|  |  |
| --- | --- |
| A picture containing text, clipart  Description automatically generated | Text, logo  Description automatically generated |

**COMPUTER NETWORKS - CSA07**

**M.SRINU**

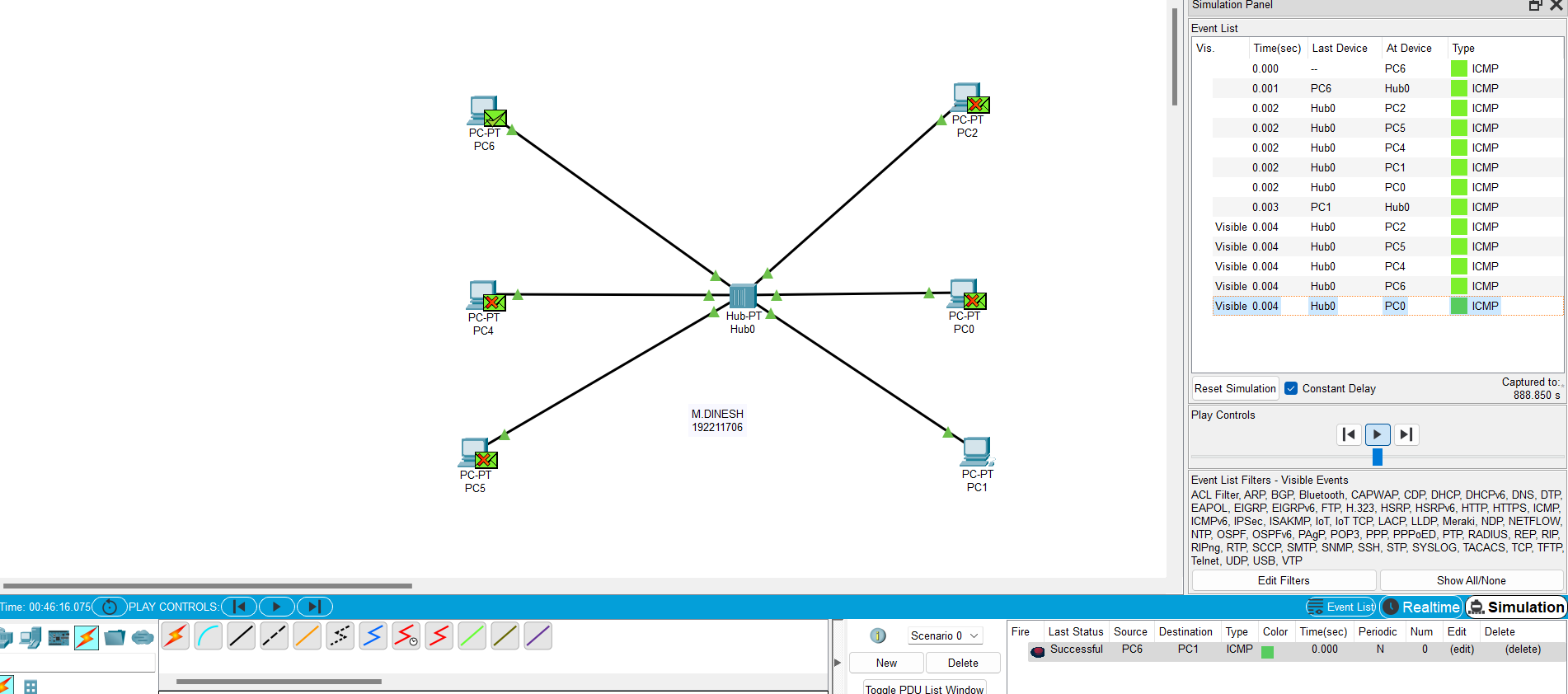
**192211853**

**List of Experiments**

|  |  |  |
| --- | --- | --- |
| **Sl.NO** | **Experiment** |  |
|  | Configuration of Network Devices using Packet Tracer tools (Hub, Switch, Ethernet, Broadcast) |  |
|  | Design and Configuration of Star Topologies using Packet Tracer |  |
|  | Design and Configuration of BUS Topologies using Packet Tracer |  |
|  | Design and Configuration of RING Topologies using Packet Tracer |  |
|  | Design and Configuration of Mesh Topologies using Packet Tracer |  |
|  | Design and Configuration of Tree Topologies using Packet Tracer |  |
|  | Design and Configuration of Hybrid Topologies using Packet Tracer |  |
|  | Data Link Layer Traffic Simulation using Packet Tracer Analysis of ARP |  |
|  | Data Link Layer Traffic Simulation using Packet Tracer Analysis of LLDP |  |
|  | Data Link Layer Traffic Simulation using Packet Tracer Analysis of CSMA/CD & CSMA/CA |  |
|  | Implementation of Bit stuffing mechanism using C |  |
|  | To design the two different networks with Static Routing techniques using Packet Tracer |  |
|  | To design the Network with Dynamic Routing using Packet Tracer (Distance vector & OSPF) |  |
|  | Design the Functionalities and Exploration of TCP using Packet Tracer |  |
|  | Design the Functionalities of Exploration UDP using Packet Tracer |  |
|  | Design the network model for Subnetting – Class C Addressing using packet tracer |  |
|  | Implementation of server – client using TCP socket programming |  |
|  | Implementation of server – client using UDP socket programming |  |
|  | Simulating X, Y, Z Company Network Design and simulate using Packet Tracer |  |
|  | Configuration of DHCP (dynamic host configuration protocol) in packet tracer |  |
|  | Configuration of firewall in packet tracer. |  |
|  | Make a Computer Lab to transfer a message from one node to another to design and simulate using Cisco Packet Tracer |  |
|  | Transport layer protocol header analysis using Wireshark- TCP |  |
|  | Network layer protocol header analysis using Wireshark - SMTP |  |
|  | Network layer protocol header analysis using Wireshark - ICMP |  |
|  | Transport layer protocol header analysis using Wireshark - UDP |  |
|  | Network layer protocol header analysis using Wireshark - ARP |  |
|  | Network layer protocol header analysis using Wireshark - HTTP |  |
|  | Identify and monitor the IP, network address, Trace the router  information, how to take remote system and check the node connection  in network. |  |
|  | Demonstration of PING operation using ICMP in Wireshark |  |

**EXPERIMENT-1**

**NETWORK DEVICES**

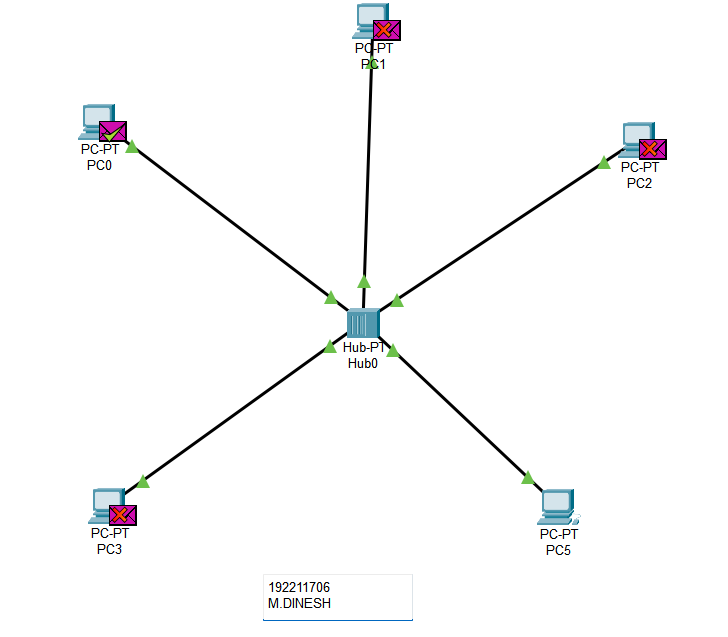
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**EXPERIMENT-2**

