

## LAB-1

1. Create a topology and Simulate sending a simple PDU from source to destination using hub and switch as connecting devices and demonstrate ping message.

Aim of the Experiment:

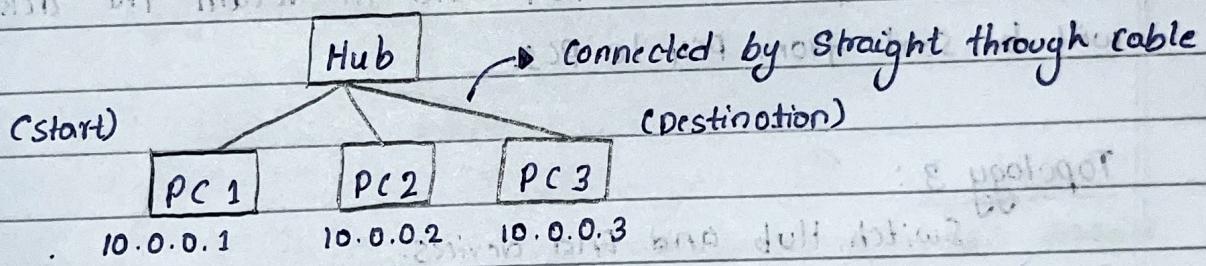
simulating the transmission of simple PDU using hub and switch as connecting devices.

Device used

Hub, Switch and End Devices

Topology 1

Hub and 3 End Devices.

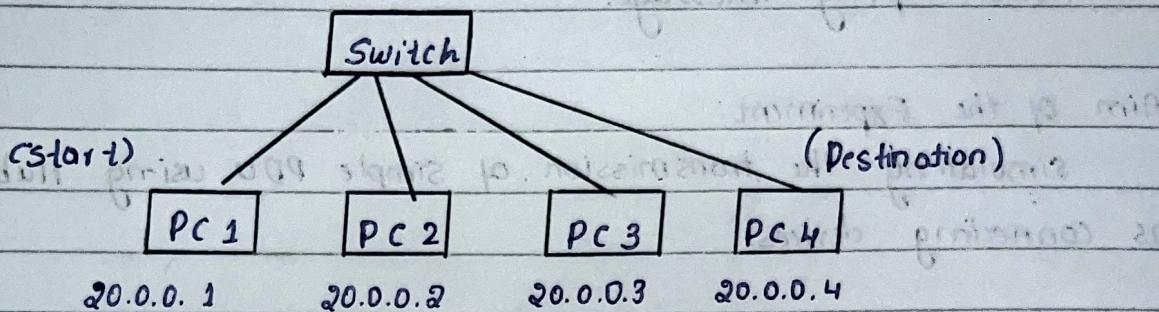


Procedure & Observation

- \* connect end devices PC 1, PC 2 and PC 3 to the hub through straight cable
- \* Assign ip address to each of the end devices.
- \* Select a simple PDU, select PC 1 as start node and PC 3 as destination

During simulation, the message will be received by PC 3 by PC 1 and acknowledges the same.

Topology 2: It signifies a point-to-point link between two nodes or devices. Switch and End devices have direct connection to each other.

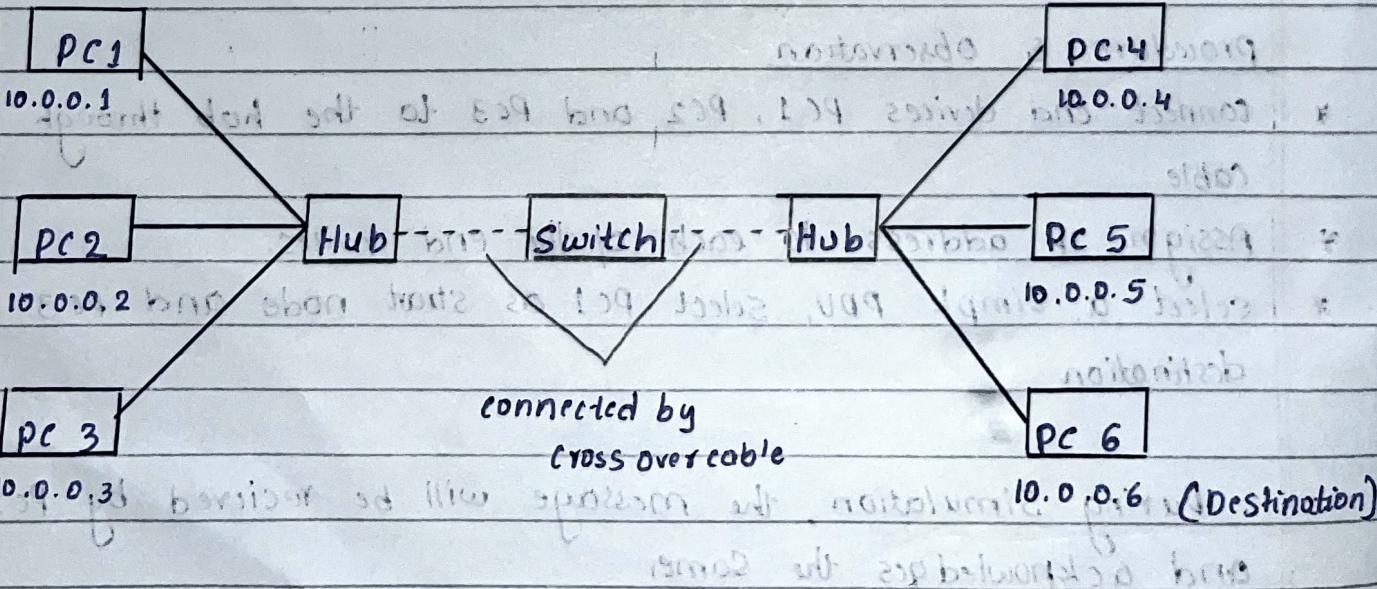


- \* Connect 4 devices PC<sub>1</sub>, PC<sub>2</sub>, PC<sub>3</sub>, PC<sub>4</sub> to the Switch with the mentioned IP address.
- \* Select simple PDU, PC<sub>1</sub> as start and PC<sub>4</sub> as destination and simulate.
- \* Connection to be made through Straight-through cables. The message will be sent from PC<sub>1</sub> to PC<sub>4</sub> and in return the acknowledgment will be sent from PC<sub>4</sub> to PC<sub>1</sub>.

### Topology 3:

Switch, Hub and End devices.

(Start)



- \* Connect the 3 end user devices PC1, PC2, and PC3 with mentioned IP addresses to a Hub and further is connected to a switch
- \* The connection between the Hub and switch is through a cross over cable.
- \* Then connect switch to another hub with 3 end user devices with mentioned IP addresses.
- \* Select a simple PDU and assign anyone of the first three PC's as start node and any one of the other three PC's as destination node.
- \* Demonstrate the simulation and analyse the flow of message and acknowledgement from PC1 to PC6.

The successful ping message confirms the connectivity between the source and destination.

Difference b/w Hub and Switch:

Hub operates at the physical layer (Layer 1) of OSI model.

Hub	Switch
* Hub broadcast data to all the devices.	* Switch sends it only to the destination.
* Hub creates more traffic.	* Switch reduces traffic by directing data.
* Hub works at physical layer	* Switch operates at the data link layer
* Hubs are slower due to shared bandwidth	* Switches are faster with dedicated bandwidth.
* Hubs are cheaper.	* Switches are more expensive but more efficient.