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LAB - 2

Create a topology and simulate sending a simple PDU from source to destination using simple hub and switch as connecting ~~device~~ domain.

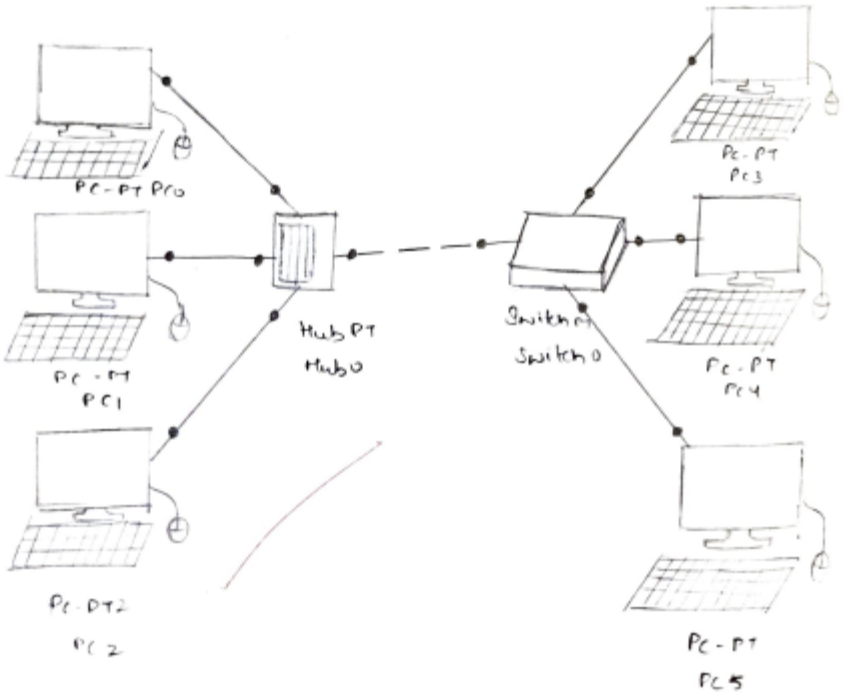
Step 1 : Drag and drop Hub and Pc's
Connect the Hub and Pc's

Step 2 : Drag and drop switch and Pc's . Connect Switch and Pc's

Scenario_1
Step 3 : Send the ~~message~~ PDU packet from one pc to another (Eg: Pc0 to Pc1) in Hub connection.

Scenario_2
Step 4 : Send the menege packet from one pc to another in switch network (Eg: Pc3 to Pc4)

Scenario-3
Step 5 : Connect Hub and Switch with cross-over wire and send the packet



Scenario - 4.

When Switch is off the data is not transmitted between the PC's

Output:

Command prompt:

1) click on Command: ping 10.0.0.3

Pinging 10.0.0.3 with 32 bytes of data:

Reply from 10.0.0.3 : bytes = 32 time = 8ms TTL = 128

Reply from 10.0.0.3 : bytes = 32 time = 4ms TTL = 12

Reply from 10.0.0.3 : bytes = 32 time = 4ms TTL = 12

Reply from 10.0.0.3 : bytes = 32 time = 4ms TTL = 128

ping statistics for 10.0.0.3:

Packets : Sent = 4, Received = 4, Lost = 0 (0% loss)

Approximate round trip times in milli-seconds:

