

## EXPERIMENT NO - 5

CN - C32 - 2103164

**Aim:-** Build a simple topology and configure it for static routing protocol using packet tracer. Setup a network and configure IP addressing, subnetting, masking.

**Theory:-**

Network topology refers to physical or logical layout of devices and connection within a network. Different network topologies are suited for different applications and have unique advantages and disadvantages. Here are a few different network topologies along with small examples of their application.

**Star Topology:-**

**Description:-** In star topology, all devices are connected to a central hub or switch. Devices do not connect directly to each other.

**Application:-** Star topology is mainly used in home network where all devices connect to a central router or switch. This topology is straightforward to set up and manage.

**Bus Topology:-**

**Description:-** In bus topology, all devices share a single communication line (bus). Data travels

mitted down the bus and devices can "tap" to access the data.

Application: - Bus topologies were historically used in early ethernet networks. While they are less common today, they can still be found in applications like industrial control systems.

### Ring Topology: -

Description: - In ring topology, each device is connected to exactly two other devices, forming a closed loop. Data travels in one direction around the ring.

Application: Ring Topology are less common in modern LANs but are used in specific applications like fiber optic network. Token Ring Network used this topology in the past.

### Mesh Topology: -

Description: - In mesh topology, every device is connected to exactly two or more other devices, creating multiple paths for data to travel.

Application: - Mesh topologies are often used in critical applications like data centers, where redundancy and fault tolerance are crucial. Each device can communicate directly with any other, enhancing reliability.



## Hybrid Topology :-

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**Description:-** A hybrid topology combines two or more different topologies into single network. For example, a network might have star topology in one office and ring topology in another office connected through router.

**Application:** Hybrid topologies allow organization to tailor their network to specific needs. They are commonly found in larger enterprises with diverse networking requirements.

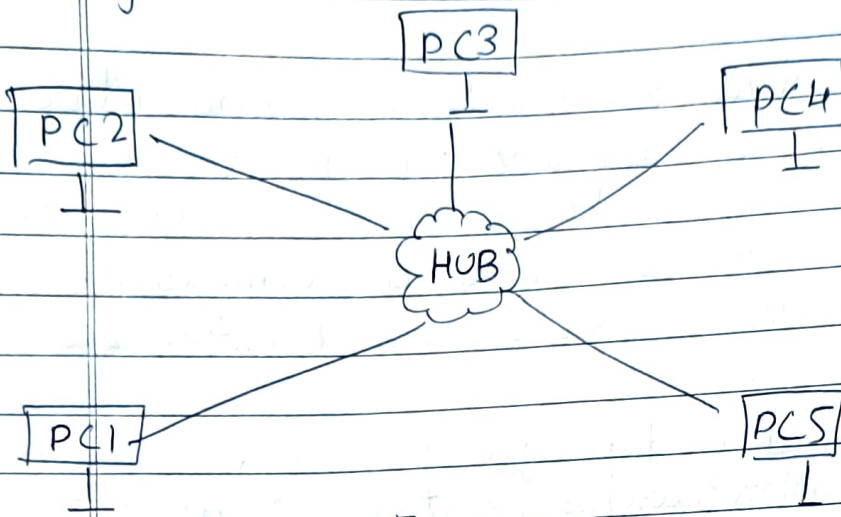
## Tree Topology :-

**Description:-**

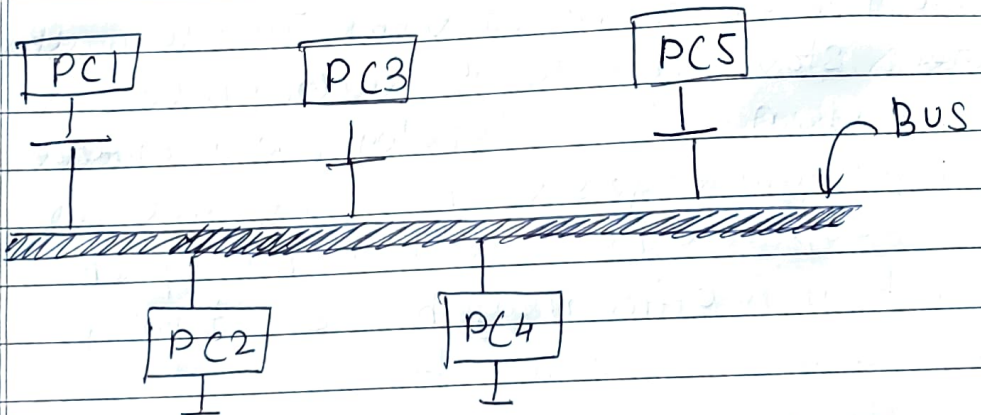
Also known as Hierarchical Topology, these are star connected to central hub.