**STAR TOPOLOGY:**

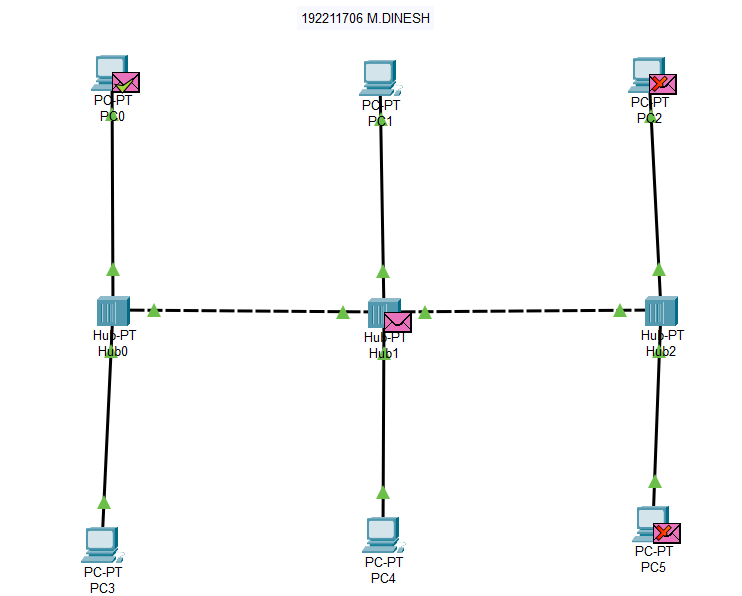


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**EXPERIMENT-3**

**BUS TOPOLOGY**

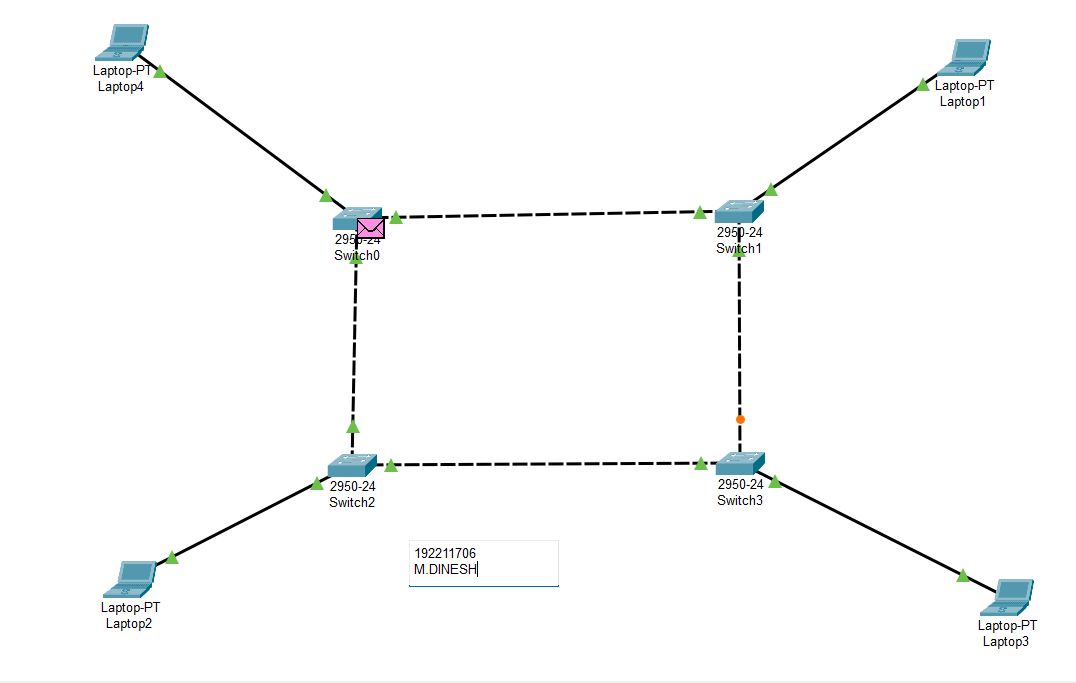


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**EXPERIMENT-4**

**RING TOPOLOGY**

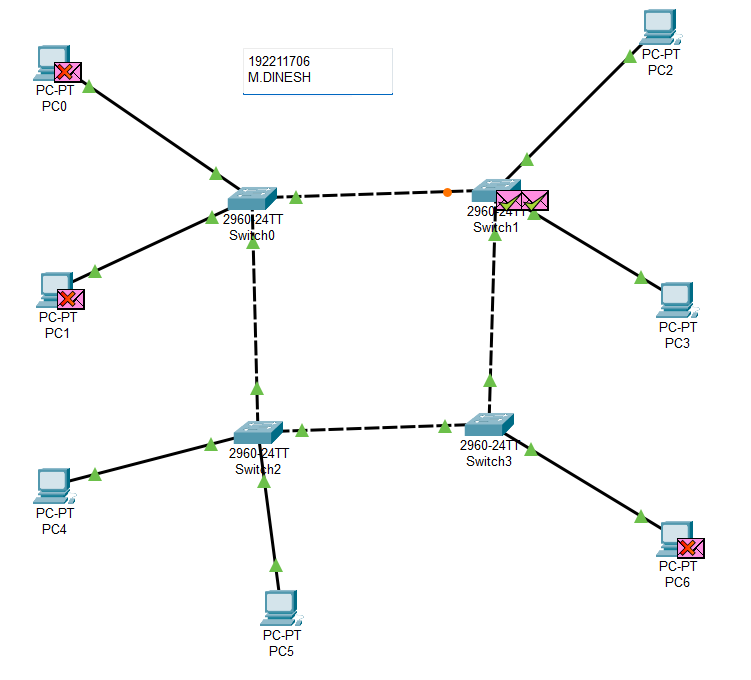


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**EXPERIMENT-5**

**MESH TOPOLOGY**

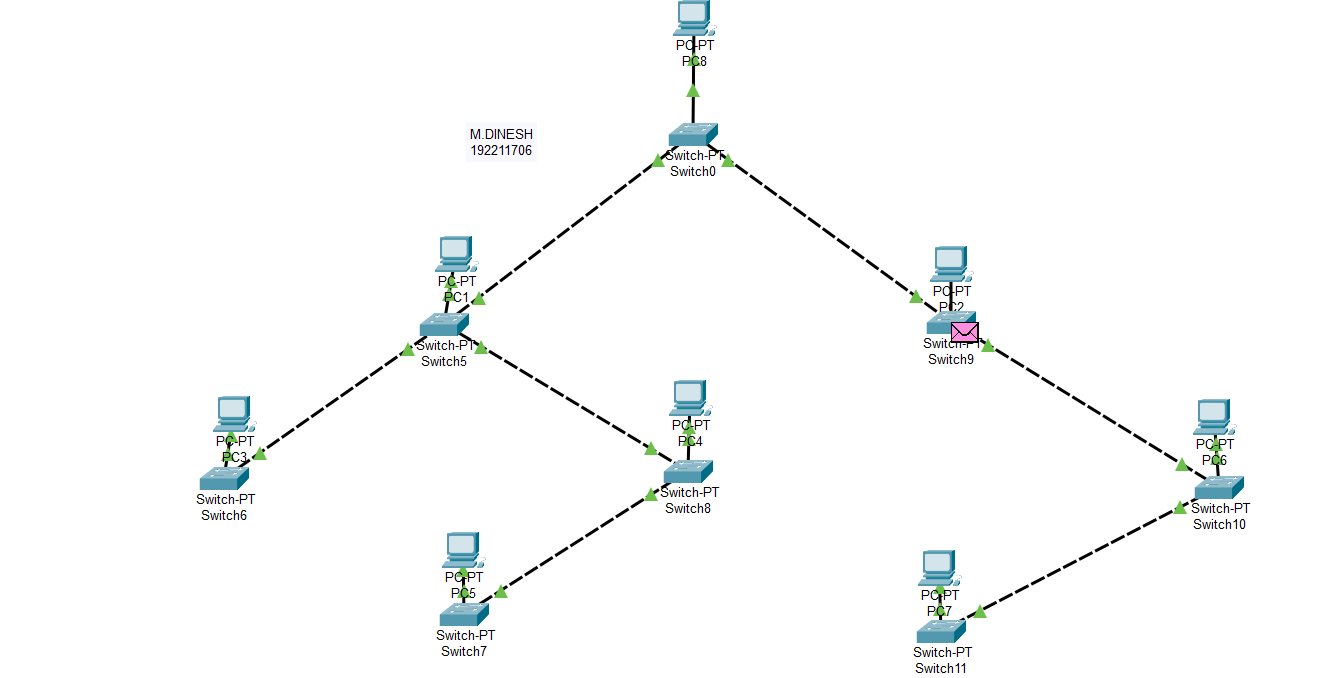


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**EXPRIMENT-6**

**TREE TOPOOGY**

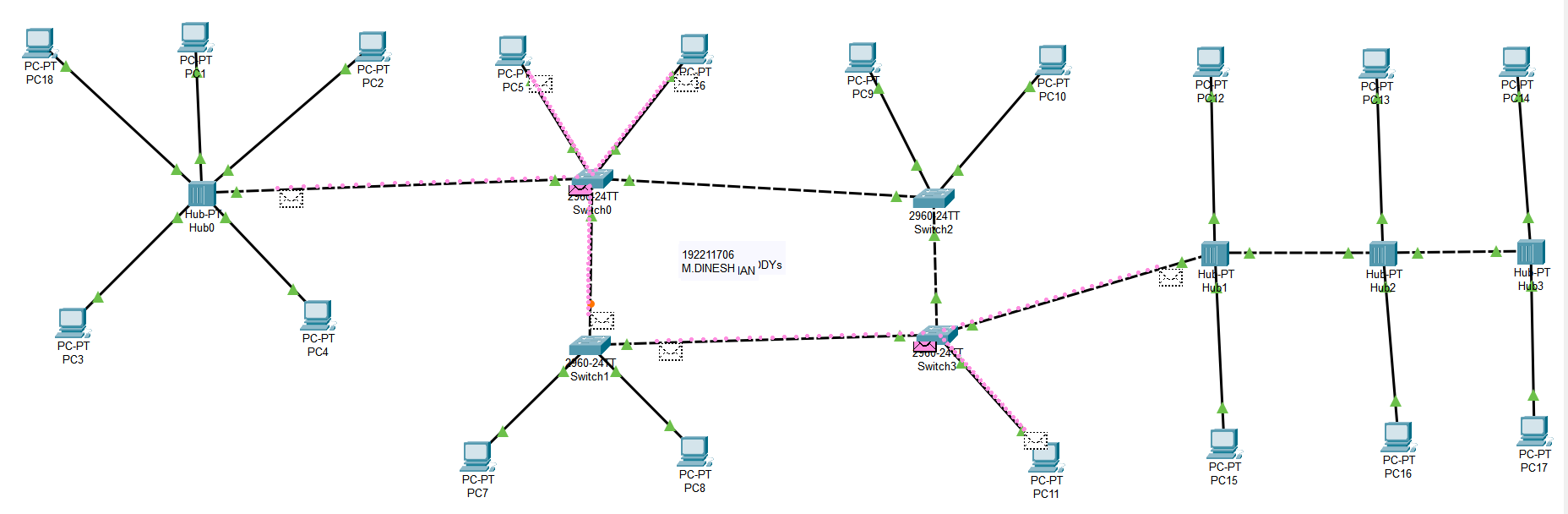
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**EXPERIMENT-7**

