

Create a topology and simulate sending hence simulate a simple PDU from source to destination - on using simple hub and switch as connecting domains.

Steps involved:

Step 1: Drag and drop 3 generic PC's and a generic switch. Connect 3 PC's as peripherals to the switch after setting the IP addresses as 10.0.0.1, 10.0.0.2 and 10.0.0.3 for PC1, PC2 and PC3 respectively and connect them.

Step 2: Drag and drop 3 more generic PC's and a generic hub. Set the IP addresses of PC4, PC5 and PC6 as 10.0.0.4, 10.0.0.5 and 10.0.0.6 respectively. Connect all the three PC's to the hub.

Scenario 1:

Step 3: Turn on the switch and send a PDU from PC1 (10.0.0.1) to PC2 (10.0.0.2) via switch.

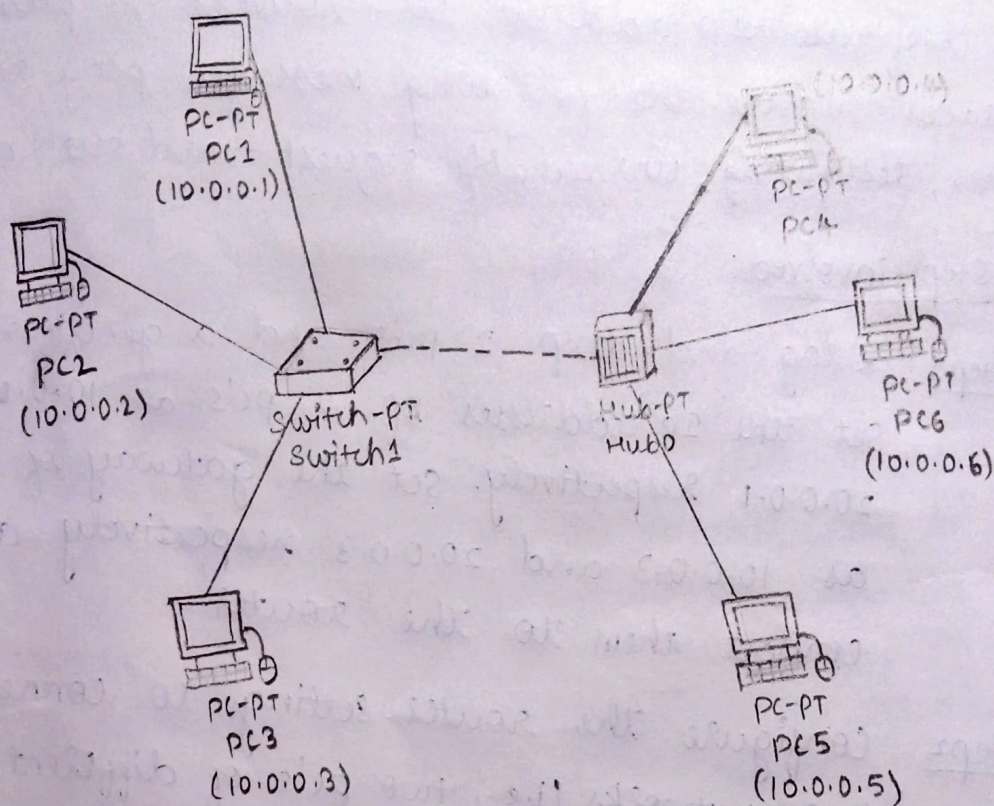
Scenario 2:

Step 4: Send a PDU from PC4 with IP address 10.0.0.4 to PC6 with IP address 10.0.0.6 via hub. Hub will send PDU to every PC connected to it. PC6 will acknowledge and receive it.

Scenario 3:

Step 5: Connect switch and hub. Send a PDU from PC1 with IP address 10.0.0.1 to PC6

with IP address 10.0.0.6 via switch and hub.



Command prompt:

PC1

PC> ping 10.0.0.6

pinging 10.0.0.6 with 32 bytes of data:

Reply from 10.0.0.6: bytes=32 time=6ms TTL=128

Reply from 10.0.0.6: bytes=32 time=6ms TTL=128

Reply from 10.0.0.6: bytes=32 time=6ms TTL=128

Reply from 10.0.0.6: bytes=32 time=6ms TTL=128

ping statistics for 10.0.0.6:

packets: sent=4, Received=4, Lost=0 (0% loss)

Approximate round trip times in milliseconds:

Minimum=6ms, Maximum=6ms, Average=6ms

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