Switch0

Physical   Config   CLI
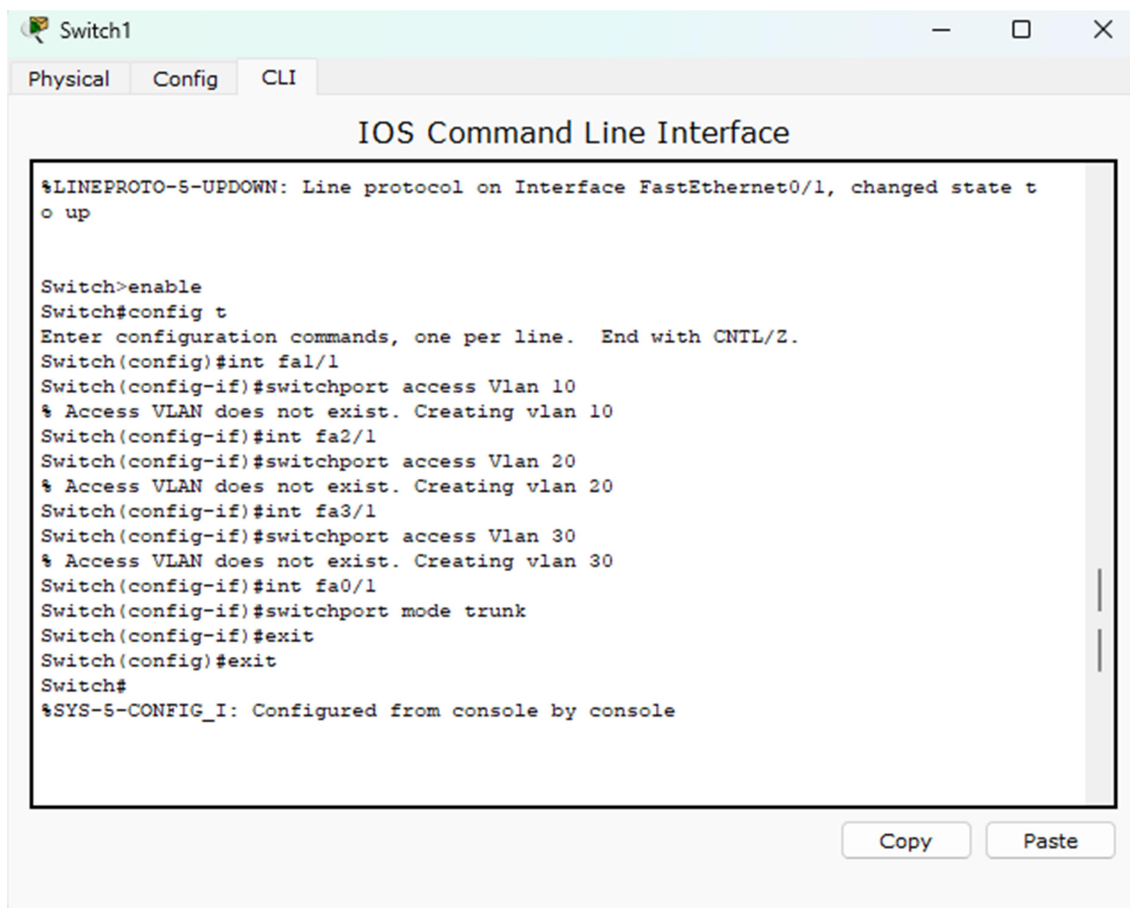
IOS Command Line Interface

```
Switch>enable
Switch#config t
Enter configuration commands, one per line.  End with CNTL/Z.
Switch(config)#int fa0/1
Switch(config-if)#switchport access Vlan 10
% Access VLAN does not exist. Creating vlan 10
Switch(config-if)#int fa1/1
Switch(config-if)#switchport access Vlan 20
% Access VLAN does not exist. Creating vlan 20
Switch(config-if)#int fa2/1
Switch(config-if)#switchport access Vlan 30
% Access VLAN does not exist. Creating vlan 30
Switch(config-if)#int fa3/1
Switch(config-if)#switchport mode trunk

Switch(config-if)#
%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet3/1, changed state t
o down

%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet3/1, changed state t
o up
exit
Switch(config)#exit
Switch#
```

Copy   Paste

Switch1

Physical　Config　CLI

IOS Command Line Interface

```
%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/1, changed state t
o up


Switch>enable
Switch#config t
Enter configuration commands, one per line.  End with CNTL/Z.
Switch(config)#int fa1/1
Switch(config-if)#switchport access Vlan 10
% Access VLAN does not exist. Creating vlan 10
Switch(config-if)#int fa2/1
Switch(config-if)#switchport access Vlan 20
% Access VLAN does not exist. Creating vlan 20
Switch(config-if)#int fa3/1
Switch(config-if)#switchport access Vlan 30
% Access VLAN does not exist. Creating vlan 30
Switch(config-if)#int fa0/1
Switch(config-if)#switchport mode trunk
Switch(config-if)#exit
Switch(config)#exit
Switch#
%SYS-5-CONFIG_I: Configured from console by console
```

Copy　Paste

PC0

Physical | Config | Desktop | Custom Interface

Command Prompt

```
Packet Tracer PC Command Line 1.0
PC>ping 192.168.1.2

Pinging 192.168.1.2 with 32 bytes of data:

Reply from 192.168.1.2: bytes=32 time=4ms TTL=128
Reply from 192.168.1.2: bytes=32 time=0ms TTL=128
Reply from 192.168.1.2: bytes=32 time=3ms TTL=128
Reply from 192.168.1.2: bytes=32 time=0ms TTL=128

Ping statistics for 192.168.1.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 4ms, Average = 1ms

PC>ping 192.168.1.5

Pinging 192.168.1.5 with 32 bytes of data:

Reply from 192.168.1.5: bytes=32 time=0ms TTL=128
Reply from 192.168.1.5: bytes=32 time=0ms TTL=128
Reply from 192.168.1.5: bytes=32 time=0ms TTL=128
Reply from 192.168.1.5: bytes=32 time=0ms TTL=128

Ping statistics for 192.168.1.5:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms

PC>ping 192.168.1.7

Pinging 192.168.1.7 with 32 bytes of data:

Request timed out.
Request timed out.
Request timed out.
Request timed out.

Ping statistics for 192.168.1.7:
    Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),

PC>ping 192.168.1.5

Pinging 192.168.1.5 with 32 bytes of data:

Reply from 192.168.1.5: bytes=32 time=0ms TTL=128
Reply from 192.168.1.5: bytes=32 time=0ms TTL=128
Reply from 192.168.1.5: bytes=32 time=0ms TTL=128
Reply from 192.168.1.5: bytes=32 time=0ms TTL=128

Ping statistics for 192.168.1.5:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms

PC>
```

Fire	Last Status	Source	Destination	Type	Color	Time (sec)	Periodic	Num	Edit	Delet
●	Failed	PC0	PC4	ICMP		0.000	N	0	(edit)	(delet
●	Successful	PC3	PC0	ICMP		0.000	N	1	(edit)	(delet
●	Successful	PC1	PC4	ICMP		0.000	N	2	(edit)	(delet

Fire	Last Status	Source	Destination	Type	Color	Time (sec)	Periodic	Num	Edit	Delet
●	Failed	PC1	PC5	ICMP		0.000	N	3	(edit)	(delet
●	Successful	PC2	PC5	ICMP		0.000	N	4	(edit)	(delet
●	Failed	PC2	PC3	ICMP		0.000	N	5	(edit)	(delet