

Name: Vikas Bagri

ID: 20561008

Course: MCA-2A

Que: 1

Problem Statement

There is an organization A with multiple departments. Design a network for the HR department and the size of the dept. is 10 users. Also, show the communication b/w user number 1 and user number 5 of the network.

Objective

To understand the network (LAN) for an organization.

Description

Since, we are concerned about an organization only, so we will use LAN for the communication network within the organization.

Steps

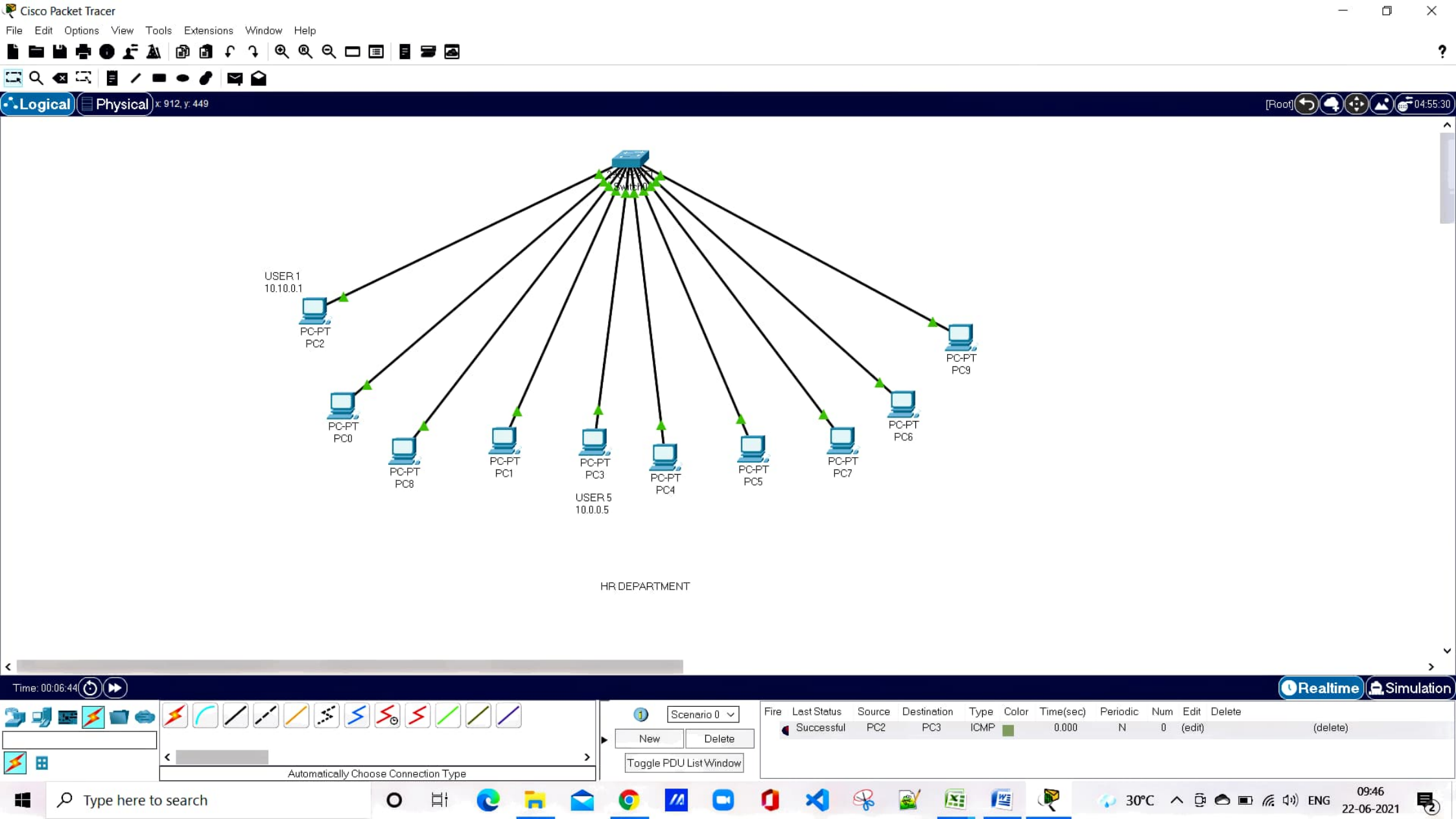
Step I Adding 10 nodes (PCs) to the LAN of the HR department.