**HYBRID TOPOLOGY**

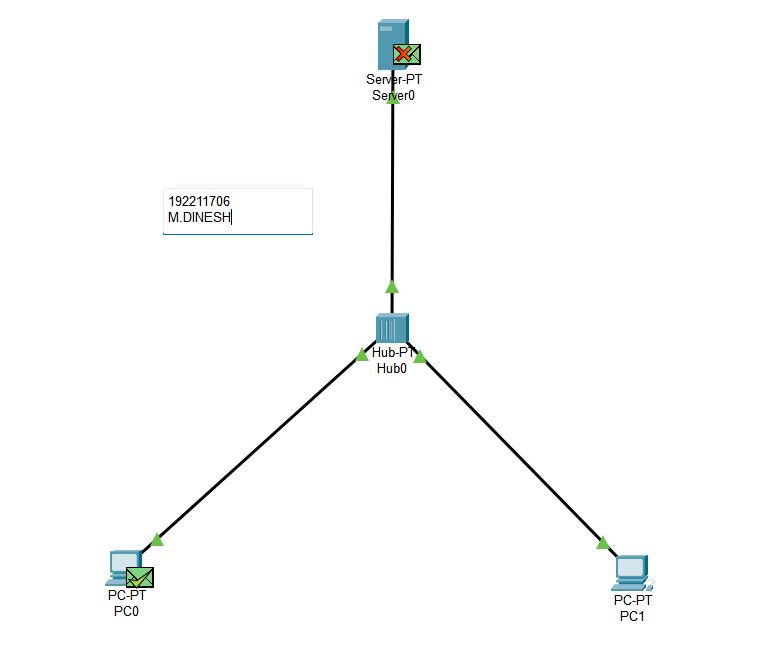


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**EXPERIMENT-8**

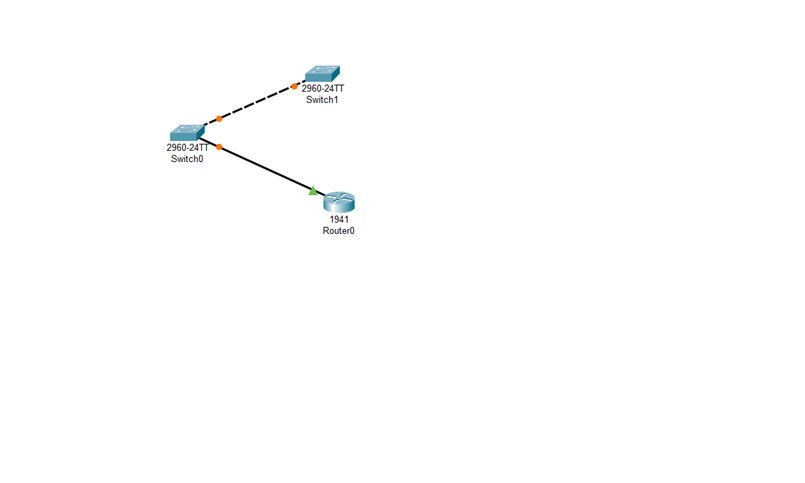
**DATA LINK ARP**



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**EXPERIMENT-9: DATA LINK LLDP**

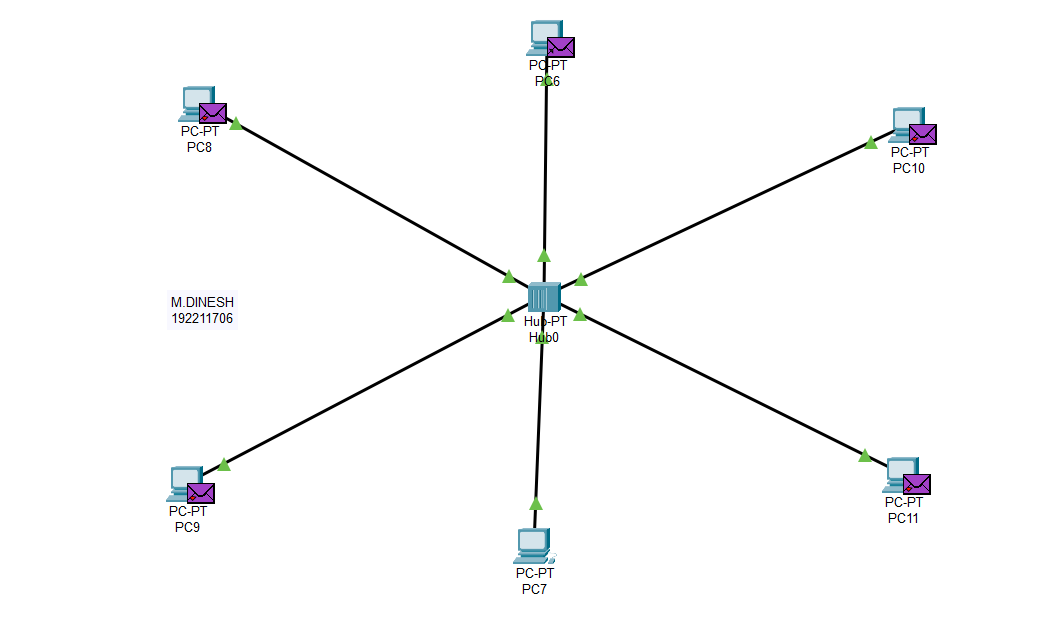
**EXPERIMENT-10 DATA CSMA**

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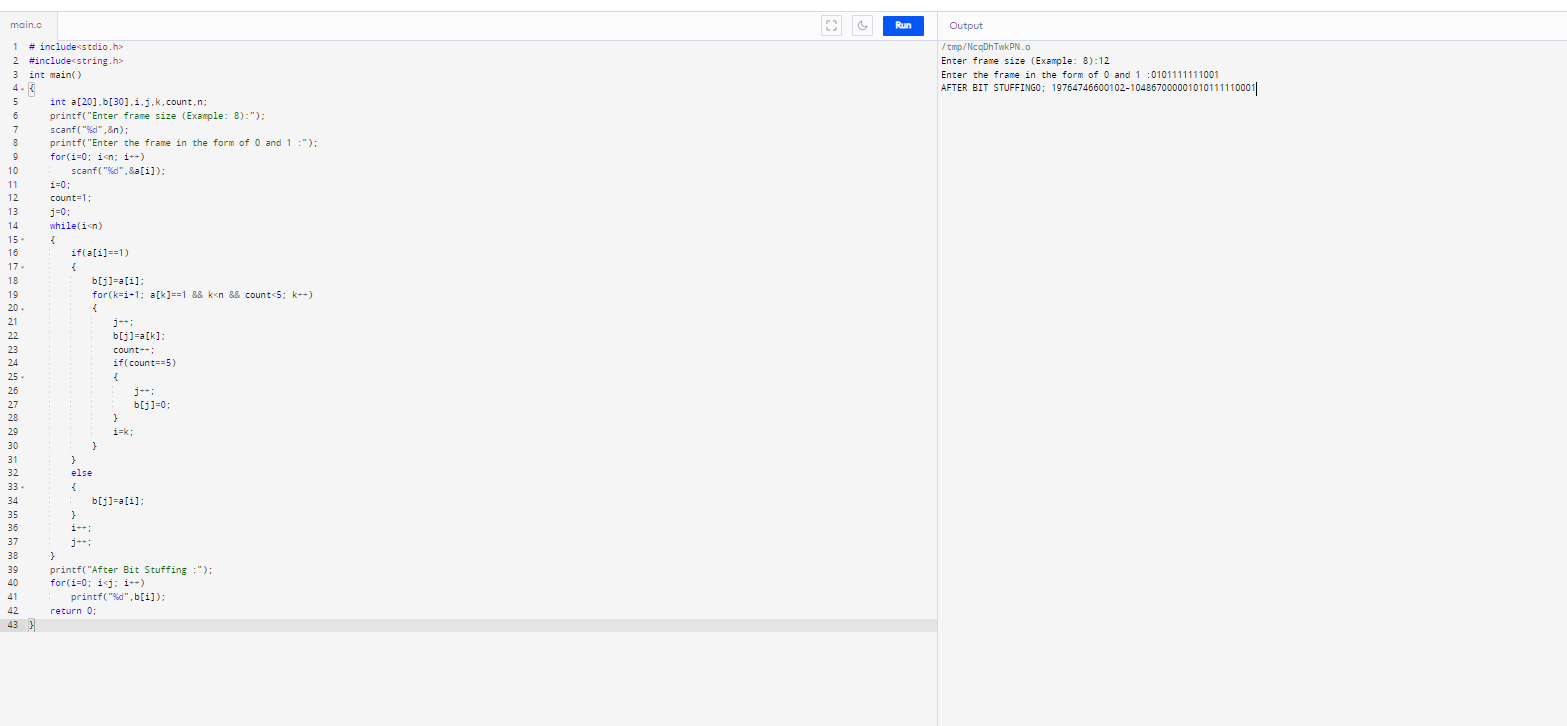
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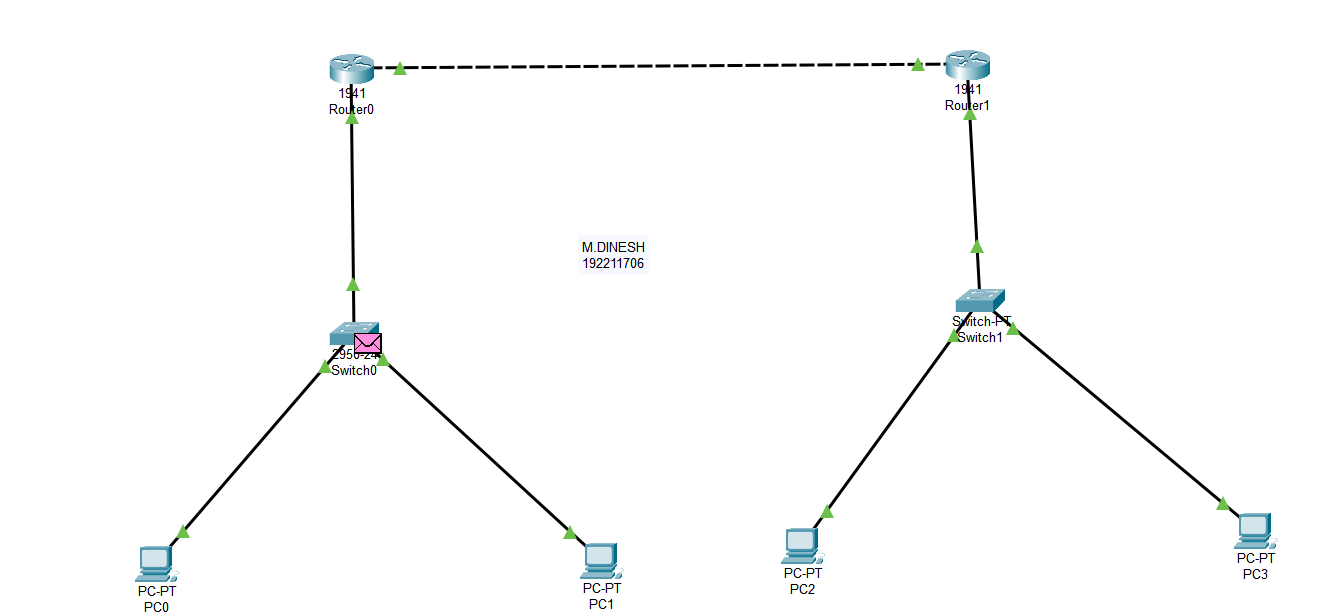
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**EXPERIMENT-11: C PROGRAMME FOR BIT STUFFING**



