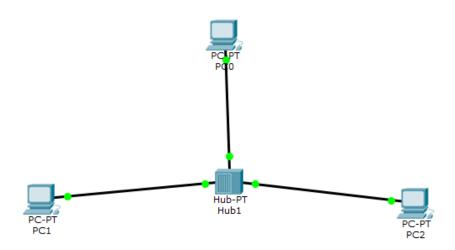
## LAB 1 - COMPUTER NETWORKING (1BM21CS214)

Create a Topology consisting of two or more end devices connected with the help of hub and switch and stimulating simple PDU.

### **Hub network**

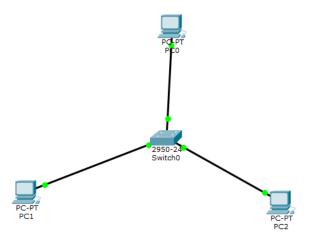


### **OUTPUT**

In real time, when we use the ping command, we notice that a response is received from the destination.

In simulation mode, the hub gets PDU, it broadcasts to all the connected devices. Then one device accepts and other devices reject the message.

## Switch network

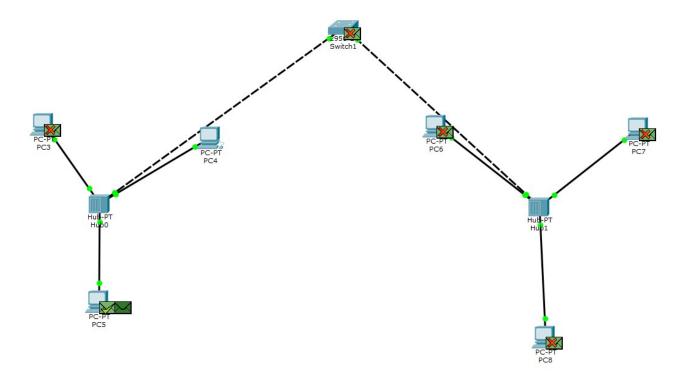


# OUTPUT

In simulation mode, as it receives the PDU switch only transmits or forwards to the destination / mentioned end devices.

### Hub and switch network





```
Minimum = 0ms, Maximum = 3ms, Average = 0ms
PC>ping 10.0.0.5
Pinging 10.0.0.5 with 32 bytes of data:
Reply from 10.0.0.5: bytes=32 time=0ms TTL=128
Ping statistics for 10.0.0.5:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
   Minimum = 0ms, Maximum = 0ms, Average = 0ms
PC>ping 10.0.0.6
Pinging 10.0.0.6 with 32 bytes of data:
Reply from 10.0.0.6: bytes=32 time=0ms TTL=128
Reply from 10.0.0.6: bytes=32 time=0ms TTL=128
Reply from 10.0.0.6: bytes=32 time=2ms TTL=128
Reply from 10.0.0.6: bytes=32 time=0ms TTL=128
Ping statistics for 10.0.0.6:
   Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
```

### **OUTPUT**

The hub broadcast to all the connected devices including the switch then the switch forwards the PDU only to the destination device.