

Laptop0

Command Prompt

```
Cisco Packet Tracer PC Command Line 1.0
C:\>ping 192.168.100.103

Pinging 192.168.100.103 with 32 bytes of data:

Reply from 192.168.100.103: bytes=32 time<1ms TTL=128
Reply from 192.168.100.103: bytes=32 time<1ms TTL=128
Reply from 192.168.100.103: bytes=32 time<1ms TTL=128
Reply from 192.168.100.103: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.100.103:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>ping 192.168.200.100

Pinging 192.168.200.100 with 32 bytes of data:

Request timed out.
Reply from 192.168.200.100: bytes=32 time<1ms TTL=127
Reply from 192.168.200.100: bytes=32 time<1ms TTL=127
Reply from 192.168.200.100: bytes=32 time<1ms TTL=127

Ping statistics for 192.168.200.100:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>
```

☐ Top

(Select a Device to Drag and Drop to the Workspace)

Scenario 0

New

Delete

Toggle PDU List Window

Realtime

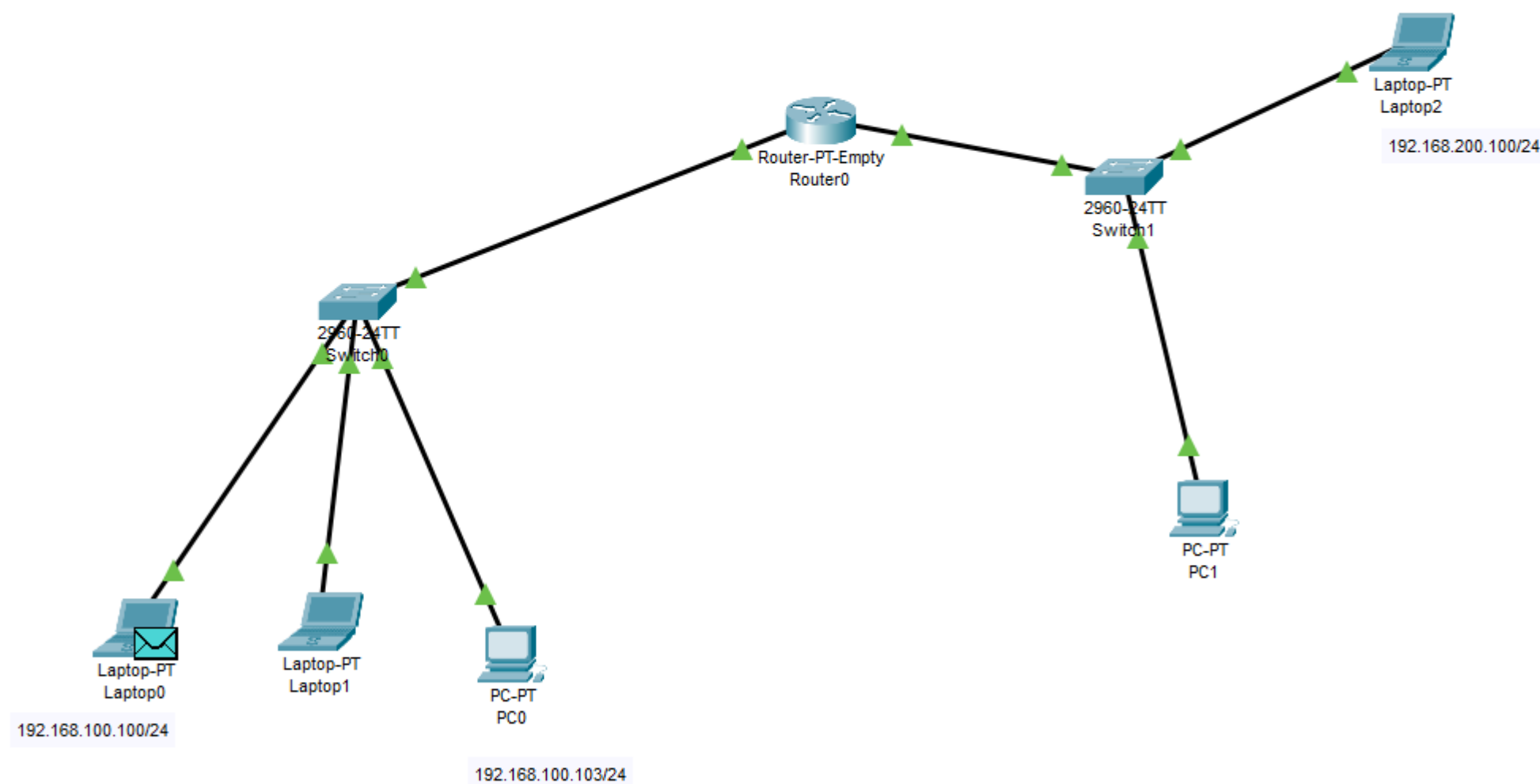
Simulation

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	--	Laptop0	Laptop2	ICMP		0.000	N	0	(edit)	(delete)



