



## 1.5 Design a Hybrid topology with switches and routers

Design and configure a fully connected Hybrid Network in CISCO Packet Tracer and ensure all devices can communicate with each other.

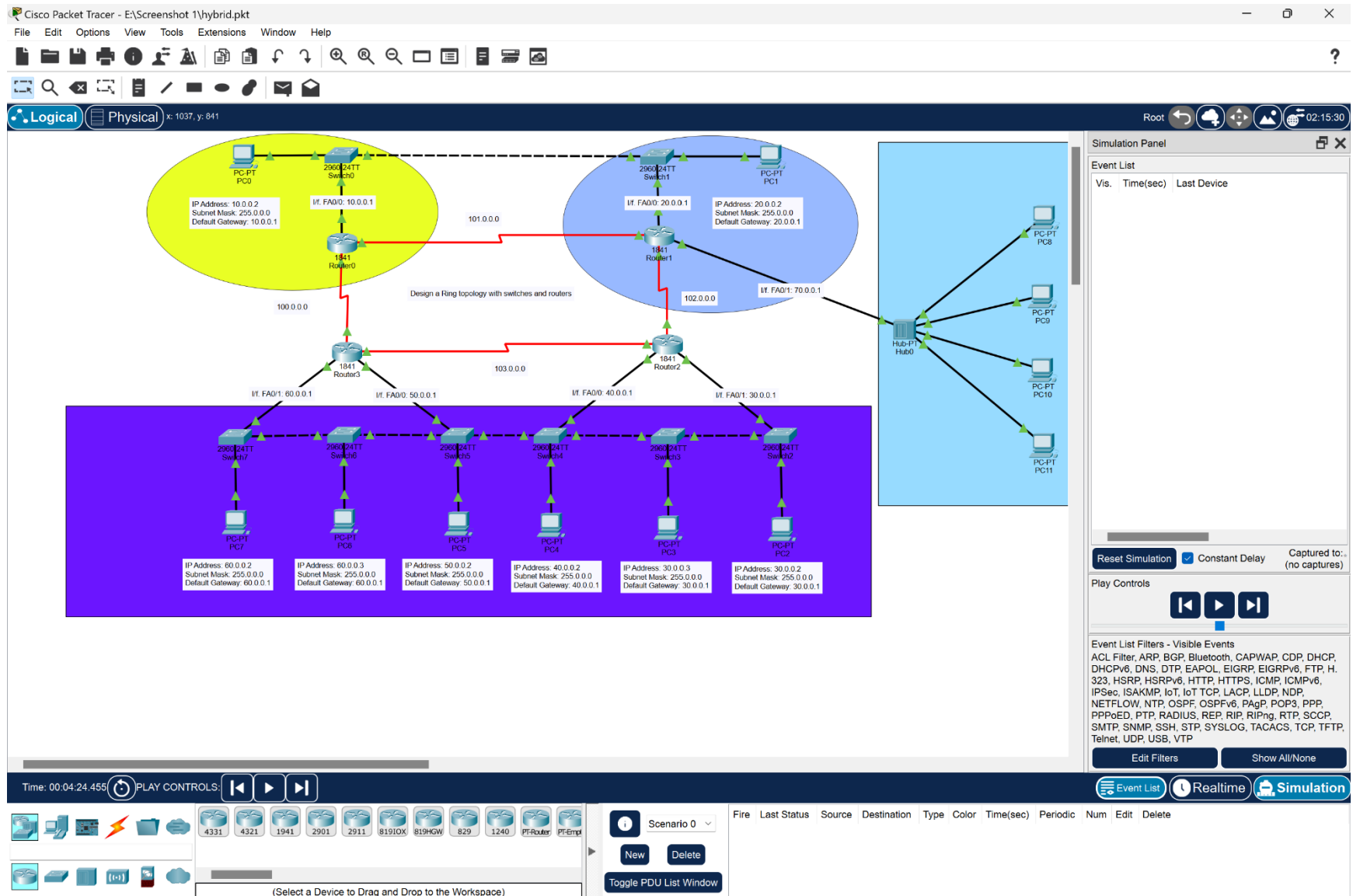
Requirements:

1. Detailed Network Design(Screenshot from CISCO)
2. Basic setup
  1. What devices are added to the workspace in CISCO Packet Tracer?
  2. What are the steps to connect each device to every other device using appropriate cables?
3. MAC and IP address configuration
  1. How do you assign an IP address to each device in Hybrid Network? Mention the both IP and MAC address of each device from your network.
  2. Mention the configuration made on routers with different interfaces.
  3. What subnet mask should be used for the given IP address?
4. Verification
  1. How can you verify the connectivity between devices using the command?
  2. What steps would you take if a device does not respond to a ping request?
5. Status of packet transmission (screenshot of workspace along with status panel)

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## 1. Detailed Network Design(Screenshot from CISCO)



## 2. Basic setup

### a. What devices are added to the workspace in CISCO Packet Tracer?

- The devices used are:
  - 8 Switches
  - 4 Routers
  - 12 PCs
  - 1 Hub

### b. What are the steps to connect each device to every other device using appropriate cables?

- Connect each Router to a Switch using a Copper Straight-through cable.
- Connect each Switch to a PC using Copper Straight-through cables.
- Connect the Routers to each other using Serial cables to establish communication between them.

## 3. MAC and IP address configuration

### a. How do you assign an IP address to each device in the Bus Network?

**Mention both the IP and MAC addresses of each device from your network.**

- PCs and Laptops:
  - Click on a PC or Laptop.
  - Go to the "Desktop" tab.
  - Open the "IP Configuration" tool.
  - Assign an IP address and subnet mask.
    - PC0: IP Address: 10.0.0.2, MAC Address: 0030.F2D3.9868
    - PC1: IP Address: 20.0.0.2, MAC Address: 0005.5E0C.A61C
    - PC2: IP Address: 30.0.0.2, MAC Address: 00E0.8FD7.7B36
    - PC3: IP Address: 30.0.0.3, MAC Address: 0001.97ED.026E
    - PC4: IP Address: 40.0.0.2, MAC Address: 0001.6446.2110
    - PC5: IP Address: 50.0.0.2, MAC Address: 0030.F233.6506
    - PC6: IP Address: 60.0.0.3, MAC Address: 0030.A3EE.8B96
    - PC7: IP Address: 60.0.0.2, MAC Address: 00E0.F725.9DD7
    - PC8: IP Address: 70.0.0.2, MAC Address: 0001.C908.E6C4
    - PC9: IP Address: 70.0.0.3, MAC Address: 000A.41C2.56D4
    - PC10: IP Address: 70.0.0.4, MAC Address: 000D.BD4D.A166
    - PC11: IP Address: 70.0.0.5, MAC Address: 00E0.A3A8.4B9C
- Routers:
  - Router0:
    - I/f. FA0/0: IP Address: 10.0.0.1, MAC Address: 00E0.A3BA.8C01
    - I/f. Se0/0/0: IP Address: 100.0.0.2
    - I/f. Se0/0/1: IP Address: 101.0.0.1
    - RIP: 10.0.0.0, 100.0.0., 101.0.0.0

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- Router1:
  - I/f. FA0/0: IP Address: 20.0.0.1, MAC Address: 0002.1704.1501
  - I/f. FA0/1: IP Address: 70.0.0.1, MAC Address: 0002.1704.1502
  - I/f. Se0/0/0: IP Address: 102.0.0.1
  - I/f. Se0/0/1: IP Address: 101.0.0.2
  - RIP: 20.0.0.0, 70.0.0.0, 101.0.0., 102.0.0.0
- Router2:
  - I/f. FA0/1: IP Address: 30.0.0.1, MAC Address: 0000.0C90.5602
  - I/f. FA0/0: IP Address: 40.0.0.1, MAC Address: 0000.0C90.5601
  - I/f. Se0/0/0: IP Address: 102.0.0.2
  - I/f. Se0/0/1: IP Address: 103.0.0.1
  - RIP: 30.0.0.0, 40.0.0.0, 102.0.0., 103.0.0.0
- Router3:
  - I/f. FA0/0: IP Address: 50.0.0.1, MAC Address: 0040.0BAB.5601
  - I/f. FA0/1: IP Address: 60.0.0.1, MAC Address: 0040.0BAB.5602
  - I/f. Se0/0/0: IP Address: 100.0.0.1
  - I/f. Se0/0/1: IP Address: 103.0.0.2
  - RIP: 50.0.0.0, 60.0.0.0, 100.0.0., 103.0.0.0

**b. Mention the configuration made on routers with different interfaces.**

- Added HWIC-2T Module
- Set Respective FA0/0 and FA0/1
- Set Respective Se0/0/0 and Se0/0/1
- Set all the RIP Routing.