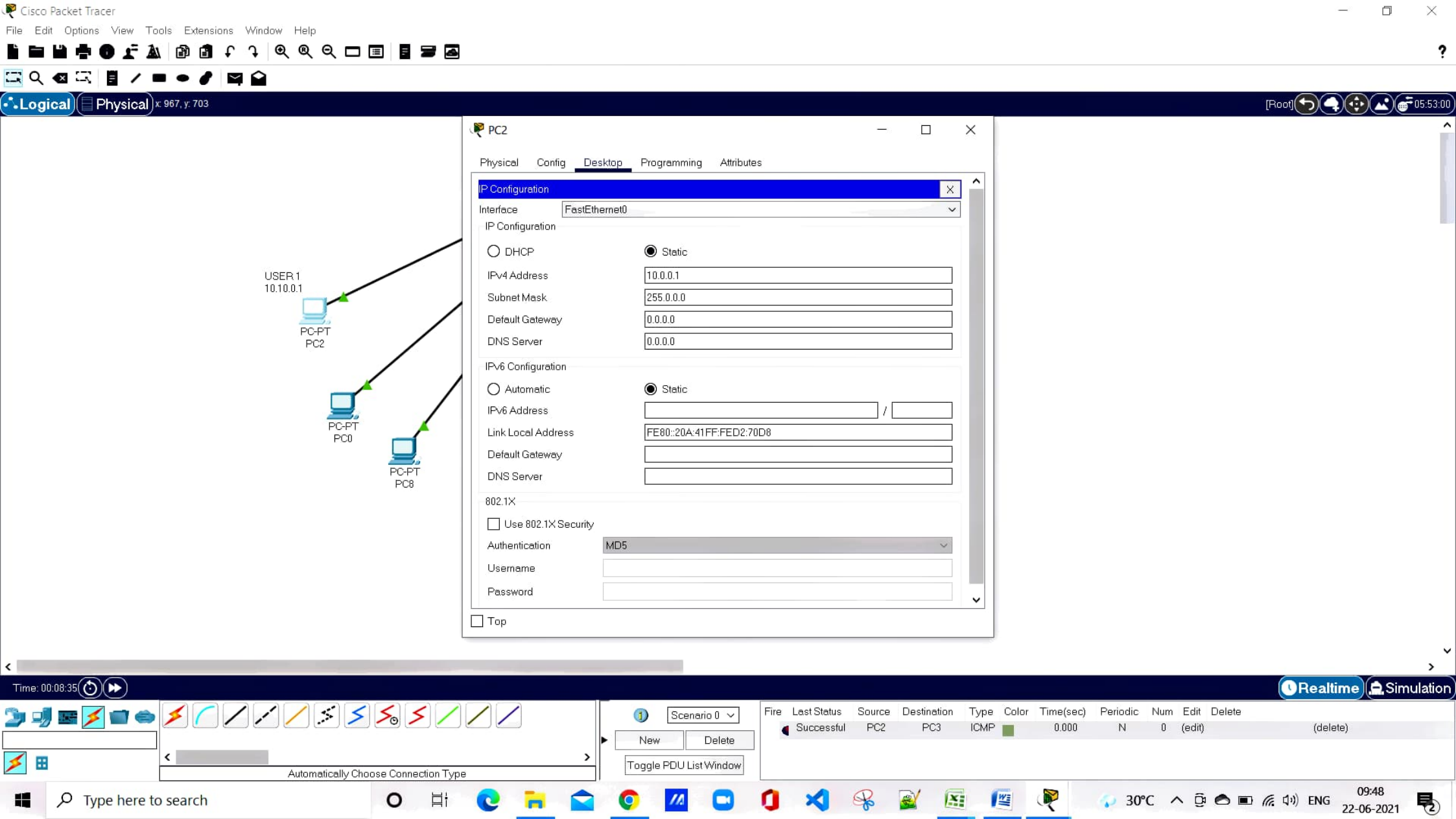
Step II Assigning IP addresses to all PCs; also connection each of the PCs with the help of a switch.

Vikas

Step III : Then sending a simple PDU from user 1 (i.e. PC#1)
and to user 5 (i.e. PC#5).

