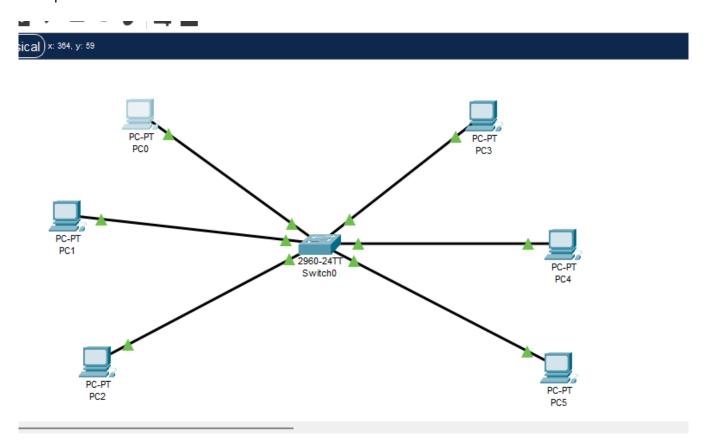
Marwadi University Marwadi Chandarana Group	Marwadi University Faculty of Engineering and Technology Department of Information and Communication Technology	
Subject: Computer Networks (01CT0503) Experiment No: 03	Aim: Simulate star topology and devices. Date: 22-08-2024	Enrolment No: 92200133021

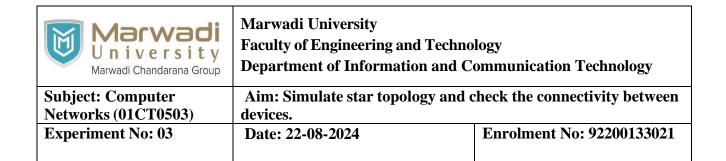
Aim: Simulate star topology and check the connectivity between devices.

Step – 1: Take PC and Switches.

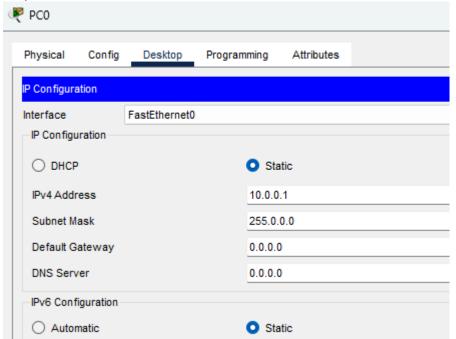


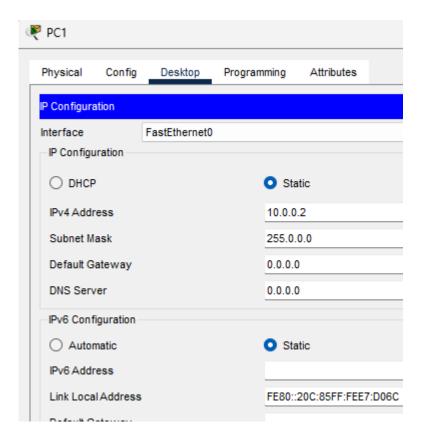
Step – 2 : Connect PC and Switches via cables.

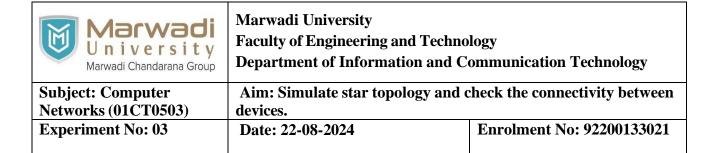


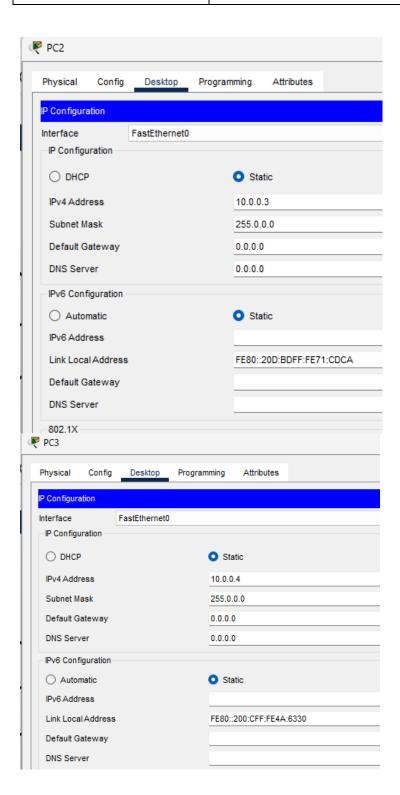


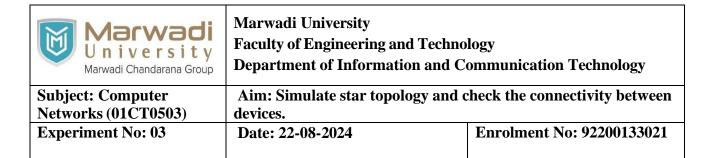
Step – 3: Give the IP address to all PCs.

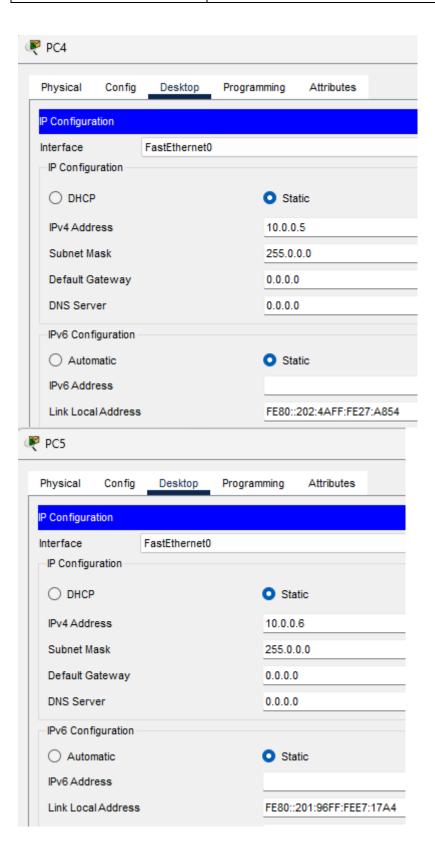






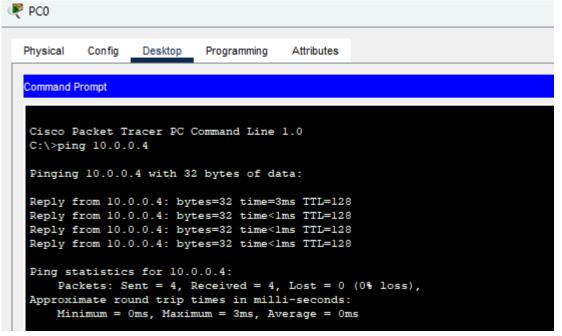






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Step – 4 : Check connections in command prompt.



```
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=lms TTL=128
Reply from 10.0.0.2: bytes=32 time<lms TTL=128
Reply from 10.0.0.2: bytes=32 time<lms TTL=128
Reply from 10.0.0.2: bytes=32 time<lms TTL=128
Ping statistics for 10.0.0.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = lms, Average = 0ms</pre>
```

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Conclusion:

In a Star topology simulation using Packet Tracer, I connected multiple devices to a central switch, making it easier to manage and troubleshoot network connections. I verified device communication using the ping command, which tests the ability of one device to reach another over the network. By sending ping requests, I ensured that each device was properly connected to the switch and could communicate seamlessly.