

Date:

EXPERIMENT-11

CONFIGURATION OF A SIMPLE STATIC ROUTING IN PACKET TRACER USING A SIMPLE TOPOLOGY WITH TWO ROUTERS

Aim: To Configure a router using packet tracer software and hence to transmit data between the devices in real time mode and simulation mode.

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

Procedure:

Steps for building topology:

Step 1: Start Packet Tracer

Step 2: Choosing Devices and Connections

Step 3: Single click on the **End Devices**.

Single click on the **Generic Host**.

Place PC0, PC1 on topology area.

Connect PCs to Switch 1.

Similarly Place PC2, PC3 on topology area for receiver side

Connect these PCs with switch 1 and 2 respectively through connecting wires.

Select Router and place the router between two switches.

Connect these switches into router through connecting wires.

Step 3: Configuring IP Addresses, Gate Way and Subnet Masks on the Hosts

To start communication between the hosts IP Addresses, subnet Masks and Gate way had to be configured on the devices. Click once on PCs. Choose the Config tab and click on FastEthernet0. Type the IP address in its field. Based on router create gate way click on the subnet mask. It will be generated automatically.

Step 4: Verifying Connectivity in Real time Mode

Be sure you are in **Real time** mode.

Select the **Add Simple PDU** tool used to ping devices.

Click once on PC0, then once on PC3.

The PDU **Last Status** should show as **Successful**.

Step 5: Verifying Connectivity in Simulation Mode

Be sure you are in **Simulation** mode.

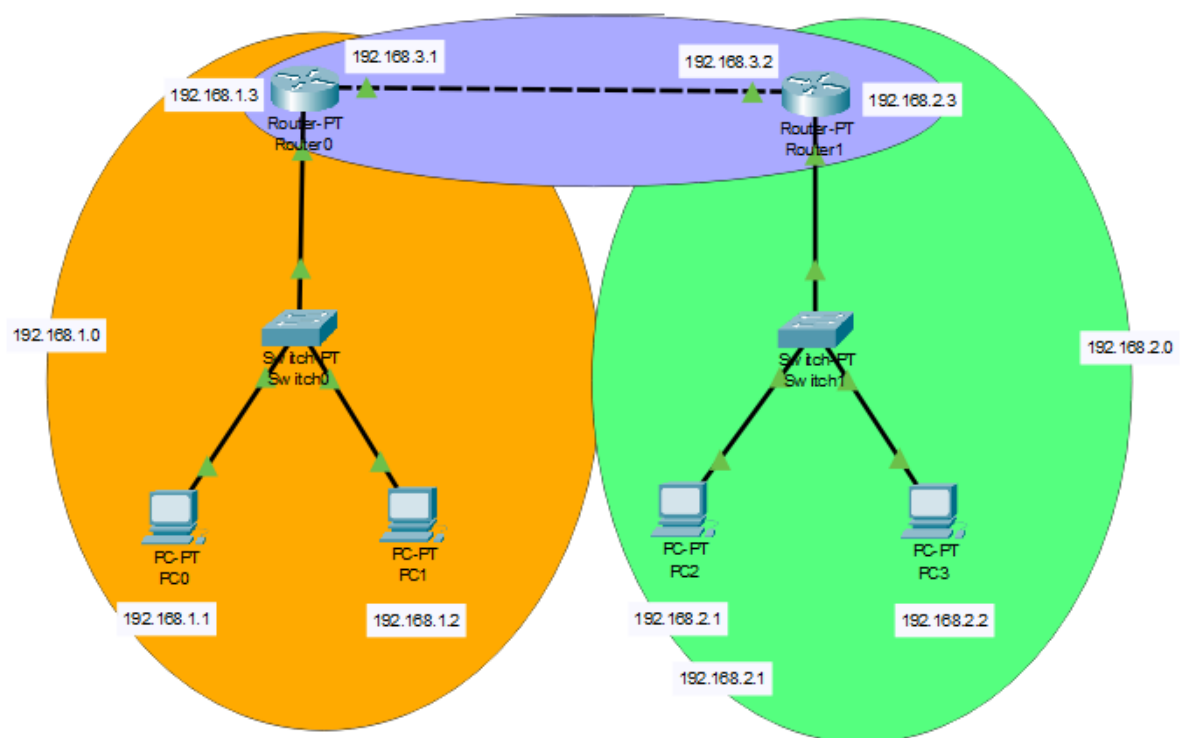
Deselect all filters (All/None) and select only **ICMP**.