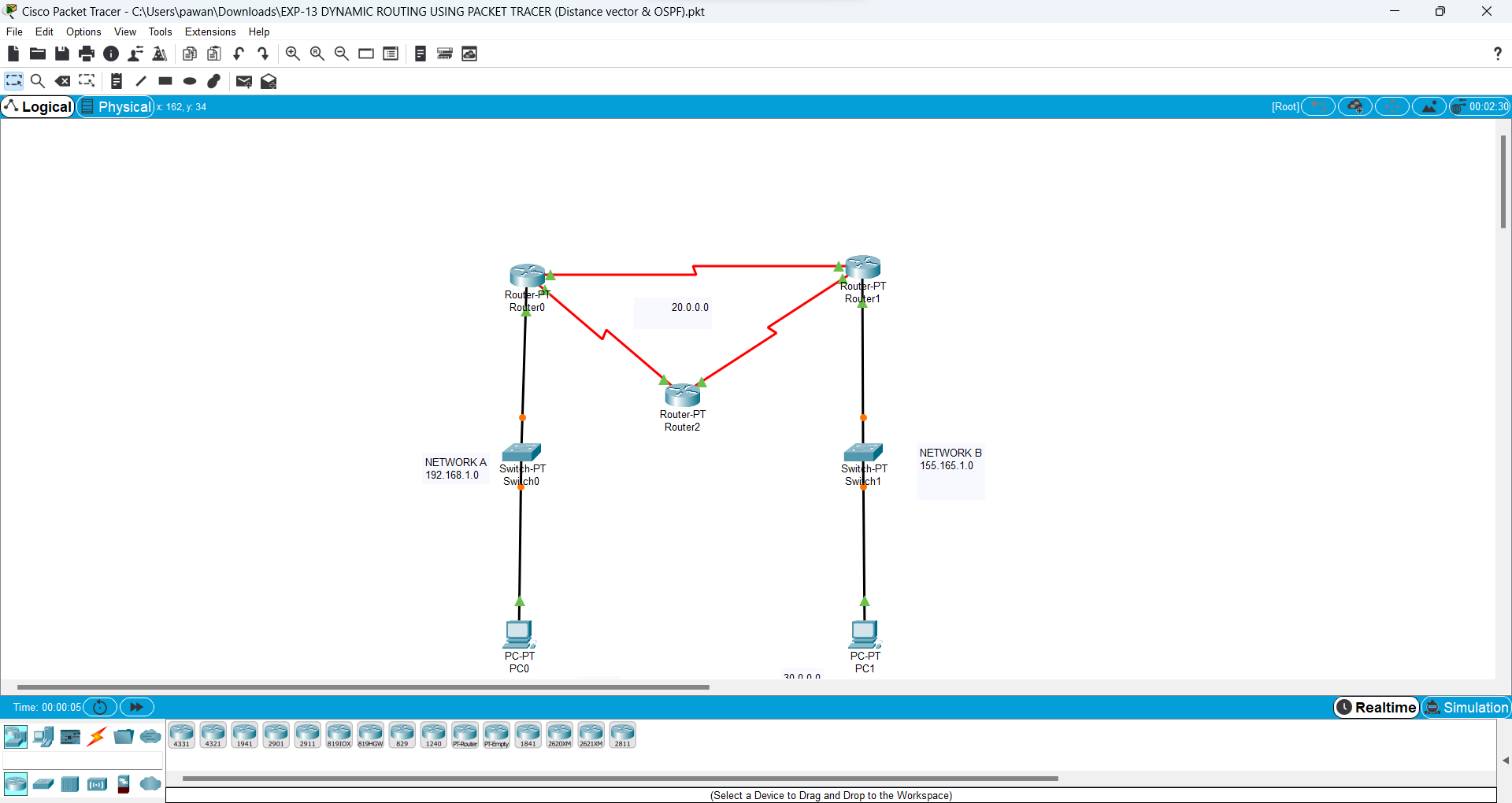
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**EXPERIMENT-12: STATIC ROUTING**

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**EXPERIMENT-13: DYNAMIC ROUTING (OSPF)**

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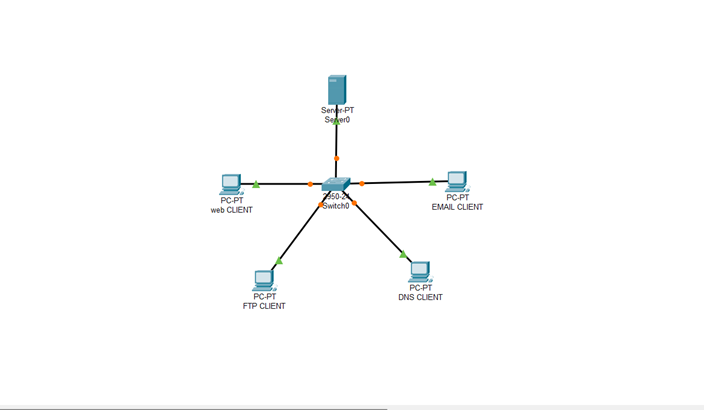
**EXPERIMENT-14: FUNCTIONALITIES OF TCP**

