

OSI Model Inbound PDU Details

Destination: PC2

Layer 3:

Layer 1: Port FastEthernet0

Layer2

Layer 2

1. FastEthernet0 receives the frame.

Challenge Me

[<< Previous Layer](#)

Next Layer >>

At Device	Type
PC0	ICMP
Hub0	ICMP
PC1	ICMP
PC2	ICMP
PC3	ICMP
Hub0	ICMP
PC0	ICMP
PC1	ICMP
PC3	ICMP

Captured to:
0.004 s






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, PPP, 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](#)

Time: 00:02:38.623

PLAY CONTROLS:   



Scenario 0

New

Delete

Toggle PDU List Window

Automatically Choose Connection Type

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

(delete)



 **Simulation**