Select the **Add Simple PDU** tool used to ping devices

Click once on PC0, then once on PC3.

Continue clicking **Capture/Forward** button until the ICMP ping is completed. The ICMP messages move between the hosts, hub and switch. The PDU **Last Status** should show as **Successful**.

Diagram:



Output:

Result: Thus Configuration of a simple static routing in packet tracer using a simple topology with two routers was done successfully.

Date:

EXPERIMENT-12

DESIGN THE FUNCTIONALITIES AND EXPLORATION OF TCP USING PACKET TRACER

Aim: To design the Functionalities and Exploration of TCP using Packet Tracer.

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

Procedure:

Step 1: Setup the network topology

To begin, we will create a simple network topology consisting of two computers connected by a router. Open Packet Tracer and drag two PCs and a router onto the workspace. Connect the two PCs to the router using Ethernet cables.

Step 2: Configure IP addresses

Next, we will configure IP addresses for the computers. Double-click on each PC to open the configuration window and navigate to the Desktop tab. Click on the IP Configuration icon and enter the IP address and subnet mask for each computer. For example, PC1 can have an IP address of 192.168.1.1 with a subnet mask of 255.255.255.0 and PC2 can have an IP address of 192.168.1.2 with the same subnet mask.

Step 3: Configure the router

Now, we will configure the router. Double-click on the router to open the configuration window and navigate to the CLI tab.

COMMANDS:

enable

configure terminal

interface FastEthernet0/0

ip address 192.168.1.254 255.255.255.0

no shutdown

exit

exit

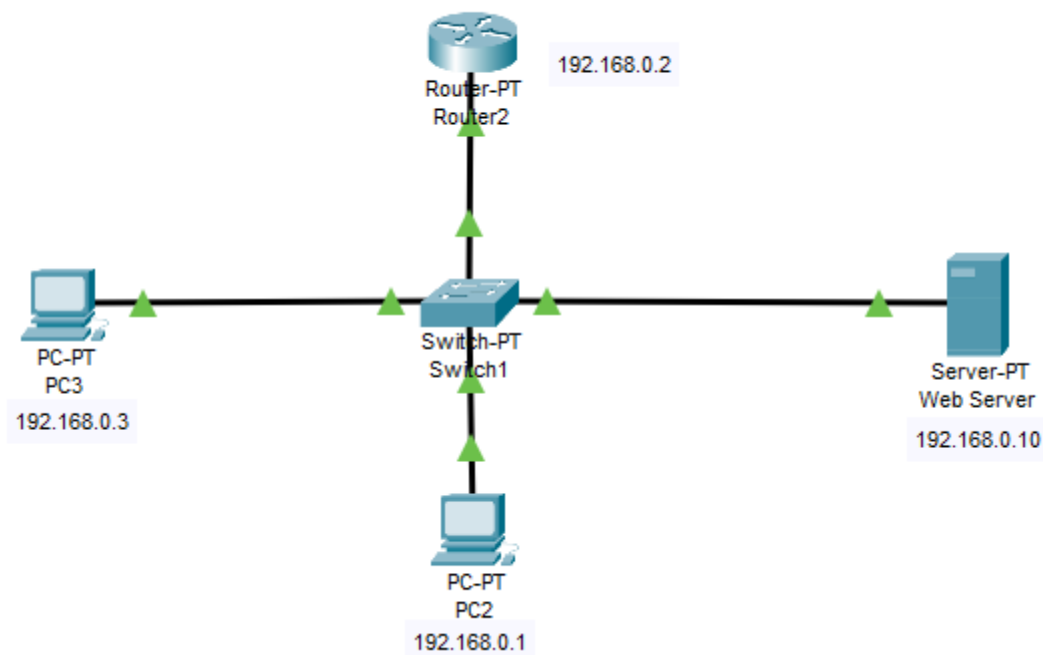
Step 4: Test the connection

Now that the network is set up and configured, we can test the connection between the two computers. Open a command prompt on PC1 and ping PC2 by typing ping 192.168.1.2 in the command prompt. If the ping is successful, it means that the two computers are communicating with each other.

Step 5: Explore TCP functionalities

Now, let's explore the functionalities of TCP. We will use the Netcat utility to establish a TCP connection between the two computers. Netcat is a versatile networking tool that can be used for various purposes, including establishing TCP connections.

Diagram



Output:

Result: Thus the Functionalities and Exploration of TCP using Packet Tracer is designed successfully.