M.SRINU

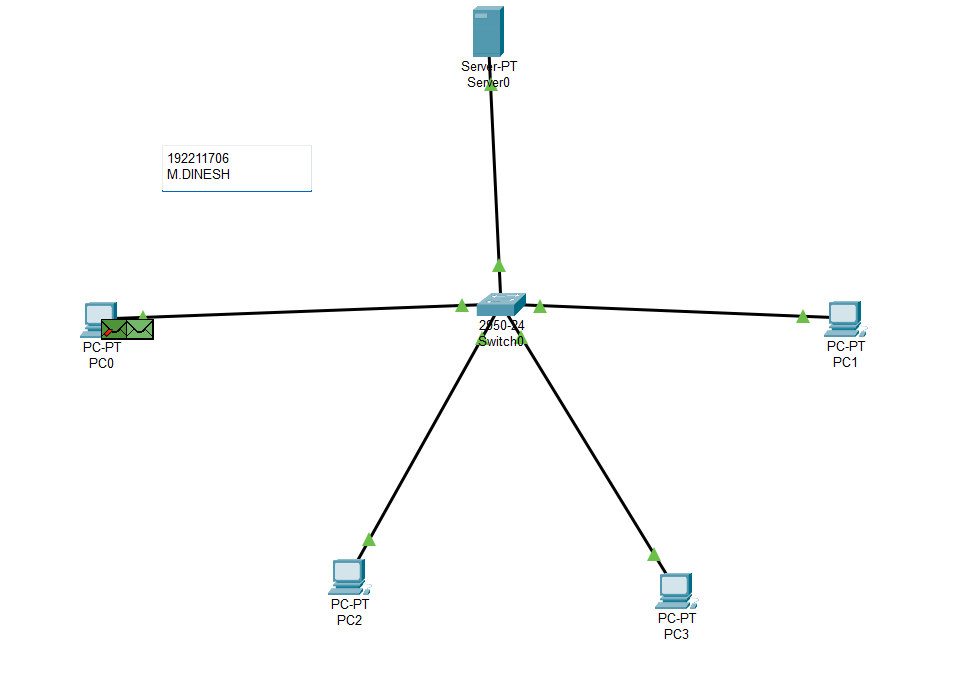
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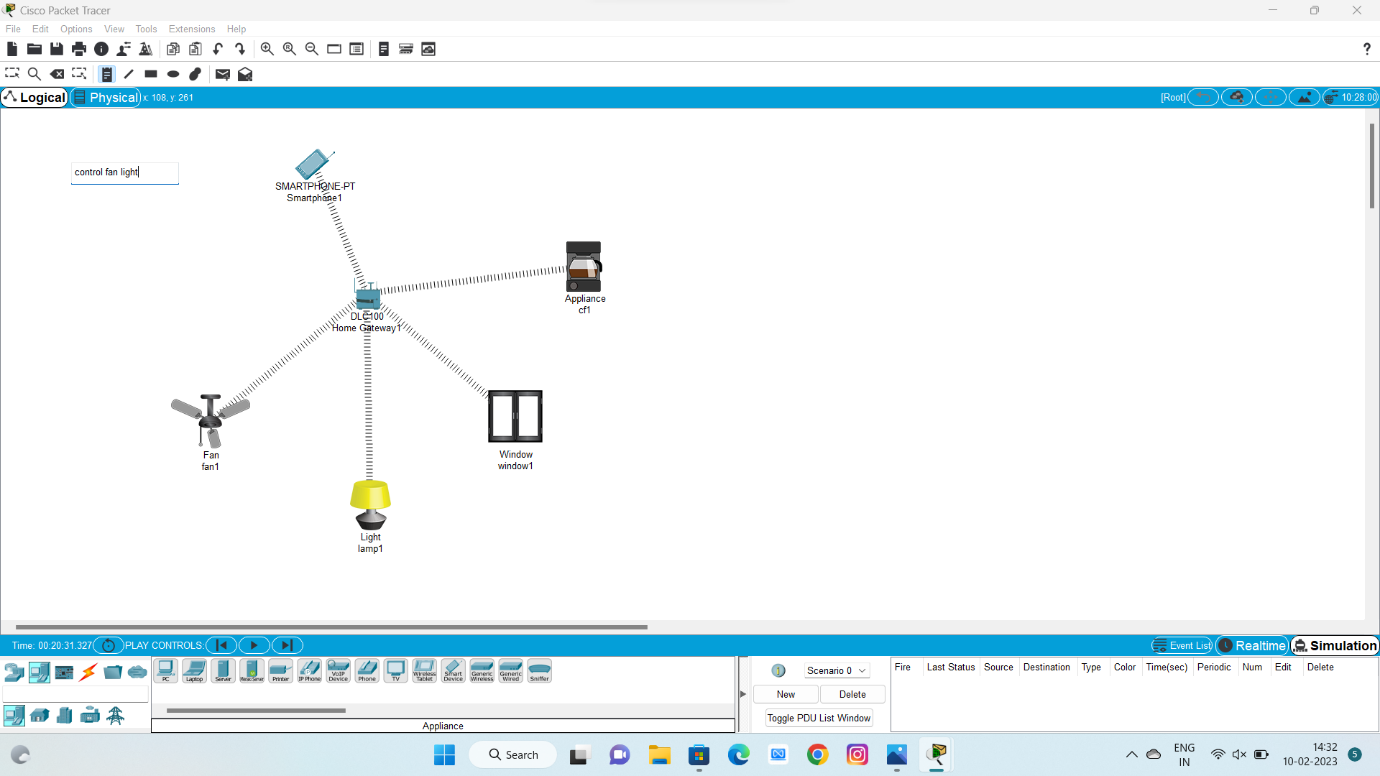
**EXPERIMENT-15: FUNCTIONALITIES OF UDP**

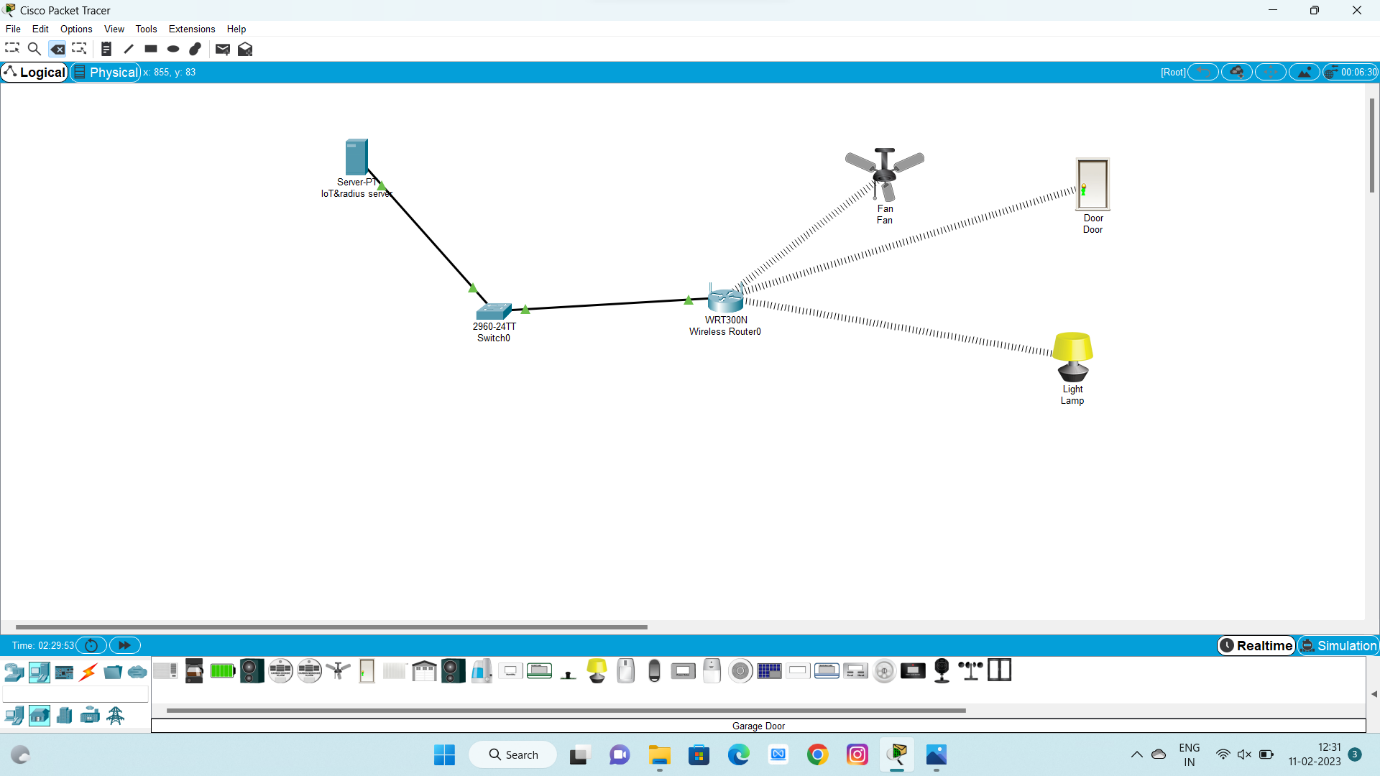


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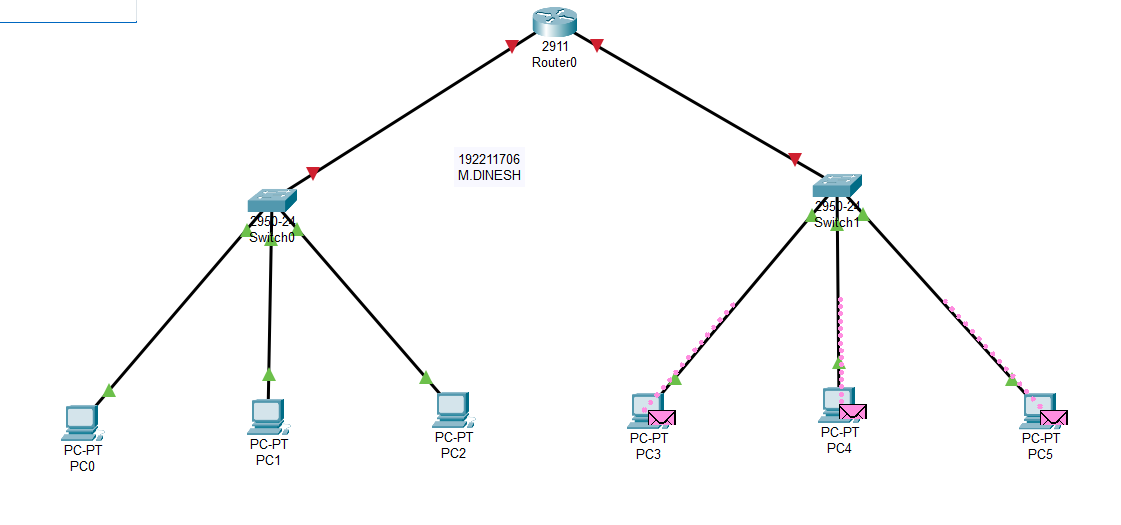
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**SMART HOME**