Logical Physical x: 140, y: 823

Root 04:28:00



Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	0.000	--

Reset Simulation

☒ Constant DelayCaptured 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, IPsec, ISAKMP, IoT, IoT TCP, LACP, LLDP, 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, UDP, USB, VTP

Edit Filters

Show All/None

PDU Information at Device: Laptop0

OSI Model Outbound PDU Details

At Device: Laptop0
Source: Laptop0
Destination: Laptop2

In Layers

Layer7
Layer6
Layer5
Layer4

Layer3

Layer2

Layer1

Out Layers

Layer7
Layer6
Layer5
Layer4
Layer 3: IP Header Src. IP: 192.168.100.100, Dest. IP: 192.168.200.100 ICMP Message Type: 8
Layer 2: Ethernet II Header 0001.C7D5.6732 >> 0005.5EDD.8A39
Layer 1: Port(s): FastEthernet0

1. The Ping process starts the next ping request.
2. The Ping process creates an ICMP Echo Request message and sends it to the lower process.
3. The source IP address is not specified. The device sets it to the port's IP address.
4. The device sets TTL in the packet header.
5. The destination IP address 192.168.200.100 is not in the same subnet and is not the broadcast address.
6. The default gateway is set. The device sets the next-hop to default gateway.

Challenge Me

<< Previous Layer

Next Layer >>

Time: 00:08:15.272 PLAY CONTROLS:



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Scenario 0

New

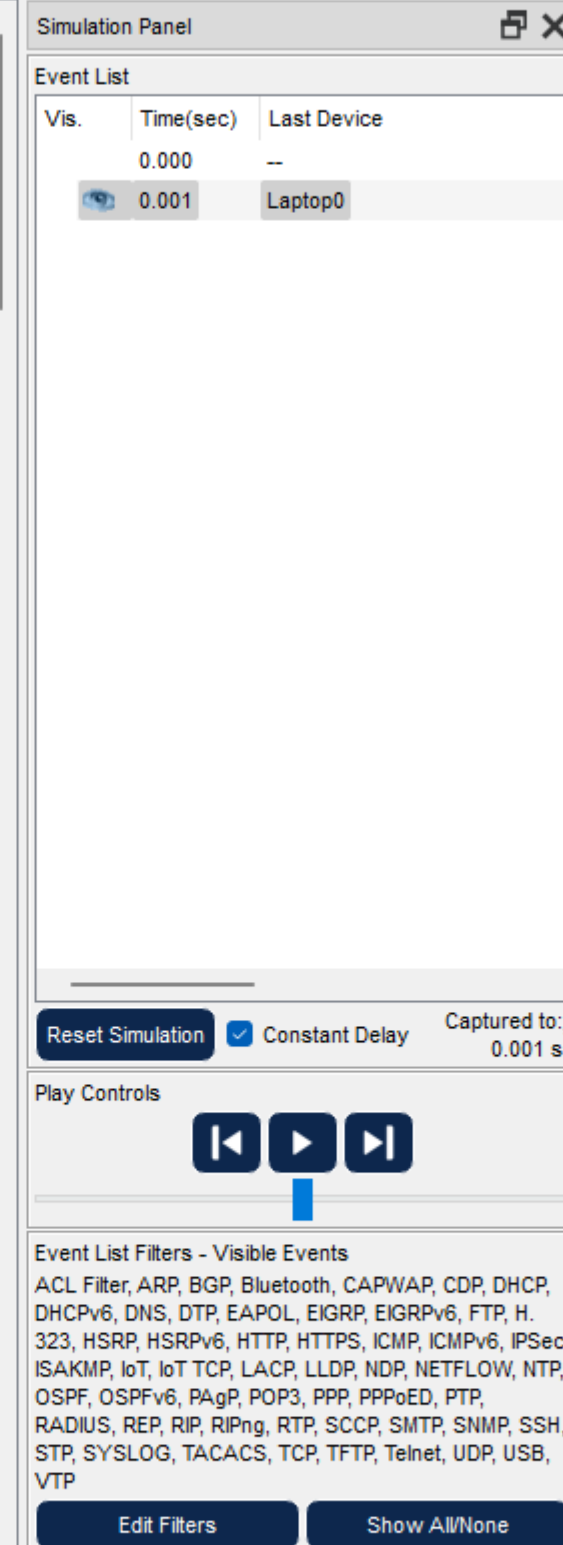
Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	In Progress	Laptop0	Laptop2	ICMP		0.000	N	0	(edit)	(delete)



