* With the help of a set router (PT-router) and 2 pc (Pc0 and PC1) a network topology was created. After creation of topology, the gateway and IP address of both the PC's were configured.

* Then we have to configure the interfaces that is fa0 and fa1. After configuring the interface check for the ping.

* To check whether destination IP is alive or not we made a ping. If it is alive then we will get a reply.

* Here a simple simulation was done by sending a simple PDU from source to destination for the ICMP Protocol which is in Network layer.

* If we have pinged correct IP address i.e of the destination then we will get a reply and TTL will show and if the correct pinged IP address was incorrect then it will show "Request Time Out".

* TTL indicates the max. no. of nodes it can pass through before reaching destination