Umar





FileEditOptionsViewToolsExtensionsWindowHelp

LogicalPhysicalx 967, y: 703

[Root]

05:53:00

PC2

PhysicalConfigDesktopProgrammingAttributes

IP Configuration

InterfaceFastEthernet0

IP Configuration

DHCPStatic

IPv4 Address10.0.0.1

Subnet Mask255.0.0.0

Default Gateway0.0.0.0

DNS Server0.0.0.0

IPv6 Configuration

AutomaticStatic

IPv6 Address

Link Local AddressFE80::20A:41FF:FED2:70D8

Default Gateway

DNS Server

802.1X

Use 802.1X Security

AuthenticationMD5

Username

Password

Top

USER110.10.0.1

PC-PTPC2

PC-PTPC0

PC-PTPC8

Time: 00:08:35

RealtimeSimulation

Scenario 0

NewDelete

Toggle PDU List Window

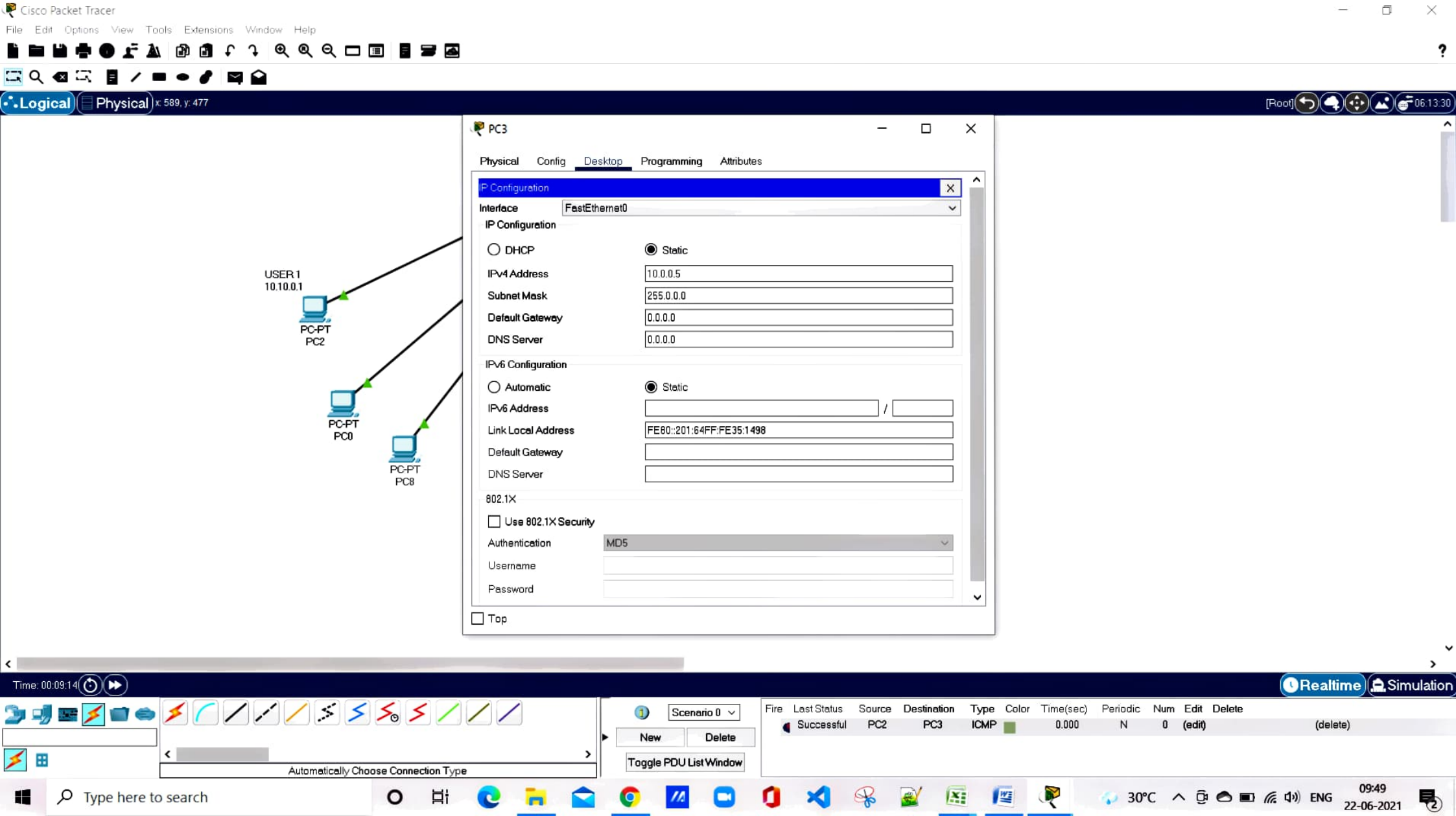
| Fire | Last Status | Source | Destination | Type | Color | Time(sec) | Periodic | Num | Edit | Delete |
|------|-------------|--------|-------------|------|-------|-----------|----------|-----|--------|----------|
| | Successful | PC2 | PC3 | ICMP | | 0.000 | N | 0 | (edit) | (delete) |