Root  04:33:00



OSI Model	Inbound PDU Details	Outbound PDU Details
7	Application	Application
6	Presentation	Presentation
5	Session	Session
4	Transport	Transport
3	Network	Network
2	Data Link	Data Link
1	Physical	Physical

Out Layers

```

Out Layers
Layer7
Layer6
Layer5
Layer4
Layer3
Layer 2: Ethernet II
Header 0001.C7D5.6732
>> 0005.5EDD.8A39

```

```
Layer 1: Port(s):
FastEthernet0/4
```

1. FastEthernet0/1 receives the frame.

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, 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, UDP, USB, VTP



Edit Filters

[Show All/None](#)[Challenge Me](#)[<< Previous Layer](#)

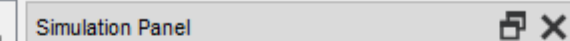
[Next Layer >>](#)

 Event List
 Realtime
 Simulation



Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	In Progress	Laptop0	Laptop2	ICMP		0.000	N	0	(edit)	(delete)

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PDU Information at Device: Router0

At Device: Router0
Source: Laptop0
Destination: Laptop2

Out Layers

Layer7
Layer6
Layer5
Layer4
Layer 3: IP Header Src. IP:
192.168.100.100, Dest. IP:
192.168.200.100 ICMP
Message Type: 8

Layer 1: Port(s):
FastEthernet1/0

1. FastEthernet0/0 receives the frame.

Play Controls



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, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RIPvng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP


[Show All/None](#)[<< Previous Layer](#)

[Next Layer >>](#)

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New Delete

Toggle PDU List Window

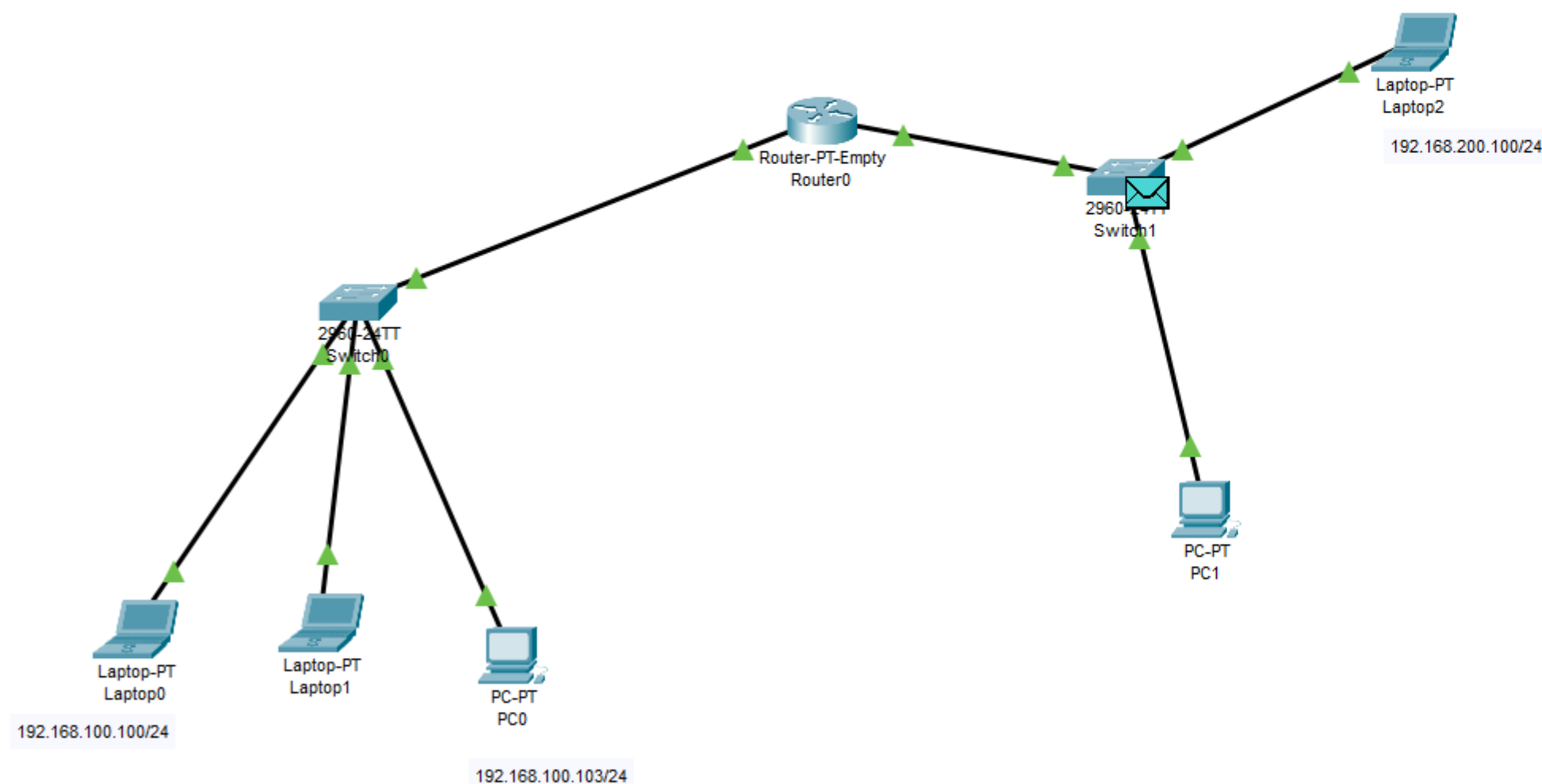
Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	In Progress	Laptop0	Laptop2	ICMP		0.000	N	0	(edit)	

