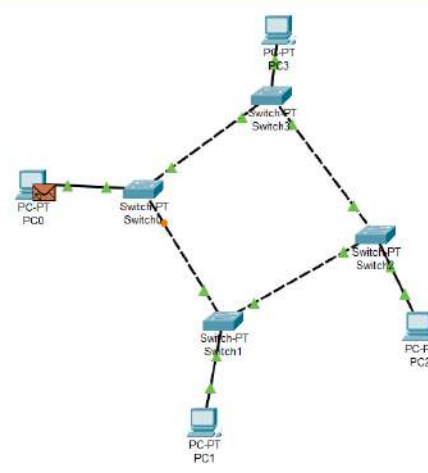


Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

Logical Physical x 632, y 323



Simulation Panel

Event List

Vis.	Time(sec)	Last Device	At Device	Type
	0.004	Switch2	PC2	ARP
	0.005	Switch1	Switch0	ARP
	0.005	Switch1	PC1	ARP
	0.005	PC2	Switch2	ARP
	0.006	Switch2	Switch3	ARP
	0.007	Switch3	Switch0	ARP
	0.008	Switch0	PC0	ARP
	0.008	--	PC0	ICMP
	0.009	PC0	Switch0	ICMP
	0.010	Switch0	Switch3	ICMP
	0.011	Switch3	Switch2	ICMP
	0.012	Switch2	PC2	ICMP
	0.013	PC2	Switch2	ICMP
	0.014	Switch2	Switch3	ICMP
	0.015	Switch3	Switch0	ICMP
Visible	0.016	Switch0	PC0	ICMP

Reset Simulation Constant Delay Captured to... 0.016 s

Play Controls

Event List Filters - Visible Events

ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPSec, ISAKMP, IoT, IoT TCP, LACP, LLDP, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPPoE, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters Show All/None

Scenario 6

New Delete

Toggle PDU List Window

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

Successful PC0 PC2 ICMP 0.000 N 0 (edit) (delete)

Time: 00:02:53.356 PLAY CONTROLS

Automatically Choose Connection Type

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Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

Logical Physical x 632, y 323

Simulation Panel

PDU Information at Device: PC0

OSI Model Inbound PDU Details

At Device: PC0
Source: PC0
Destination: PC2

In Layers
Layer7
Layer6
Layer5
Layer4
Layer3: IP Header Src. IP: 10.1.1.3, Dest. IP: 10.1.1.1 ICMP Message Type: 0
Layer2: Ethernet II Header
0008.0E42.0003 >> 0000.0C37.5A78
Layer1: Port FastEthernet0

Out Layers
Layer7
Layer6
Layer5
Layer4
Layer3
Layer2
Layer1

1. FastEthernet0 receives the frame.

Challenge Me << Previous Layer Next Layer >>

Device	At Device	Type
	PC0	ICMP
	PC0	ARP
ch0	Switch0	ARP
ch3	Switch3	ARP
ch3	Switch2	ARP
ch3	PC3	ARP
ch2	Switch1	ARP
ch2	PC2	ARP
ch1	Switch0	ARP
ch1	PC1	ARP
ch2	Switch2	ARP
ch3	Switch3	ARP
ch0	Switch0	ARP
ch0	PC0	ARP
ch0	PC0	ICMP
ch0	Switch0	ICMP
ch0	Switch2	ICMP

Time: 00:02:53.356 PLAY CONTROLS

Scenario 6

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

Successful PC0 PC2 ICMP 0.000 N 0 (edit) (delete)

ENG IN 13:17 18-09-2025