**c. What subnet mask should be used for the given IP address?**

Devices		Subnet - Mask
PC	PC0	255.0.0.0
	PC1	
	PC2	
	PC3	
	PC4	
	PC5	
	PC6	
	PC7	
	PC8	

Devices		Subnet - Mask
	PC9	
	PC10	
	PC11	

#### 4. Verification

a. How can you verify the connectivity between devices using the command?

- Open the Command Prompt on a PC or Laptop.
- Use the ping command to test connectivity. For example:

Unset

```
ping ip-address-of-the-target
```

- Some Examples:
  - Pinging 10.0.0.2 to 20.0.0.2

```
C:\>ping 20.0.0.2

Pinging 20.0.0.2 with 32 bytes of data:

Reply from 20.0.0.2: bytes=32 time=1ms TTL=126
Reply from 20.0.0.2: bytes=32 time=1ms TTL=126
Reply from 20.0.0.2: bytes=32 time=1ms TTL=126
Reply from 20.0.0.2: bytes=32 time=1ms TTL=126

Ping statistics for 20.0.0.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 1ms, Maximum = 1ms, Average = 1ms
```

- Pinging 20.0.0.2 to 30.0.0.3

```
C:\>ping 30.0.0.3

Pinging 30.0.0.3 with 32 bytes of data:

Request timed out.
Reply from 30.0.0.3: bytes=32 time=39ms TTL=125
Reply from 30.0.0.3: bytes=32 time=2ms TTL=125
Reply from 30.0.0.3: bytes=32 time=10ms TTL=125

Ping statistics for 30.0.0.3:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 2ms, Maximum = 39ms, Average = 17ms
```

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- Pinging 40.0.0.2 to 60.0.0.2

```
C:\>ping 60.0.0.2

Pinging 60.0.0.2 with 32 bytes of data:

Reply from 60.0.0.2: bytes=32 time=27ms TTL=126
Reply from 60.0.0.2: bytes=32 time=20ms TTL=126
Reply from 60.0.0.2: bytes=32 time=1ms TTL=126
Reply from 60.0.0.2: bytes=32 time=2ms TTL=126

Ping statistics for 60.0.0.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 1ms, Maximum = 27ms, Average = 12ms
```

- Pinging 50.0.0.2 to 10.0.0.2

```
C:\>ping 10.0.0.2

Pinging 10.0.0.2 with 32 bytes of data:

Reply from 10.0.0.2: bytes=32 time=1ms TTL=126
Reply from 10.0.0.2: bytes=32 time=2ms TTL=126
Reply from 10.0.0.2: bytes=32 time=1ms TTL=126
Reply from 10.0.0.2: bytes=32 time=1ms TTL=126

Ping statistics for 10.0.0.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 1ms, Maximum = 2ms, Average = 1ms
```

**b. What steps would you take if a device does not respond to a ping request?**

- Check cabling and ensure correct IP addressing.
- Verify that the routers are properly configured and that routing between networks is enabled.
- Ensure that all interfaces are up and running.

## 5. Status of packet transmission (screenshot of workspace along with status panel)

Cisco Packet Tracer - E:\Screenshot 1\hybrid.pkt

File Edit Options View Tools Extensions Window Help

Logical Physical x: 2138, y: 208

Root 02:38:30

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	0.007	Router0
	0.008	Router3
	0.009	Switch7
	0.010	PC7
	0.011	Switch7
	0.012	Router3
	0.013	Router0
	0.014	Switch0
	0.731	--
	0.732	Switch0
	0.732	Switch0
	0.732	Switch0
	0.733	Switch1
	0.733	Switch1
	0.882	--
Visible	0.883	Switch6
Visible	0.883	Switch6
Visible	0.883	Switch6