(delete)



Logical Physical x: 477, y: 324

Root 04:50:30



Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	0.000	--
	0.001	Laptop0
	0.002	Switch0
	0.003	Router0

Reset Simulation

☒ Constant DelayCaptured to:
0.003 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, 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, UDP, USB, VTP

Edit Filters

Show All/None

PDU Information at Device: Switch1

OSI Model Inbound PDU Details Outbound PDU Details

At Device: Switch1
Source: Laptop0
Destination: Laptop2

In Layers

Layer7
Layer6
Layer5
Layer4
Layer3
Layer 2: Ethernet II Header
00D0.BC0E.0D74 >>
00E0.F90E.784E

Layer 1: Port
FastEthernet0/1

Out Layers

Layer7
Layer6
Layer5
Layer4
Layer3
Layer 2: Ethernet II Header
00D0.BC0E.0D74 >>
00E0.F90E.784E

Layer 1: Port(s):
FastEthernet0/2

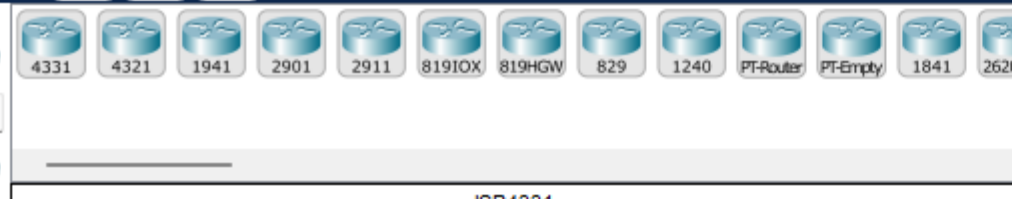
1. FastEthernet0/1 receives the frame.

