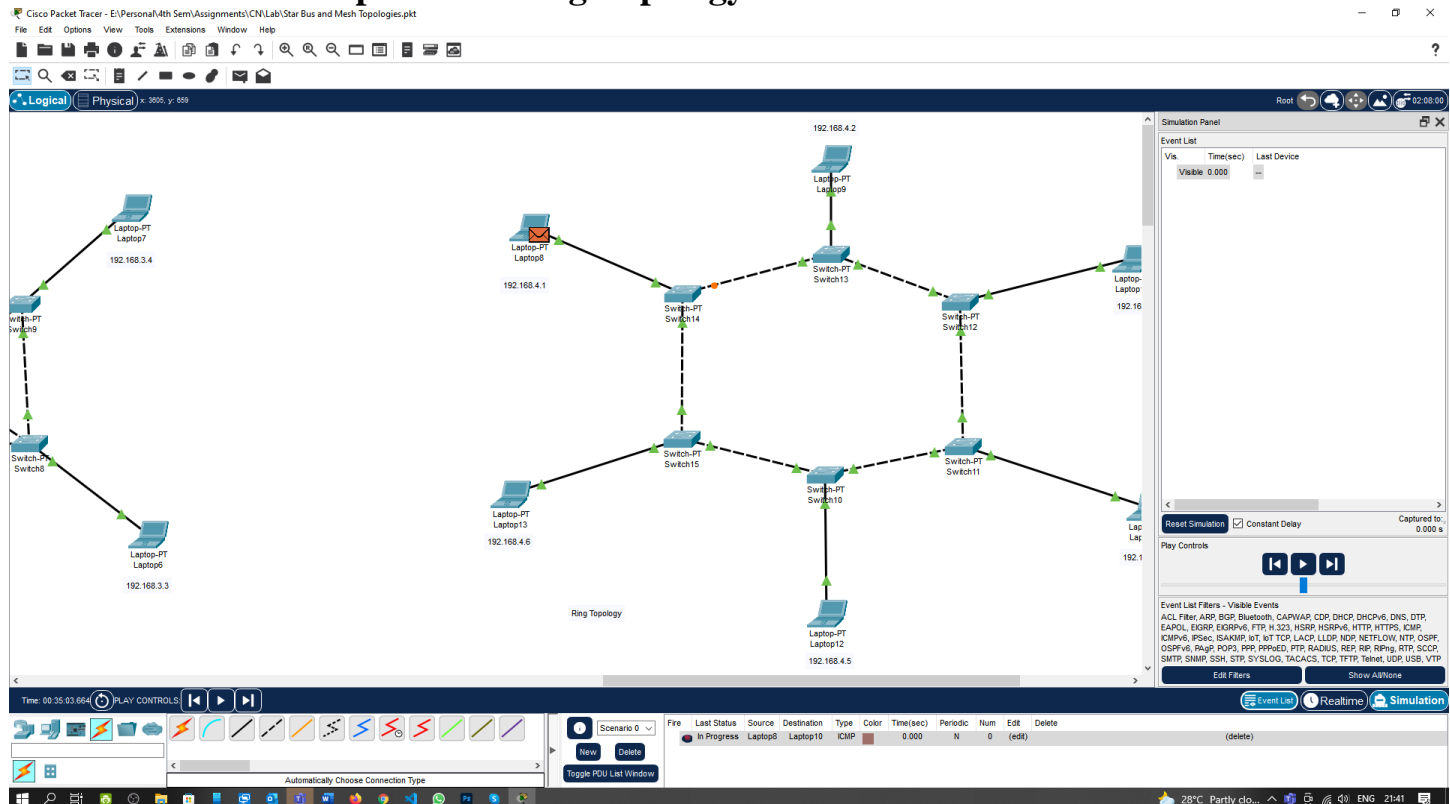
Automatically Choose Connection Type

Toggle PCU List Window

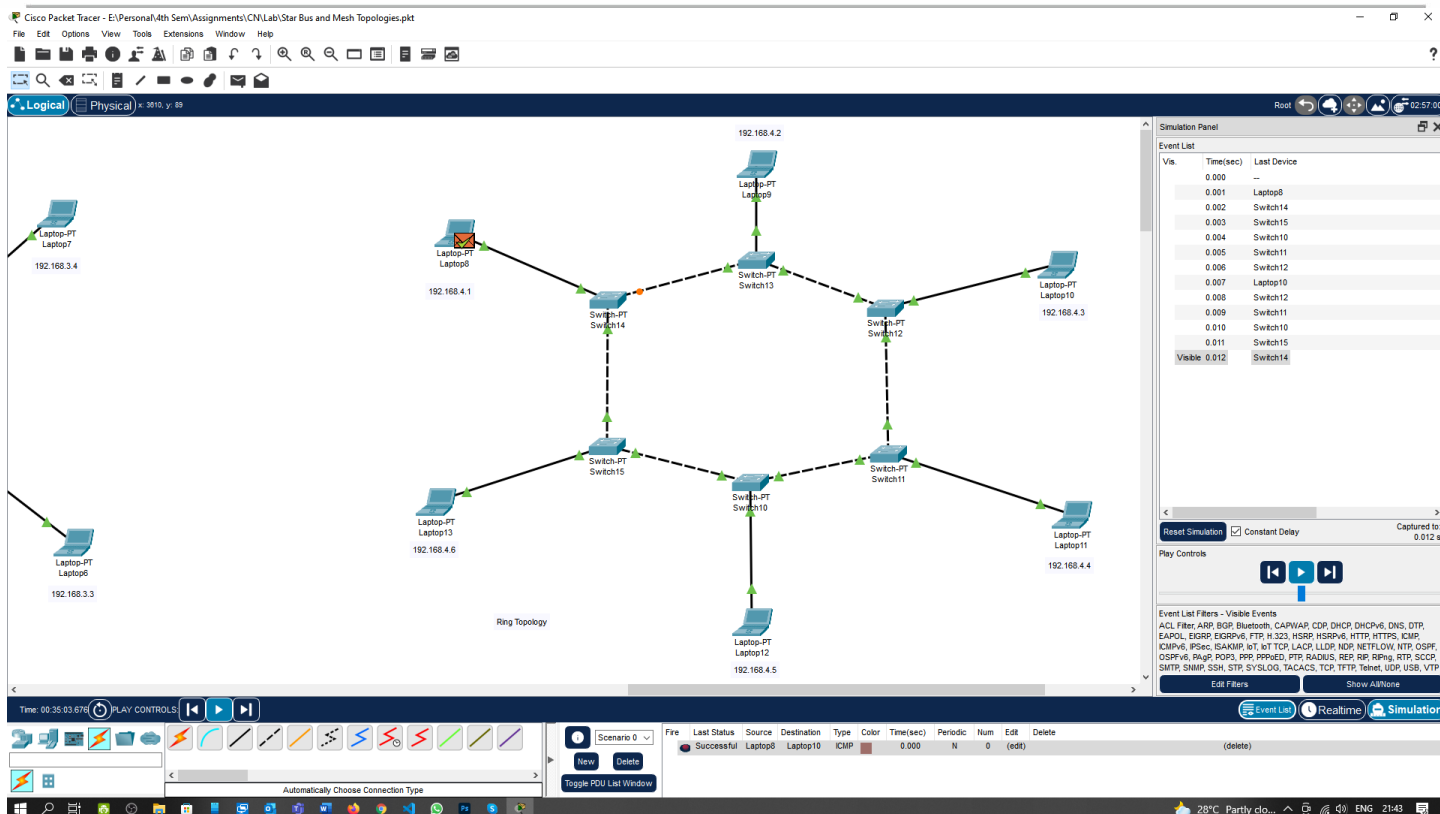
## Realtime mode output for Ring Topology:



## Simulation Mode Output is for Ring Topology:







## Learning outcomes (What I have learnt):

1. Understand working of network device Network Topologies.
2. Create and Executed all Network Topologies using switch.

## Evaluation Grid (To be created as per the SOP and Assessment guidelines by the faculty):

Sr. No.	Parameters	Marks Obtained	Maximum Marks
1.			
2.			
3.			