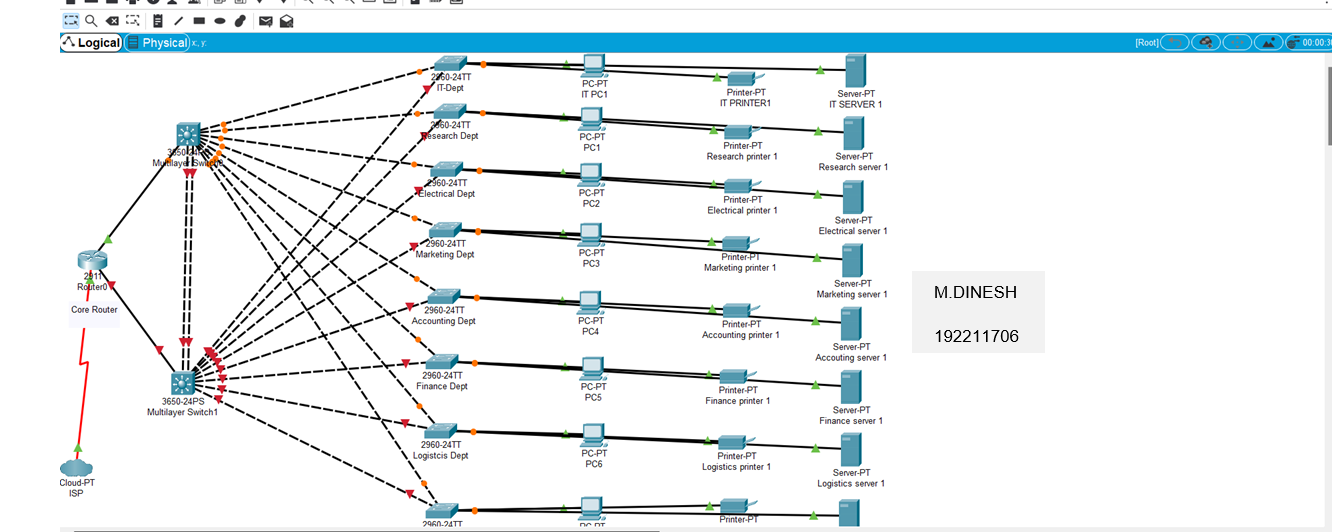
**EXPERIMENT-16: CLASS C ADRESSING**



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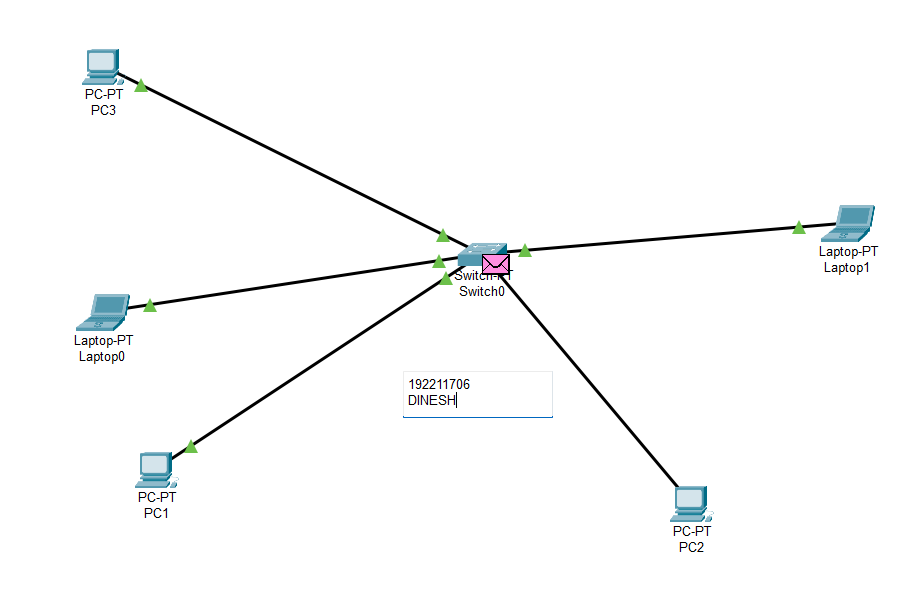


**EXPERIMENT-19: XYZ NETWORKS**

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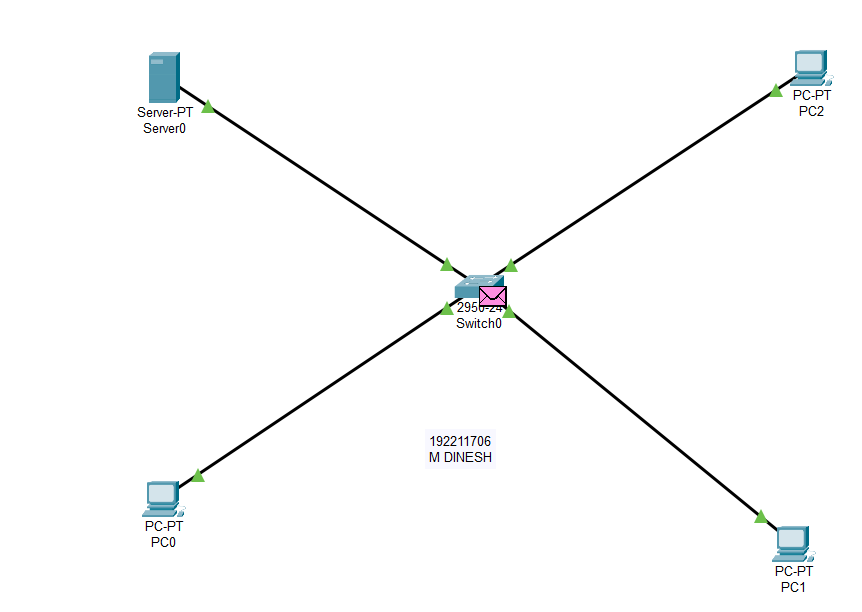
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**EXPERIMENT-20: DHCP**



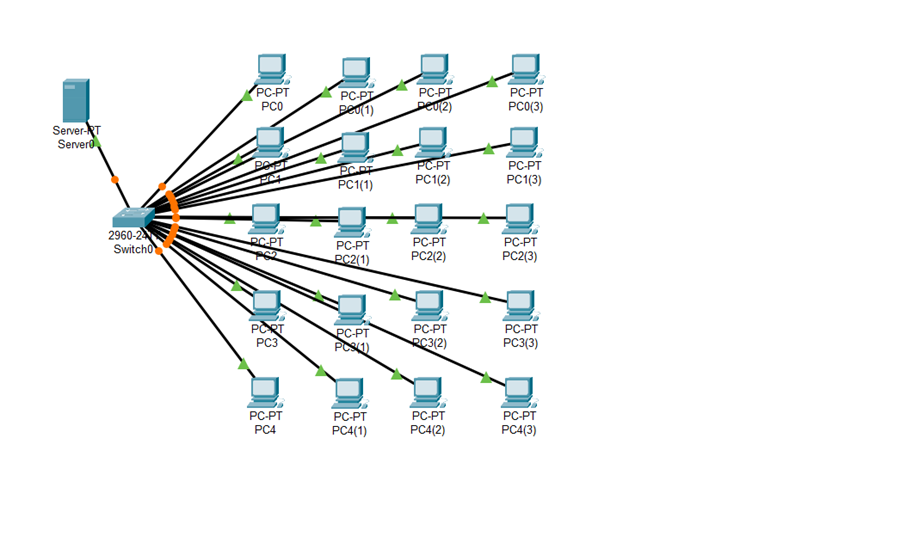
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**EXPERIMENT-21: FIRE WALL**