Minimum = 4ms, Maximum = 8ms, Average = 5ms

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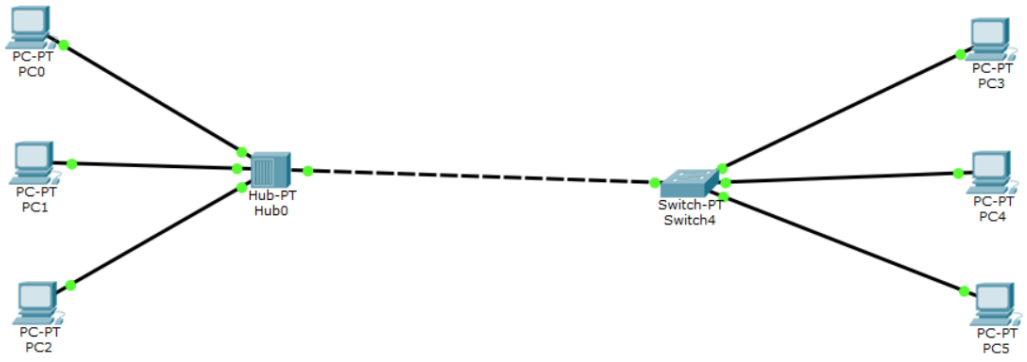
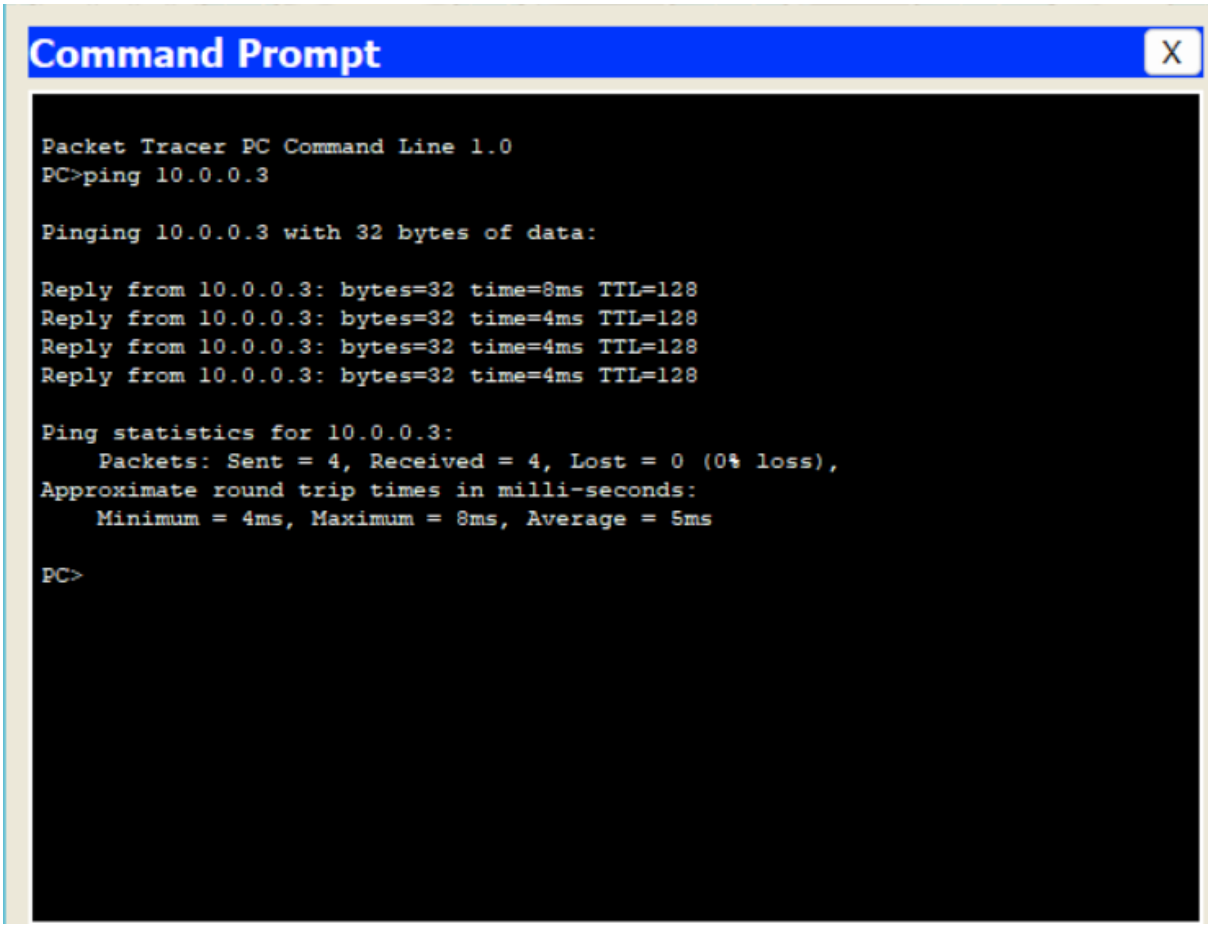
TOPLOLOGY



OUTPUT


Command Prompt
X
Packet Tracer PC Command Line 1.0
PC>ping 10.0.0.3
Pinging 10.0.0.3 with 32 bytes of data:
Reply from 10.0.0.3: bytes=32 time=8ms TTL=128
Reply from 10.0.0.3: bytes=32 time=4ms TTL=128
Reply from 10.0.0.3: bytes=32 time=4ms TTL=128
Reply from 10.0.0.3: bytes=32 time=4ms TTL=128
Ping statistics for 10.0.0.3:
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 4ms, Maximum = 8ms, Average = 5ms
PC>