Reset Simulation ☒ Constant Delay Captured to: 0.883 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

Time: 00:04:25.338 PLAY CONTROLS

Scenario 0

New Delete

Toggle PDU List Window

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

Successful	PC0	PC7	IC...		0.000	N	0	(e...)	(delete)
------------	-----	-----	-------	--	-------	---	---	--------	----------

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

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## 22BCE0682

### 1. Sending Message from PC0 to PC1

Cisco Packet Tracer - E:\Screenshot 1\hybrid.pkt

File Edit Options View Tools Extensions Window Help

Logical Physical x: 2312, y: 960

Root 02:57:30

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	1.997	Switch0
	1.997	Switch0
	1.998	Switch1
	1.998	Switch1
	2.138	--
	2.139	Switch6
	2.139	Switch6
	2.139	Switch6
	2.140	Switch7
	2.140	Switch7
	2.140	Switch5
	2.140	Switch5
	2.140	Switch5
	2.141	Switch4
	2.141	Switch4
	2.141	Switch4
Visible	2.142	Switch3
Visible	2.142	Switch3

Reset Simulation ☒ Constant Delay Capturing...

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

Time: 00:04:59.329 PLAY CONTROLS

Scenario 0

New Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	PC1	IC...		0.000	N	0	(e...)	(delete)

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



## 2. Sending Message from PC0 to PC8

Cisco Packet Tracer - E:\Screenshot 1\hybrid.pkt

File Edit Options View Tools Extensions Window Help

Logical Physical x: 1766, y: 232

Root 03:28:30

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	0.005	Hub0
	0.005	Hub0
	0.005	Hub0
	0.006	PC8
	0.007	Hub0
	0.007	Hub0
	0.007	Hub0
	0.008	Router1
	0.009	Router0
	0.010	Switch0
	1.880	--
	1.881	Switch0
	1.881	Switch0
	1.881	Switch0
Visible	1.882	Switch1
Visible	1.882	Switch1

Reset Simulation ☒ Constant Delay Captured to: 1.882 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

Time: 00:05:37.187 PLAY CONTROLS

Scenario 0

New Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	PC8	IC...		0.000	N	0	(e...)	(delete)

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

### 3. Sending Message from PC1 to PC11

Cisco Packet Tracer - E:\Screenshot 1\hybrid.pkt

File Edit Options View Tools Extensions Window Help

Logical Physical x: 2116, y: 902

Root 03:53:00

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	1.214	--
	1.214	--
	1.214	--
	1.214	--
	1.214	Switch3
	1.214	Switch3
	1.214	Switch3
	1.214	Switch2
	1.214	Switch6
	1.214	--
Visible	1.215	--
Visible	1.215	--
Visible	1.215	--
Visible	1.215	Switch6
Visible	1.215	Switch6
Visible	1.215	Switch5
Visible	1.215	Switch6
Visible	1.215	--

Reset Simulation Constant Delay Captured to: 1.215 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, RIPv2, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters Show All/None

Time: 00:06:00.517 PLAY CONTROLS

Scenario 0

New Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC1	PC11	IC...		0.000	N	0	(e...	(delete)

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

#### 4. Sending Message from PC0 to PC7

Cisco Packet Tracer - E:\Screenshot 1\hybrid.pkt

File Edit Options View Tools Extensions Window Help

Logical Physical x: 2138, y: 208

Root 02:38:30

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	0.007	Router0
	0.008	Router3
	0.009	Switch7
	0.010	PC7
	0.011	Switch7
	0.012	Router3
	0.013	Router0
	0.014	Switch0
	0.731	--
	0.732	Switch0
	0.732	Switch0
	0.732	Switch0
	0.733	Switch1
	0.733	Switch1
	0.882	--
Visible	0.883	Switch6
Visible	0.883	Switch6
Visible	0.883	Switch6

Reset Simulation ☒ Constant Delay Captured to: 0.883 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

Time: 00:04:25.338 PLAY CONTROLS

Scenario 0

New Delete

Toggle PDU List Window

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

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

Successful PC0 PC7 IC... 0.000 N 0 (e... (delete)