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**EXPERIMENT-22: C **

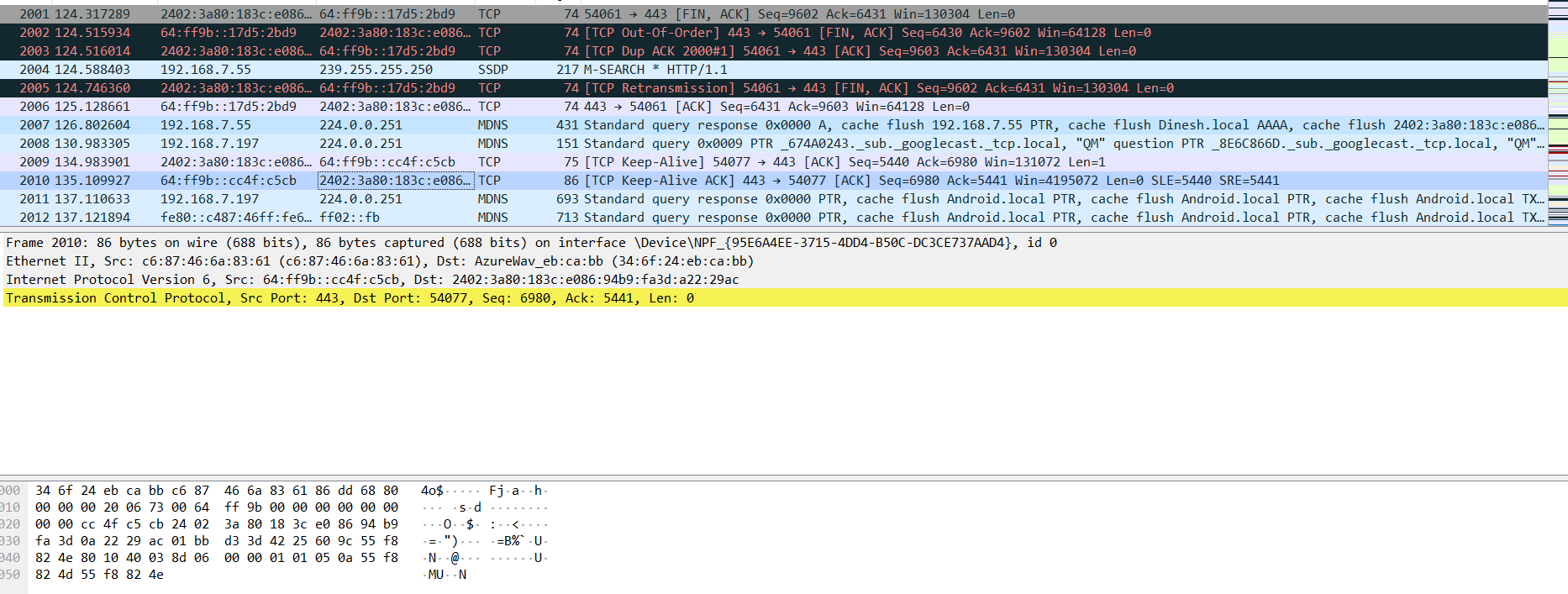
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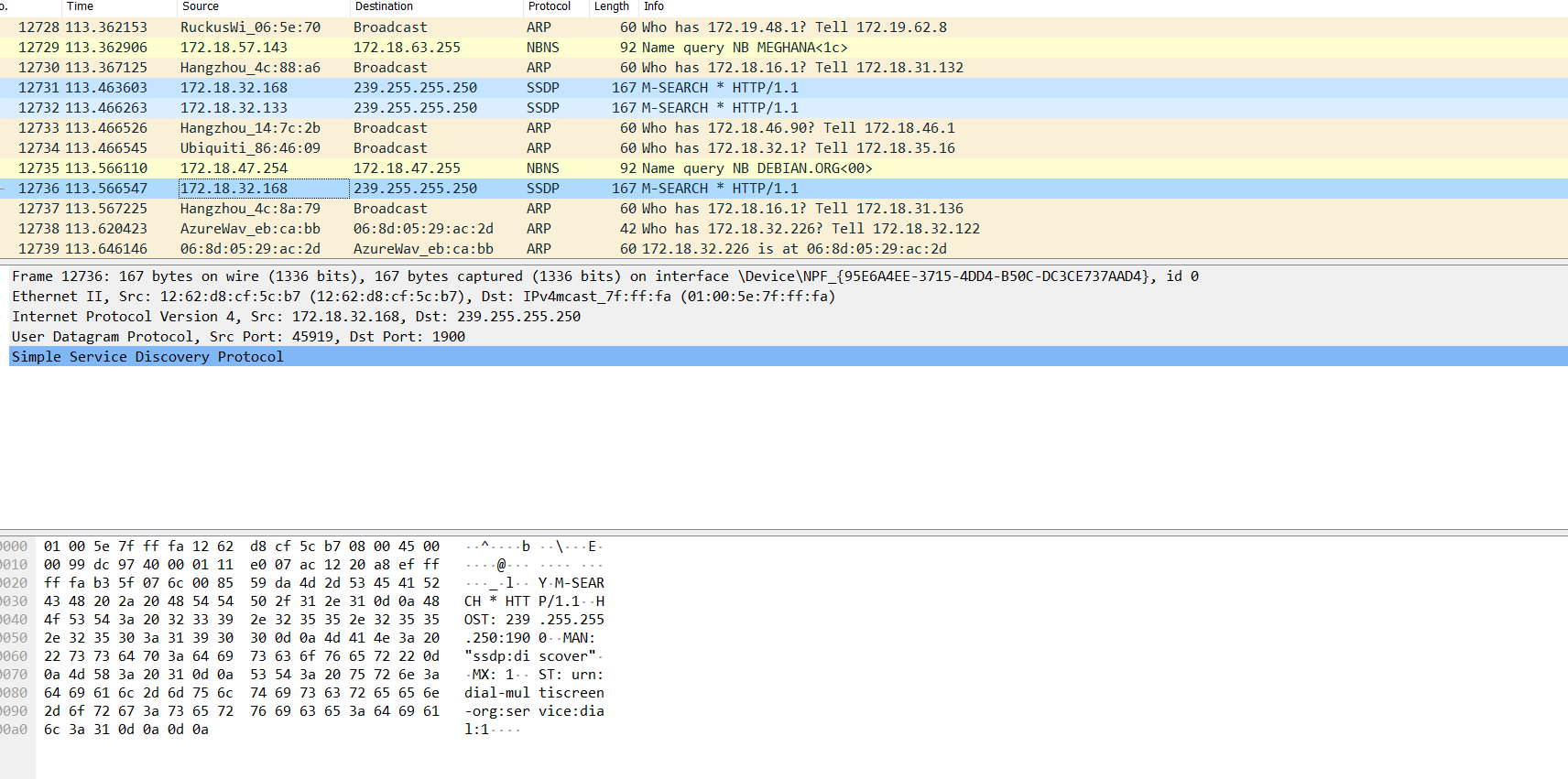
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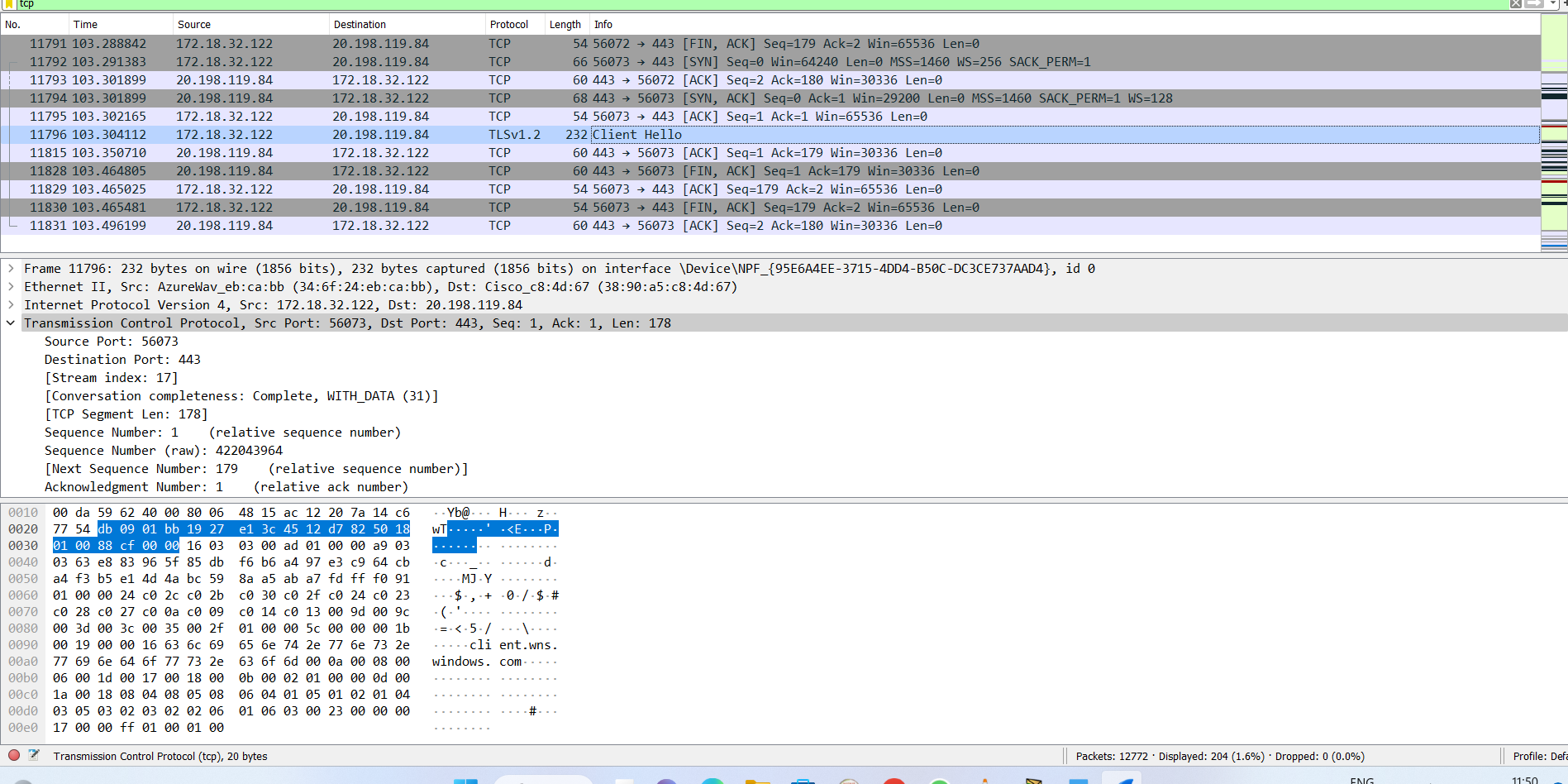
**EXPERIMENT-23: TCP WIRE SHARK**

