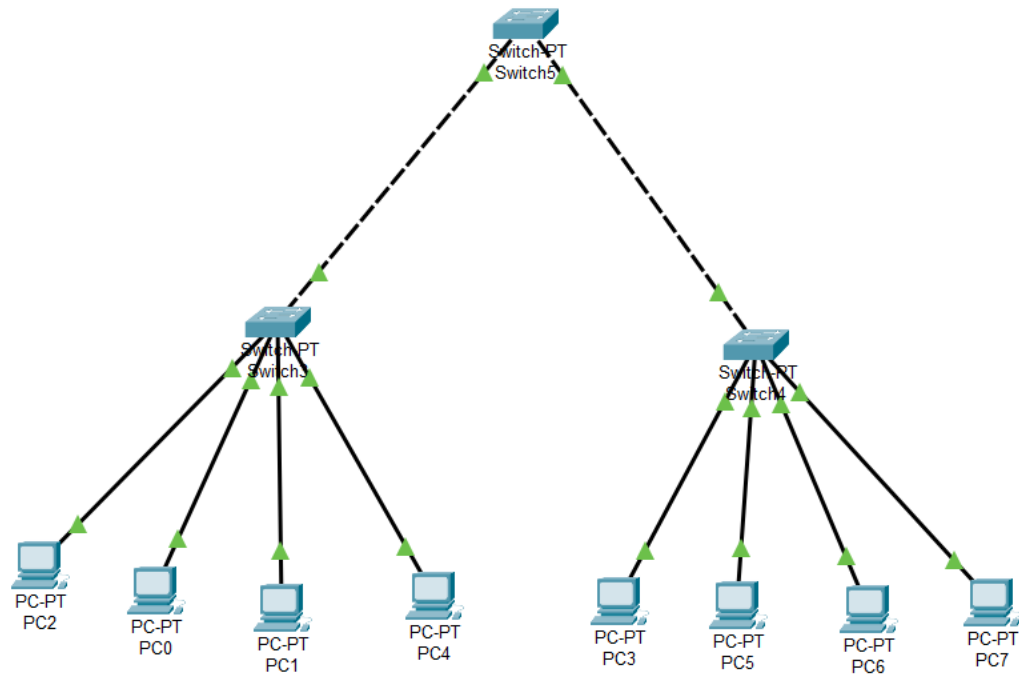


Assignment 02

Q. Demonstrate the different types of topologies and types of transmission media by using a packer tracer tool.

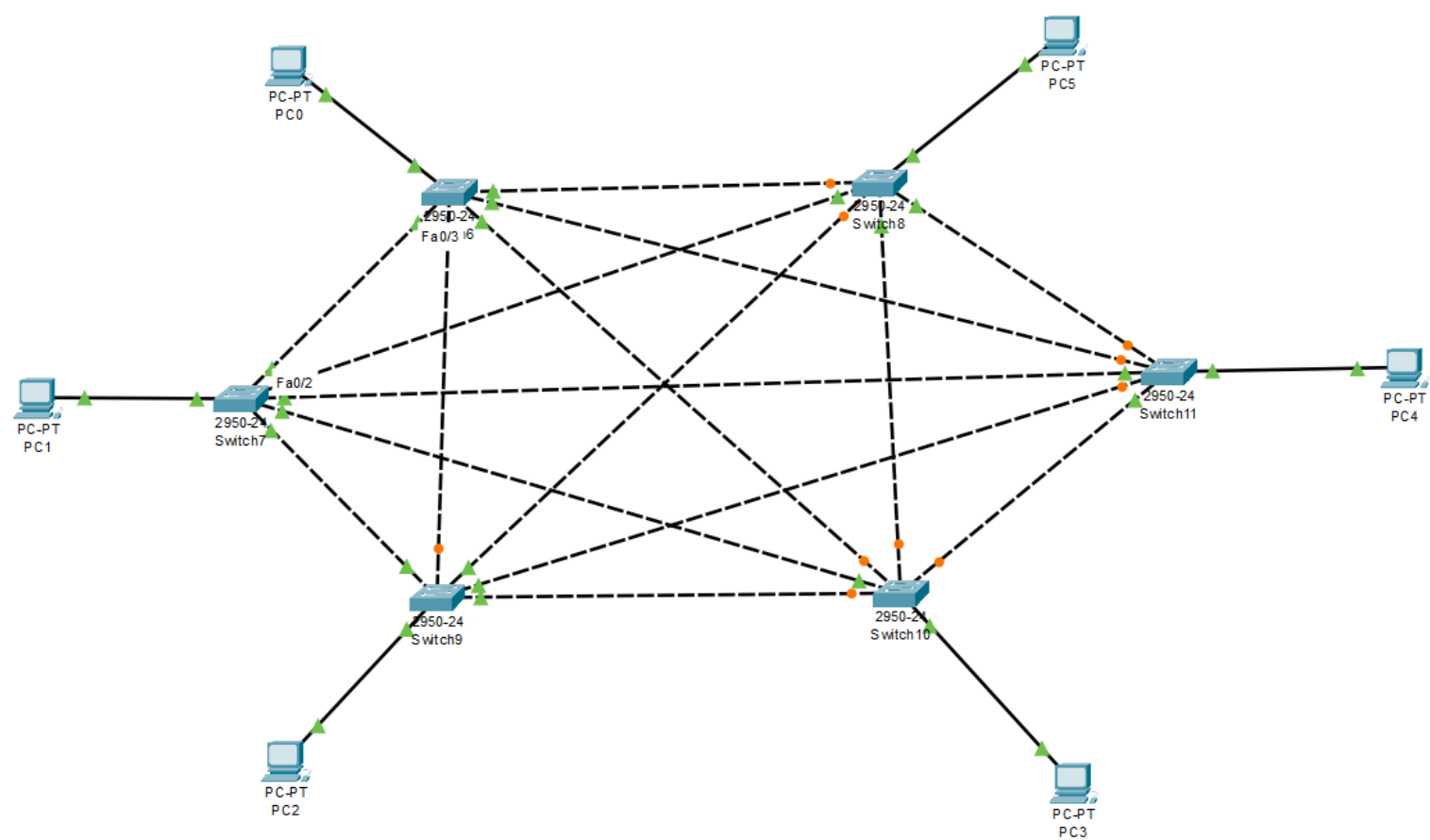
Tree Topology









Status:

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC2	PC7	ICMP		0.000	N	0	(edit)	(delete)
	Successful	PC1	PC5	ICMP		0.000	N	1	(edit)	(delete)
	Successful	PC2	PC4	ICMP		0.000	N	2	(edit)	(delete)