Type here to search

30°C

ENG

09:4822-06-2021

USER 1
10.10.0.1PC-PT
PC2PC-PT
PC0PC-PT
PC8

PC3

Physical Config Desktop Programming Attributes

IP Configuration

Interface FastEthernet0

IP Configuration

☐ DHCP☒ Static

IPv4 Address

10.0.0.5

Subnet Mask

255.0.0.0

Default Gateway

0.0.0.0

DNS Server

0.0.0.0

IPv6 Configuration

☐ Automatic☒ Static

IPv6 Address

Link Local Address

FE80::201:64FF:FE35:1498

Default Gateway

DNS Server

802.1X

☐ Use 802.1X Security

Authentication

MD5

Username

Password

☐ Top

Time: 00:09:14

Realtime Simulation



Automatically Choose Connection Type

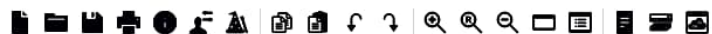
Scenario 0

New

Delete

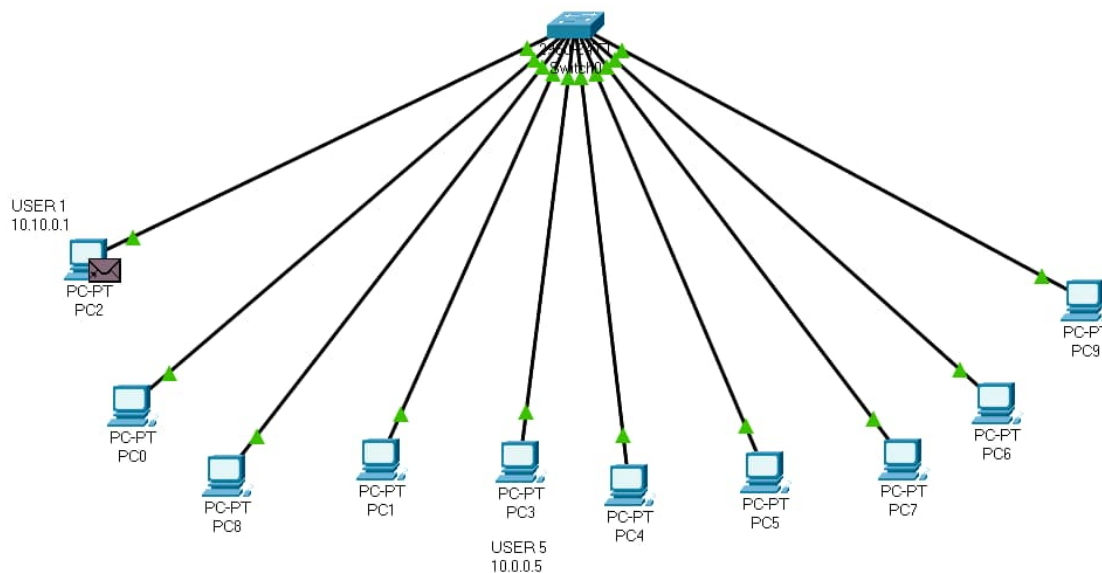
Toggle PDU List Window

| Fire | Last Status | Source | Destination | Type | Color | Time(sec) | Periodic | Num | Edit | Delete |
|------------|-------------|--------|-------------|------|-------|-----------|----------|-----|--------|----------|
| Successful | | PC2 | PC3 | ICMP | | 0.000 | N | 0 | (edit) | (delete) |



Logical Physical x 923, y: 427

[Root] 06:44:30



Simulation Panel

Event List

| Vis. | Time(sec) | Last Device | At Device | T |
|------|-----------|-------------|-----------|---|
| | 0.000 | - | PC2 | |
| | 0.000 | - | PC2 | |
| | 0.001 | PC2 | Switch0 | |
| | 0.001 | - | PC2 | |
| | 0.002 | PC2 | Switch0 | |
| | 0.002 | Switch0 | PC3 | |
| | 0.003 | Switch0 | PC3 | |
| | 0.003 | PC3 | Switch0 | |
| | 0.004 | PC3 | Switch0 | |
| | 0.004 | Switch0 | PC2 | |
| | 0.005 | Switch0 | PC2 | |

Reset Simulation

☒ Constant DelayCaptured to...
0.005 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, UDP, USB, VTP

Edit Filters

Show All/None

Time: 00:09:51.949 PLAY CONTROLS



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 | PC2 | PC3 | ICMP | | 0.000 | N | 0 | (edit) | (delete) |
| | Successful | PC2 | PC3 | ICMP | | 0.000 | N | 1 | (edit) | (delete) |