

Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

Logical Physical x 1144, y: 739

Root 04:38:00

**PDU Information at Device: PC0**

OSI Model Outbound PDU Details

At Device: PC0  
Source: PC0  
Destination: 192.168.11.2

In Layers	Out Layers
Layer7	Layer7
Layer6	Layer6
Layer5	Layer5
Layer4	Layer 4: TCP Src Port: 1028, Dst Port: 80
Layer3	Layer 3: IP Header Src. IP: 192.168.11.1, Dest. IP: 192.168.11.2
Layer2	Layer 2: Ethernet II Header 0004.9A4C.E979 >> 00E0.80E8.6371
Layer1	Layer 1: Port(s):

1. The device closes the TCP connection to 192.168.11.2 on port 80.  
2. The device sets the connection state to FIN\_WAIT\_1.  
3. The device sends a TCP FIN+ACK segment.  
4. Sent segment information: the sequence number 1, the ACK number 0, and the data length 20.

Challenge Me << Previous Layer Next Layer >>

**Simulation Panel**

Event List

Vis.	Time(sec)	Last Device
Visible	0.000	--
Visible	0.000	--
Visible	0.000	--
Visible	0.000	--
Visible	0.000	--

Reset Simulation ☒ Constant Delay Captured to: 0.000 s

Play Controls

Event List Filters - Visible Events

ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IEC, IPSec, ISAKMP, IoT, IoT TCP, LACP, LLDP, MOBUS, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoE, PTP, Profinet, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters Show All/None

Event List Realtime Simulation

Time: 00:07:16.742 PLAY CONTROLS

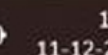
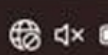
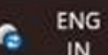
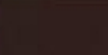
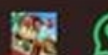
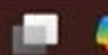
Scenario 0 New Delete Toggle PDU List Window

Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete

Automatically Choose Connection Type



Search



ENG  
IN

14:22  
11-12-2025