**Application:-** Tree topologies are often used in large scale network, such as corporate networks with multiple branches. Each branch office may have star topology, they all connected to main office using a hierarchical structure.

Diagrams:-

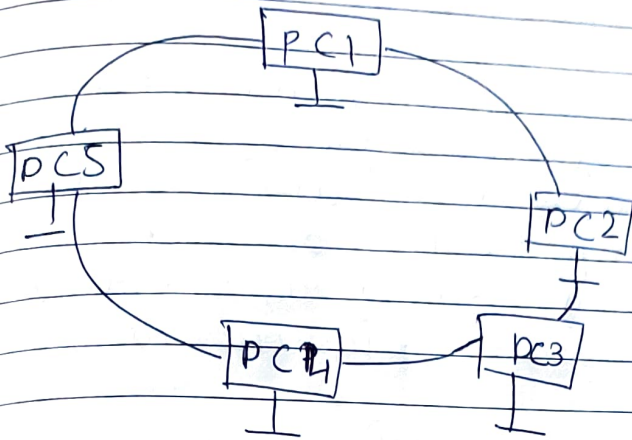


Star Topology

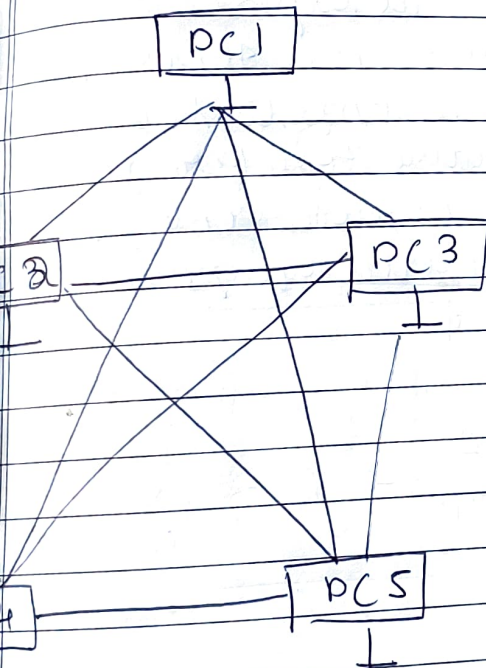


Bus Topology

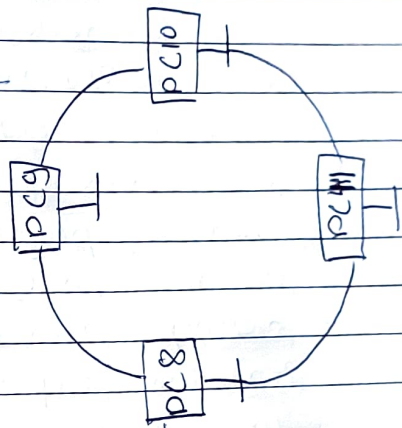




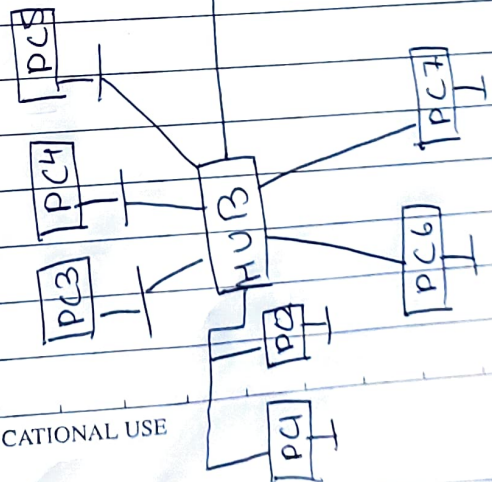
Ring Topology



Mesh Topology



Hybrid Topology

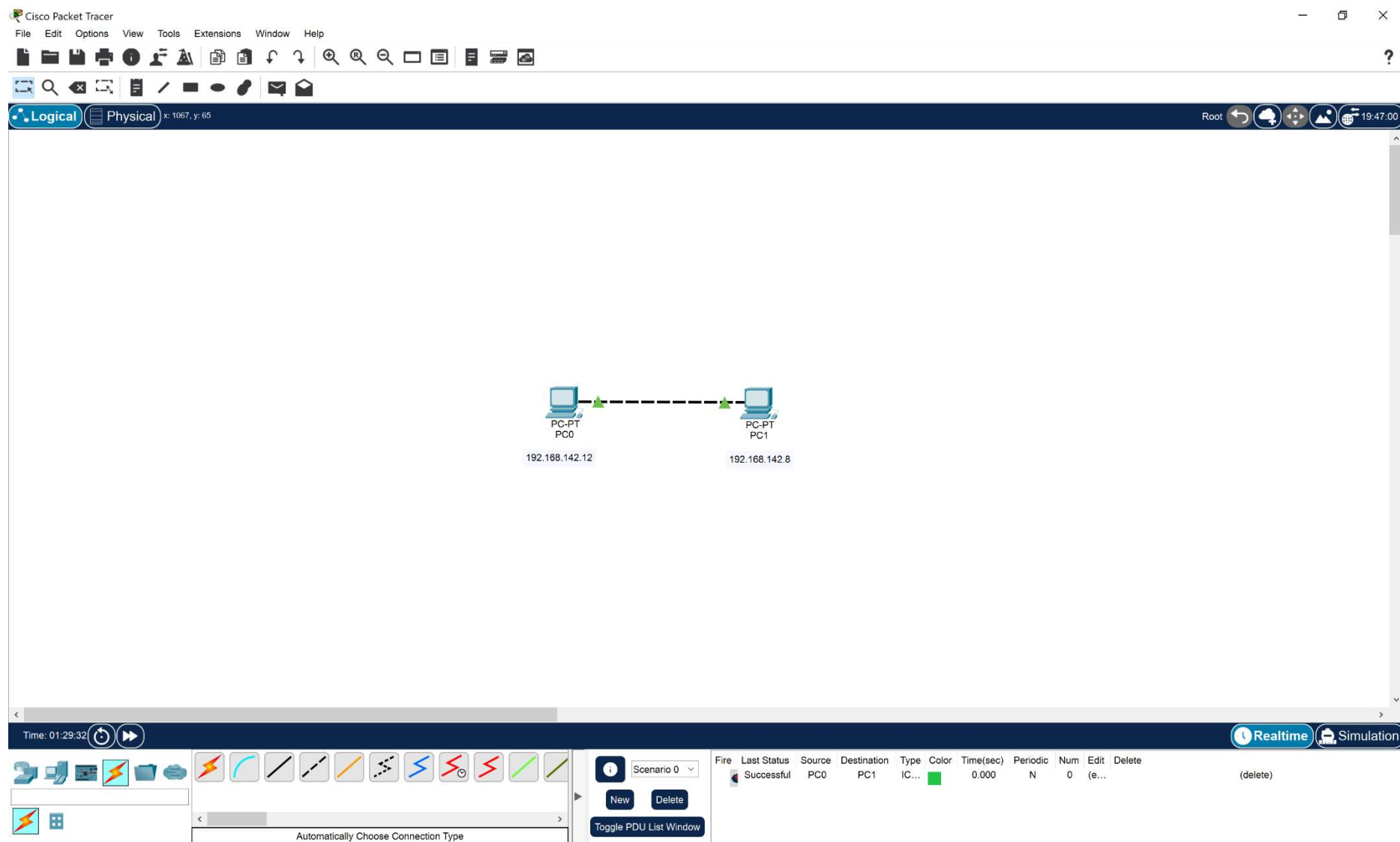


## \* Cisco packet Tracer :-

Cisco packet Tracer is a versatile network simulation tool developed by Cisco Systems. It serves as a valuable resource for both networking professionals and learners, enabling them to design, configure, and test network setups in a virtual environment.

Packet Tracer offers a user-friendly interface and a wide range of Cisco devices and network components, allowing users to build and experiment with various network topologies, troubleshoot issues and gain practical experience without the need for physical hardware. It is commonly used in educational settings to teach network concepts and is a valuable tool for gaining hands-on experience in networking before working with real-world equipment.

10/10/23



Cisco Packet Tracer

FileEditOptionsViewToolsExtensionsWindowHelp