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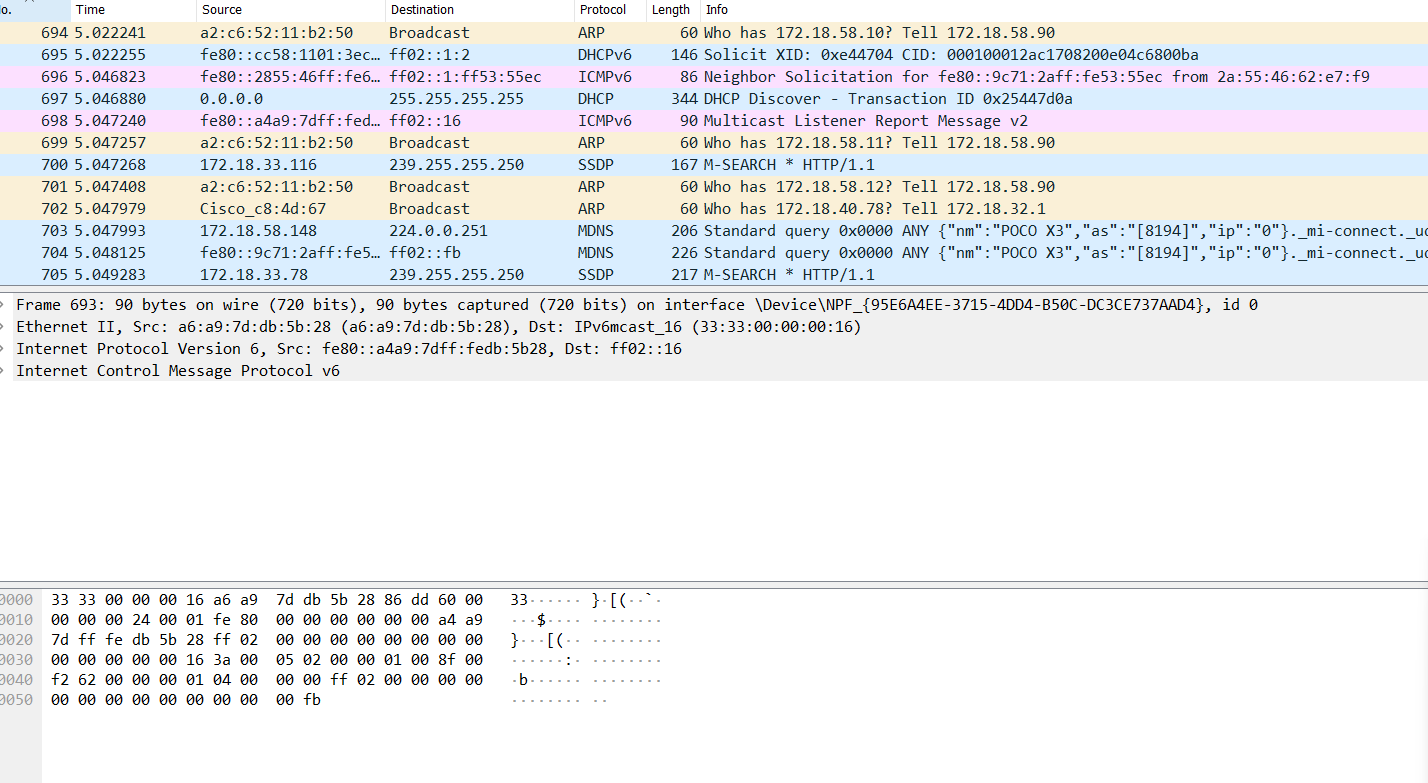
**EXPERIMENT-24: SMDP WIRE SHARK**

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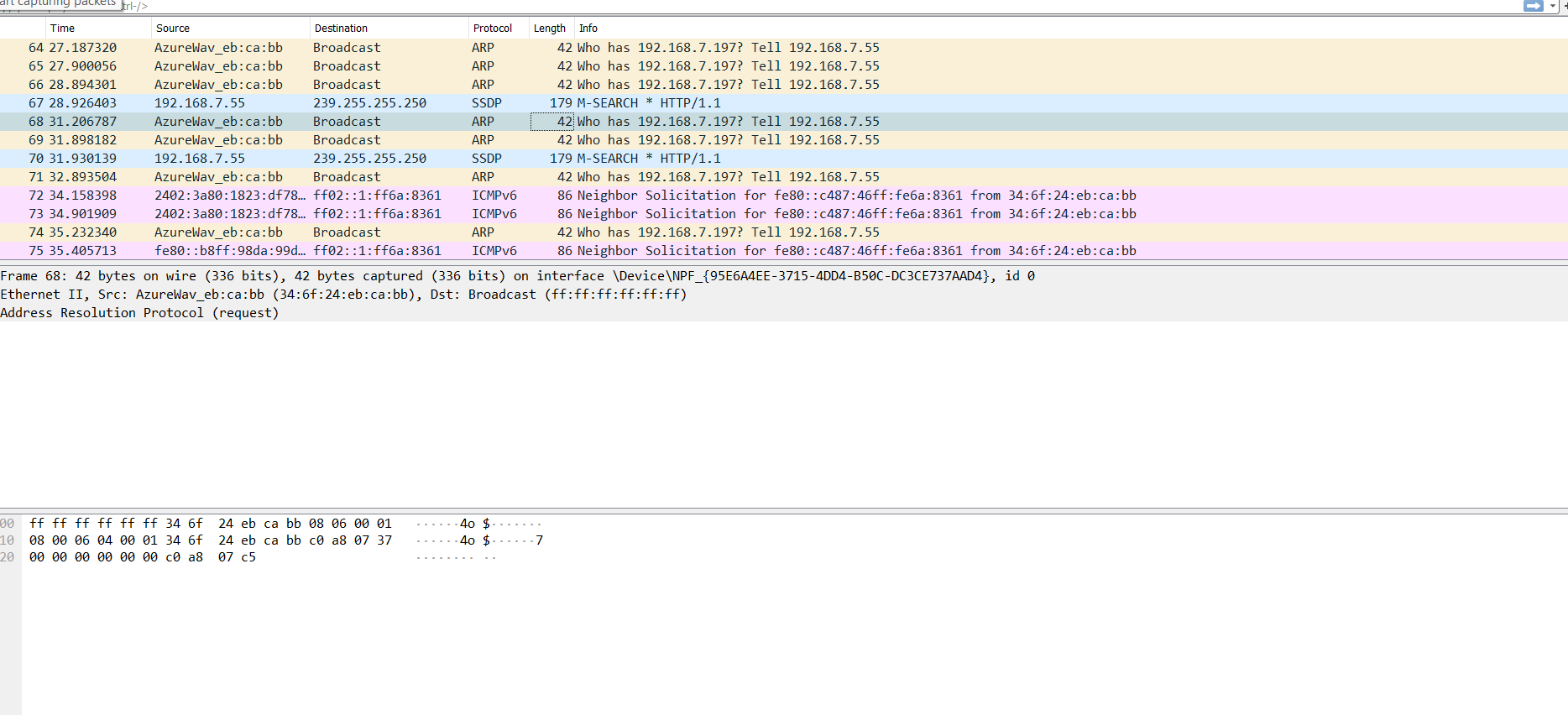
**EXPERIMENT-25: TCP**

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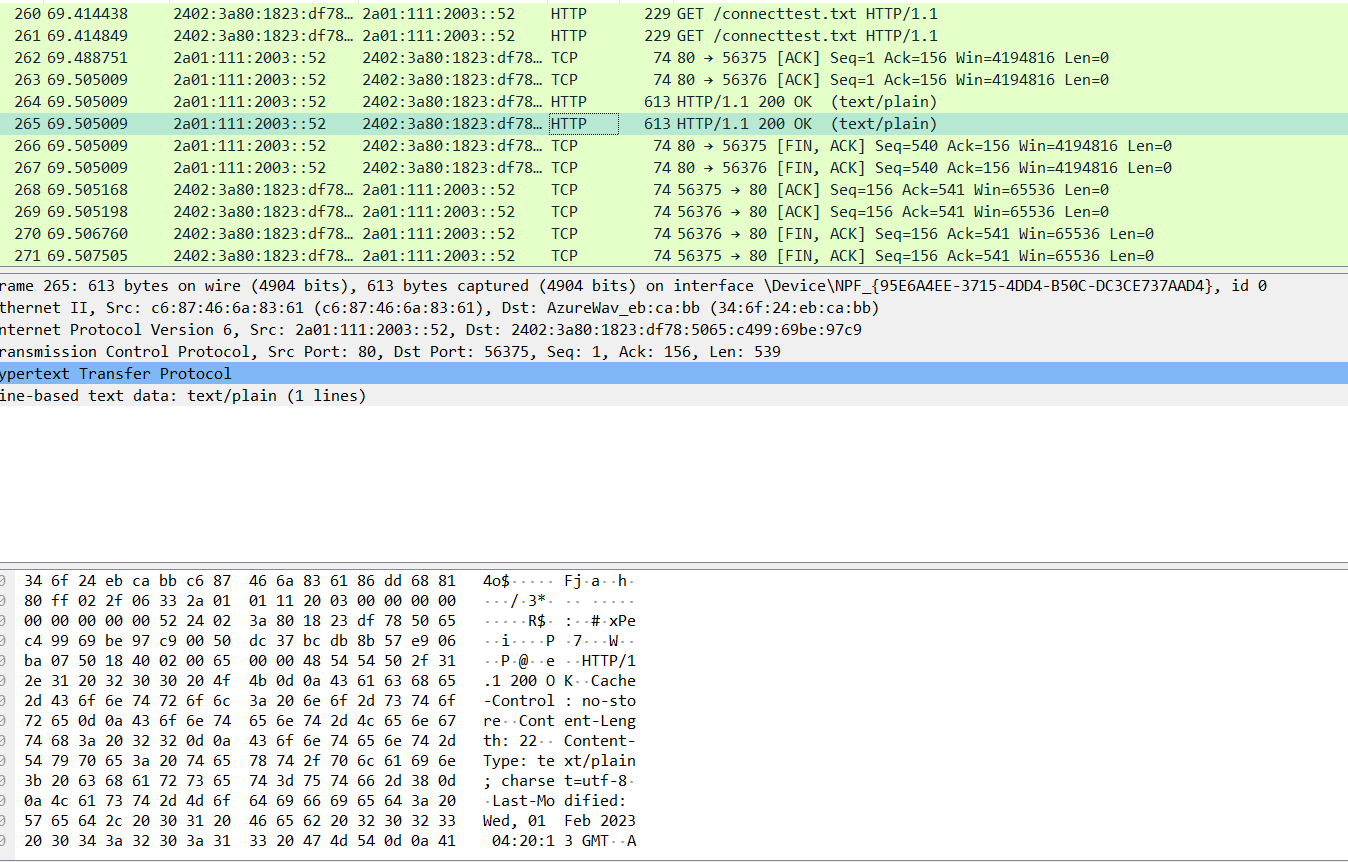
**EXPERIMENT-26: UDP**

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**EXPERIMENT-27: ADP**

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**EXPERIMENT-28: HTTP**

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