

Create a topology and simulate sending a simple PDU from source to destination using hub and switch as connecting devices and demonstrate ping message.

Lab: 1 Simulate sending a Simple PDU from source to destination using Simple hub and switch as connecting devices

- * Select 3 PC, a hub & a switch
- * Connect 3 PC with a hub with copper straight through cable
- * Give each PC their own IP address
- * Connect 3 PC with a switch with copper straight through cable.
- * Connect hub and switch with copper crossover cable
- * Send a PDU within 2 PCs in Hub.
- * Send a PDU within 2 PCs in switch
- * Send a PDU from a PC in hub to PC in switch - Success
- * Turn off switch → send packets b/w 2 PC → Failed.

→ Command Prompt

Ping 10.0.0.4 (from 10.0.0.2)
Pinging 10.0.0.4 with 32 bytes of data:
Reply from 10.0.0.4: bytes = 32 time = 0 ms TTL=128
Reply from 10.0.0.4: bytes = 32 time = 0 ms TTL=128
Reply from 10.0.0.4: bytes = 32 time = 0 ms TTL=128
Reply from 10.0.0.4: bytes = 32 time = 0 ms TTL=128
Ping statistics for 10.0.0.4:
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss)

Then do Switch

Pres 10.0.0.4

(from 10.0.0.0)

Pinging 10.0.0.4 with 32 bytes of data:

Request time out

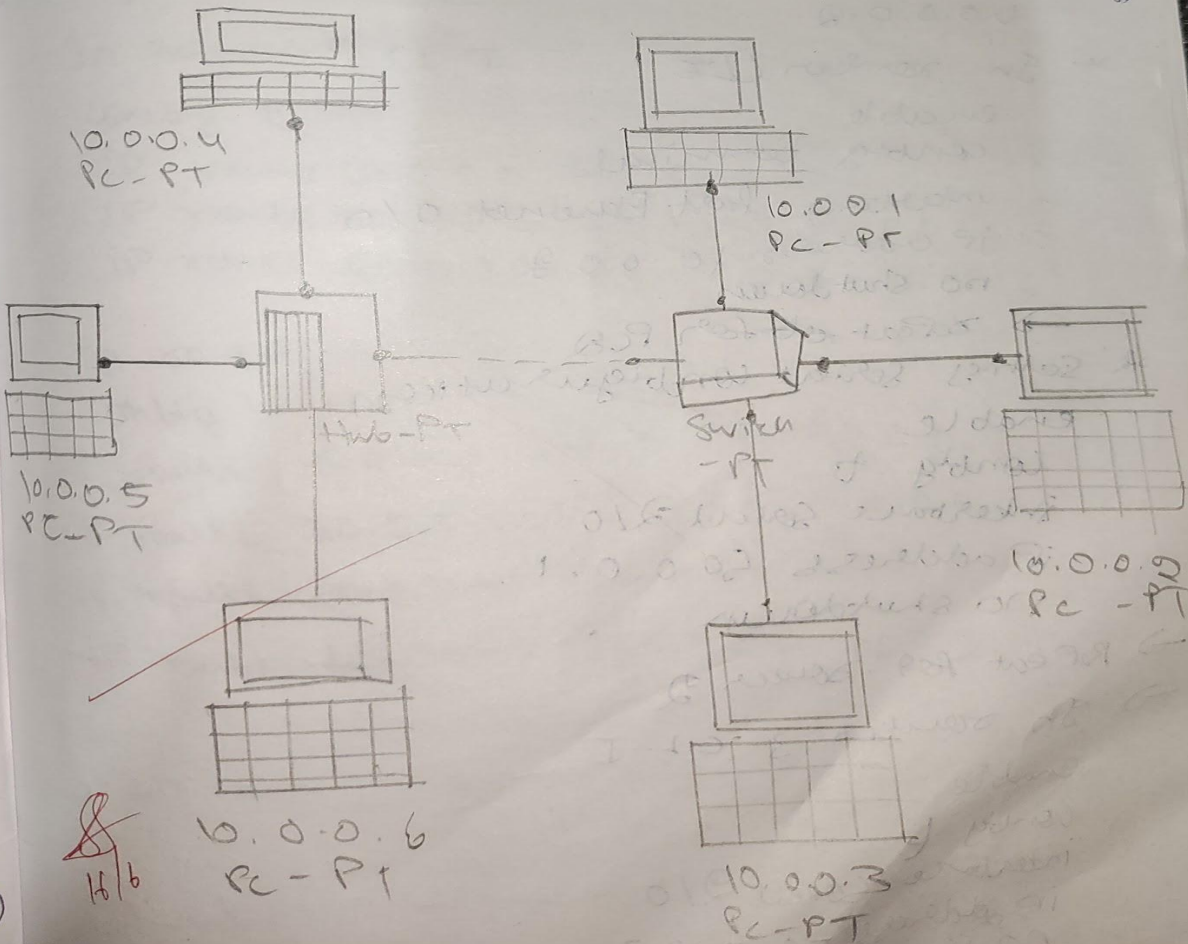
Request time out

Request time out

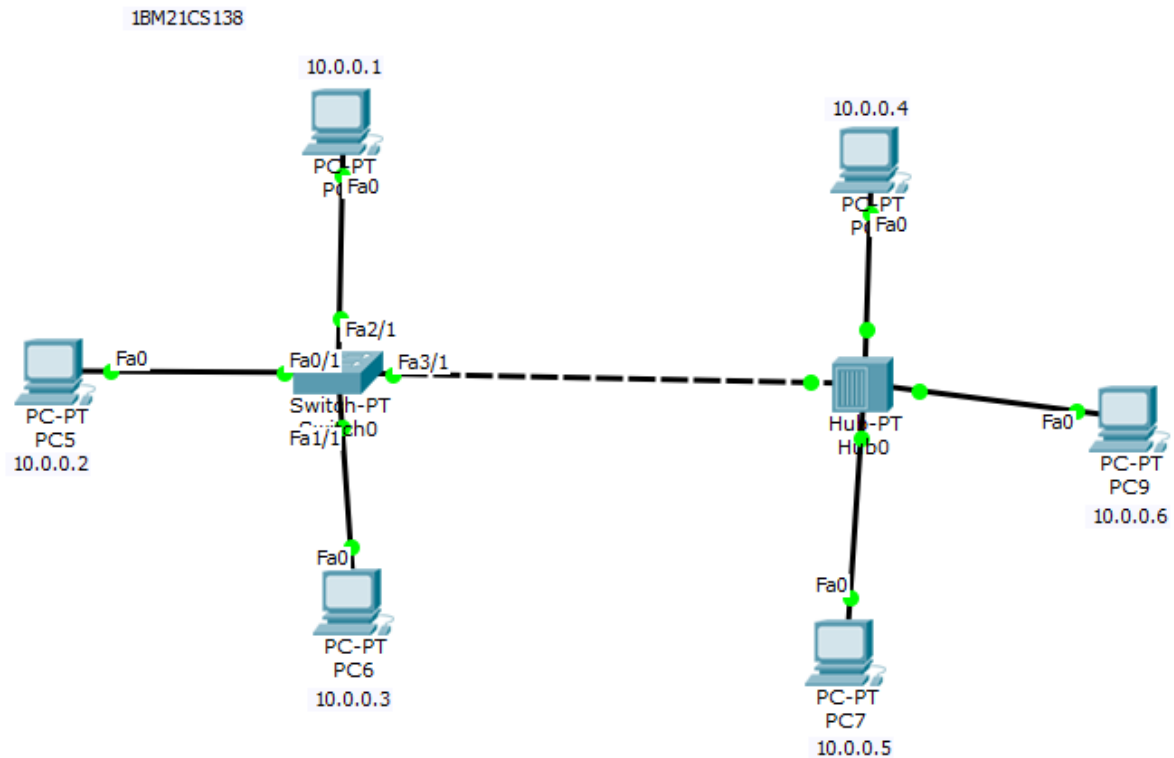
Request time out

ping Statistics for 10.0.0.4:

Packets: Sent = 4, Received = 0, Lost = 4 (100% loss)



Topology:



Output:

PC2

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Physical  Config  Desktop  Programming  Attributes
Command Prompt

Cisco Packet Tracer PC Command Line 1.0
C:\>ping 10.0.0.5

Pinging 10.0.0.5 with 32 bytes of data:

Reply from 10.0.0.5: bytes=32 time<1ms TTL=128
Reply from 10.0.0.5: bytes=32 time<1ms TTL=128
Reply from 10.0.0.5: bytes=32 time<1ms TTL=128
Reply from 10.0.0.5: bytes=32 time<1ms TTL=128

Ping statistics for 10.0.0.5:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>

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