LogicalPhysical

c: 206, y: 43

Root

23:46:00

Hub-PT  
Hub0

PC-PT  
PC2

12.12.10.2

PC-PT  
PC3

12.12.10.4

PC-PT  
PC4

12.12.10.9

Time: 01:41:01

Scenario 0

NewDelete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC2	PC4	IC...		0.000	N	0	(e...)	(delete)



Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

?

Logical Physical c: 627, y: 648

Root 03:35:30

Time: 01:48:17

Automatically Choose Connection Type

Scenario 0

New Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC5	PC7	IC...		0.000	N	0	(e...	(delete)

Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

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Logical Physical 728, y: 642

Root

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	0.000	--
	0.001	PC8
	0.002	Router0
	0.003	PC9
	0.004	Router0
	0.675	--
	0.676	Switch1
	0.676	Switch1
	0.676	Switch1

Reset Simulation

☒ Constant Delay

Captured to: 0.676 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, IPsec, ISAKMP, IoT, IoT TCP, LACP, LLDP, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDR, USB, VTP

Edit Filters

Show All/None

Time: 02:13:52.120

PLAY CONTROLS

Scenario 0

New Delete

Toggle PDU List Window

Automatically Choose Connection Type

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC8	PC9	IC...		0.000	N	0	(e...	(delete)