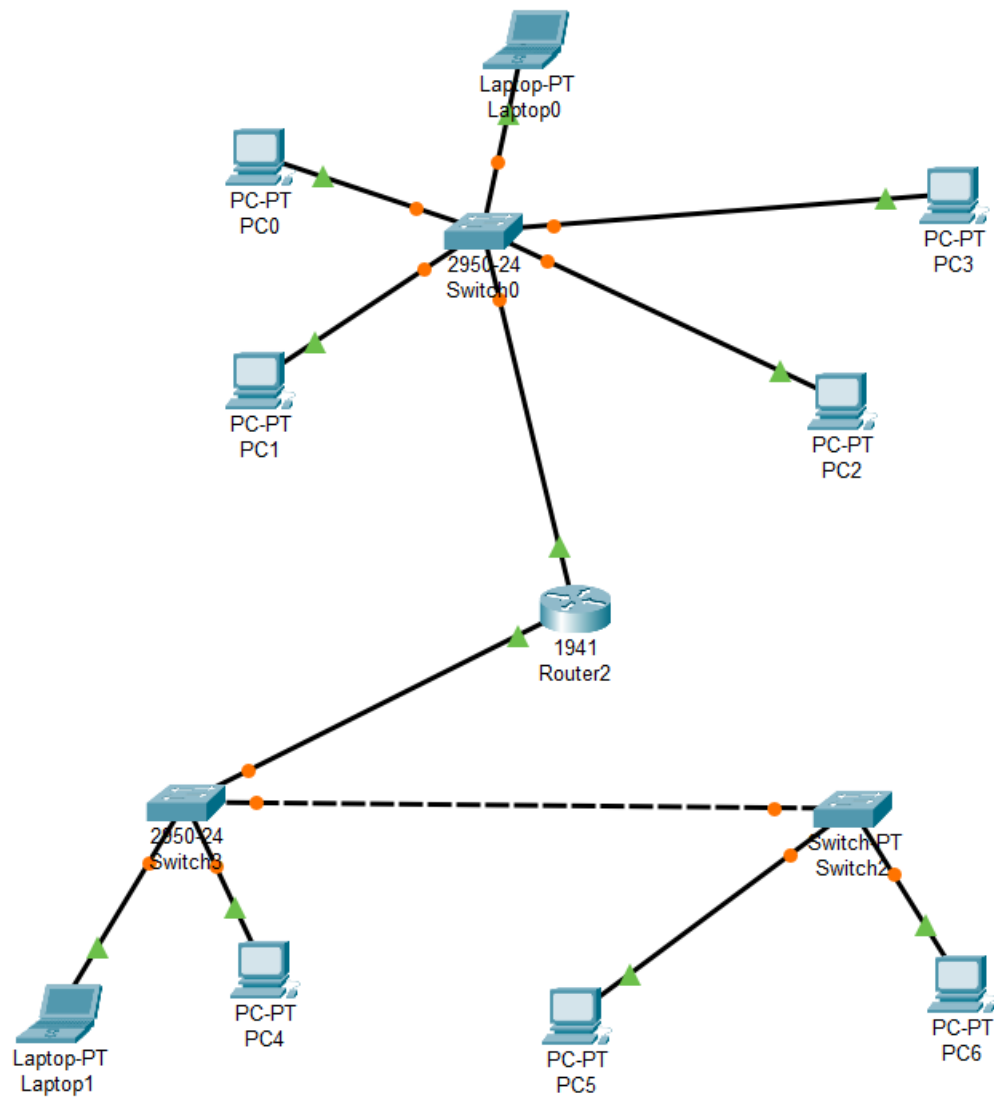
Mesh Topology



Status:

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
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	