Challenge Me

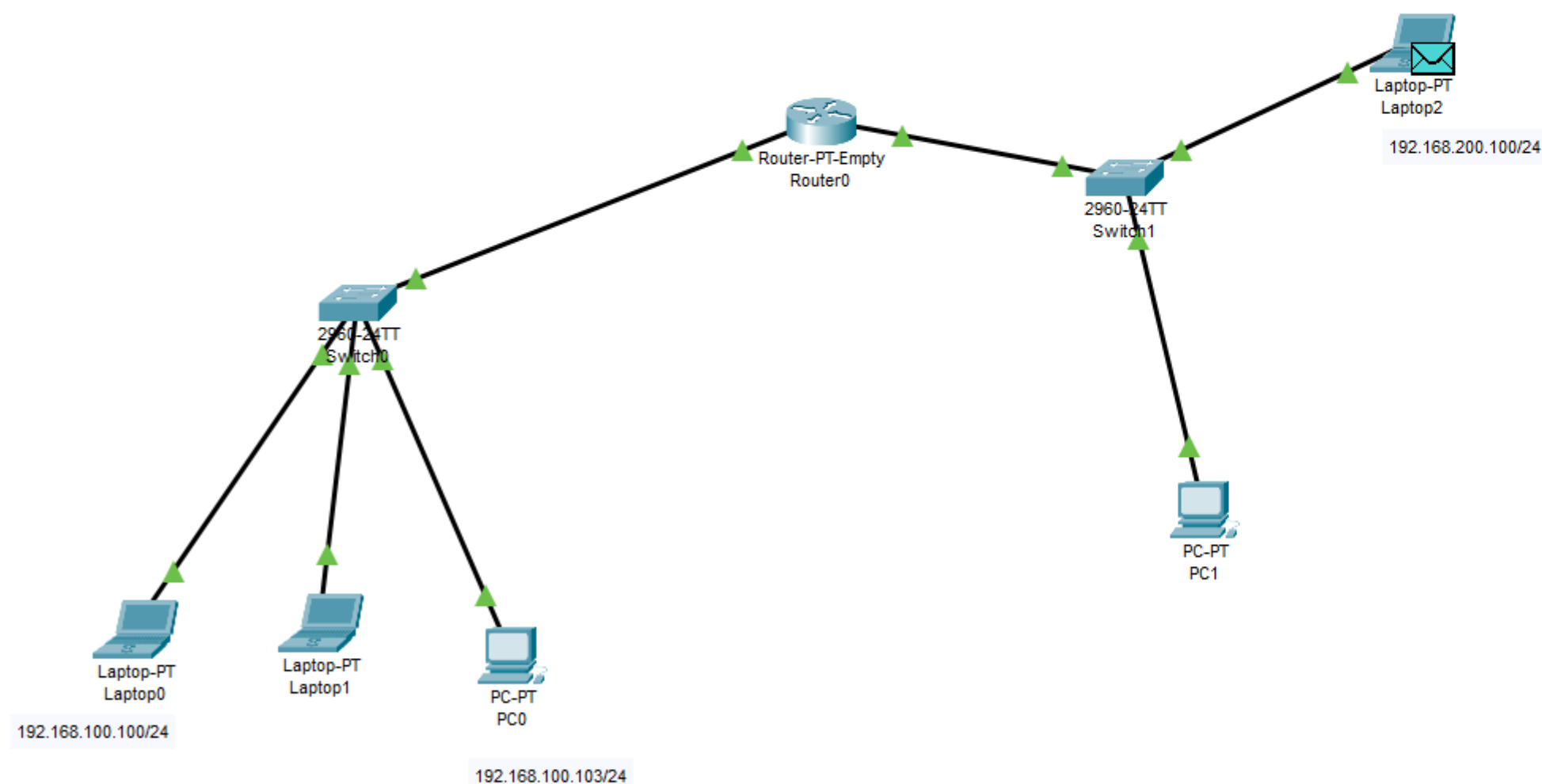
<< Previous Layer


Next Layer >>

Time: 00:08:15.275 PLAY CONTROLS:



Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	In Progress	Laptop0	Laptop2	ICMP		0.000	N	0	(edit)	(delete)



Vis.	Time(sec)	Last Device
	0.000	--
	0.001	Laptop0
	0.002	Switch0
	0.003	Router0
	0.004	Switch1

Reset Simulation ☒ Constant Delay Captured to: 0.004 s

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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, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RIPv2, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

[Edit Filters](#)
[Show All/None](#)

At Device: Laptop2
Source: Laptop0
Destination: Laptop2





192.168.100.100, Dest. IP: 192.168.200.100 ICMP Message Type: 8	192.168.200.100, Dest. IP: 192.168.100.100 ICMP Message Type: 0
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Layer 2: Ethernet II Header 00D0.BC0E.0D74 >> 00E0.F90E.784E	Layer 2: Ethernet II Header 00E0.F90E.784E >> 00D0.BC0E.0D74
--	--

Layer 1: Port FastEthernet0	Layer 1: Port(s): FastEthernet0
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1. FastEthernet0 receives the frame.

Challenge Me << Previous Layer Next Layer >>

Time: 00:08:15.276  PLAY CONTROLS:   

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Toggle PDU List Window