Successful	PC2	PC5	ICMP		0.000	N	1	(edit)	
	Successful	PC1	PC4	ICMP		0.000	N	2	(edit)	

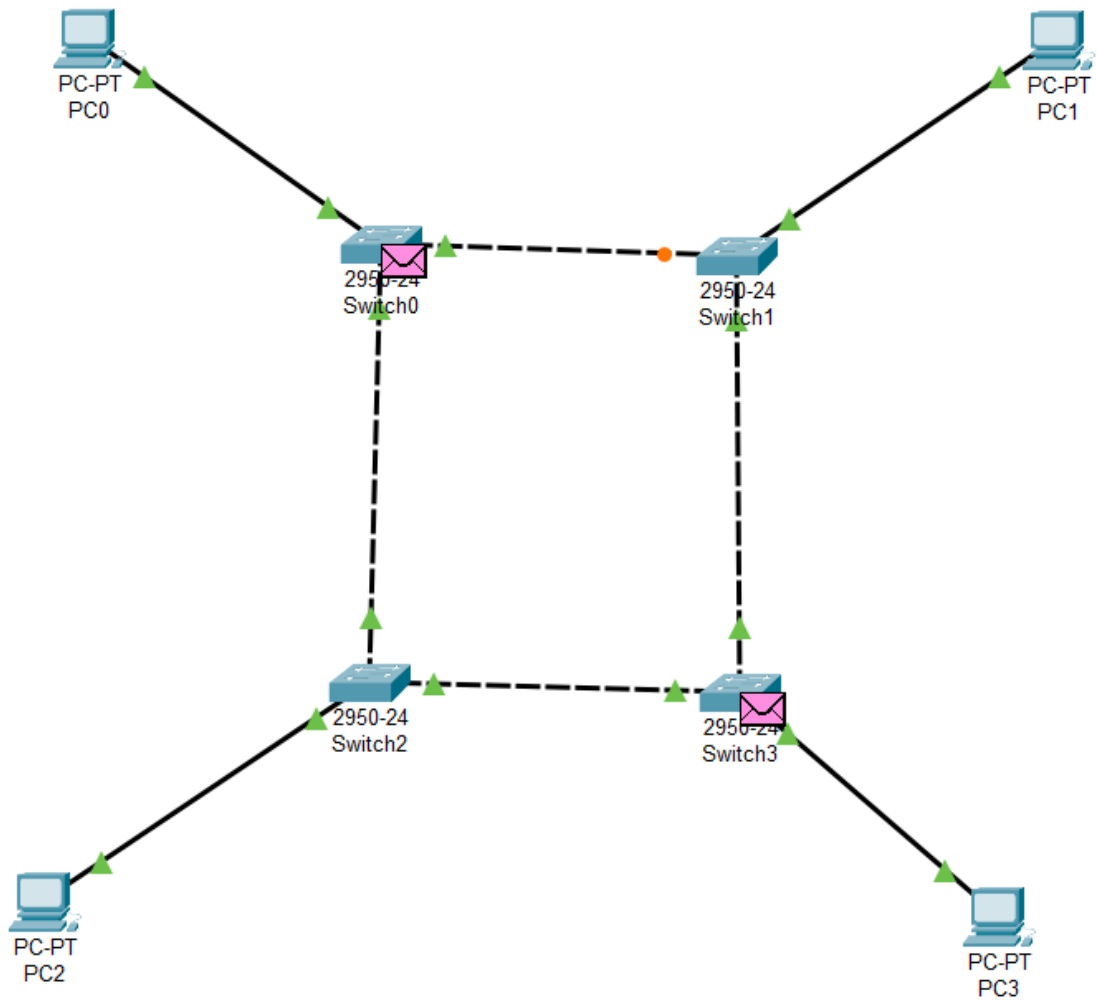
Hybrid Topology









Status:

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
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	Successful	Laptop1	PC3	ICMP		0.000	N	1	(edit)	(delete)

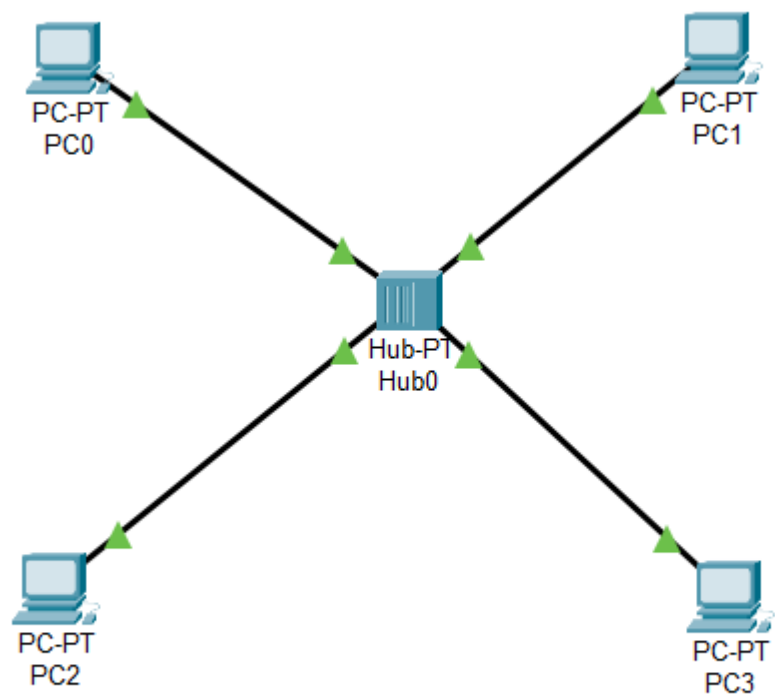
Ring Topology







Status:

Fire	Source	Last Status	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
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	PC2	Successful	PC1	ICMP		0.000	N	1	(edit)	(delete)
	PC3	Successful	PC1	ICMP		0.000	N	2	(edit)	(delete)

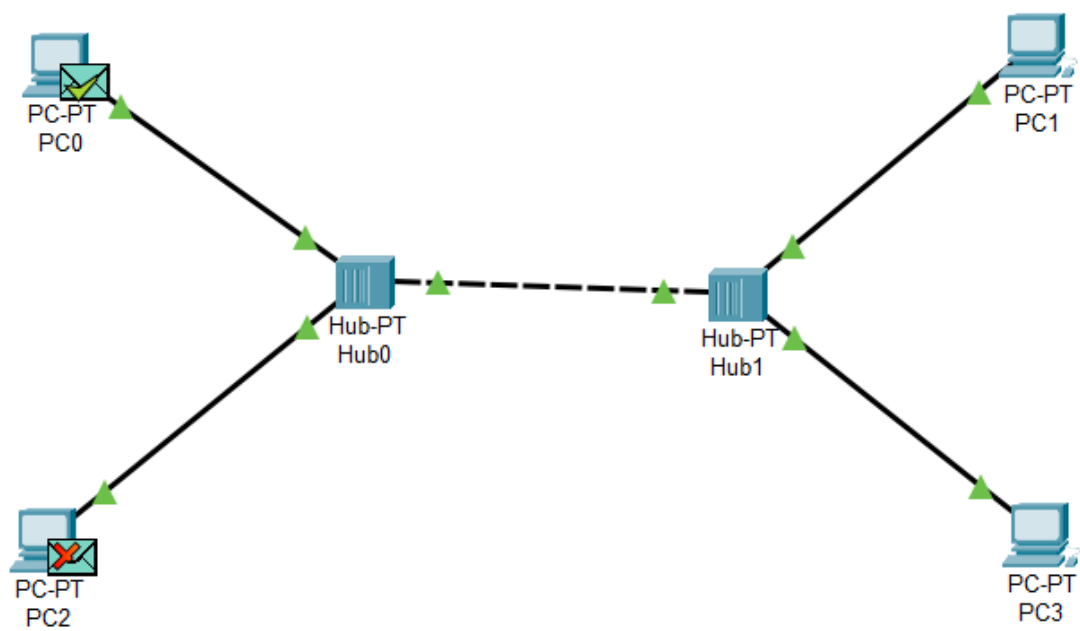
Star Topology



Status:

Fire	Source	Last Status	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
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	PC1	Successful	PC1	ICMP		0.000	N	1	(edit)	(delete)

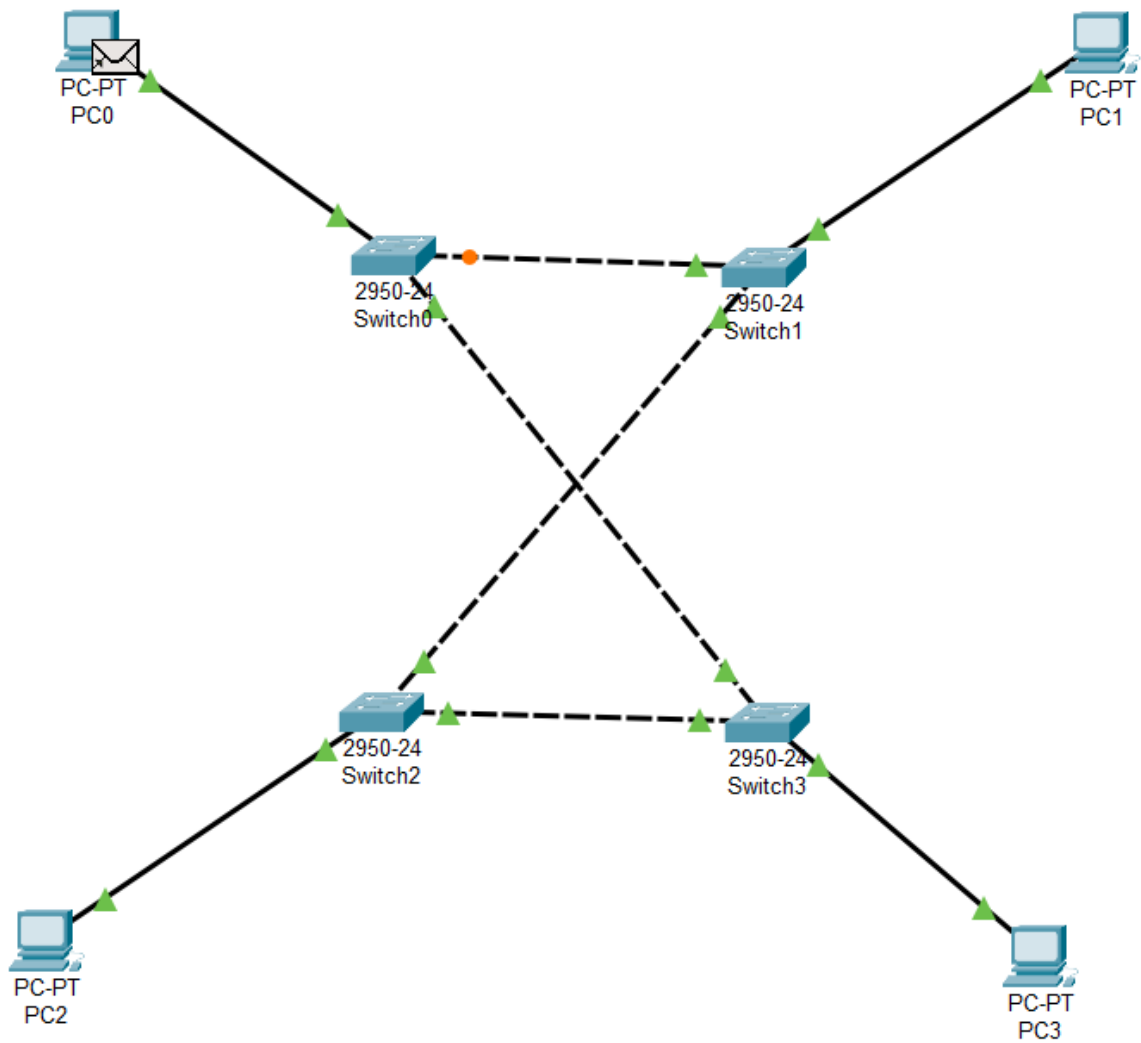
Bus Topology



Status:

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



Status:

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	PC3	ICMP		0.000	N	0	(edit)	(delete)
	Successful	PC2	PC1	ICMP		0.000	N	1	(edit)	(delete)