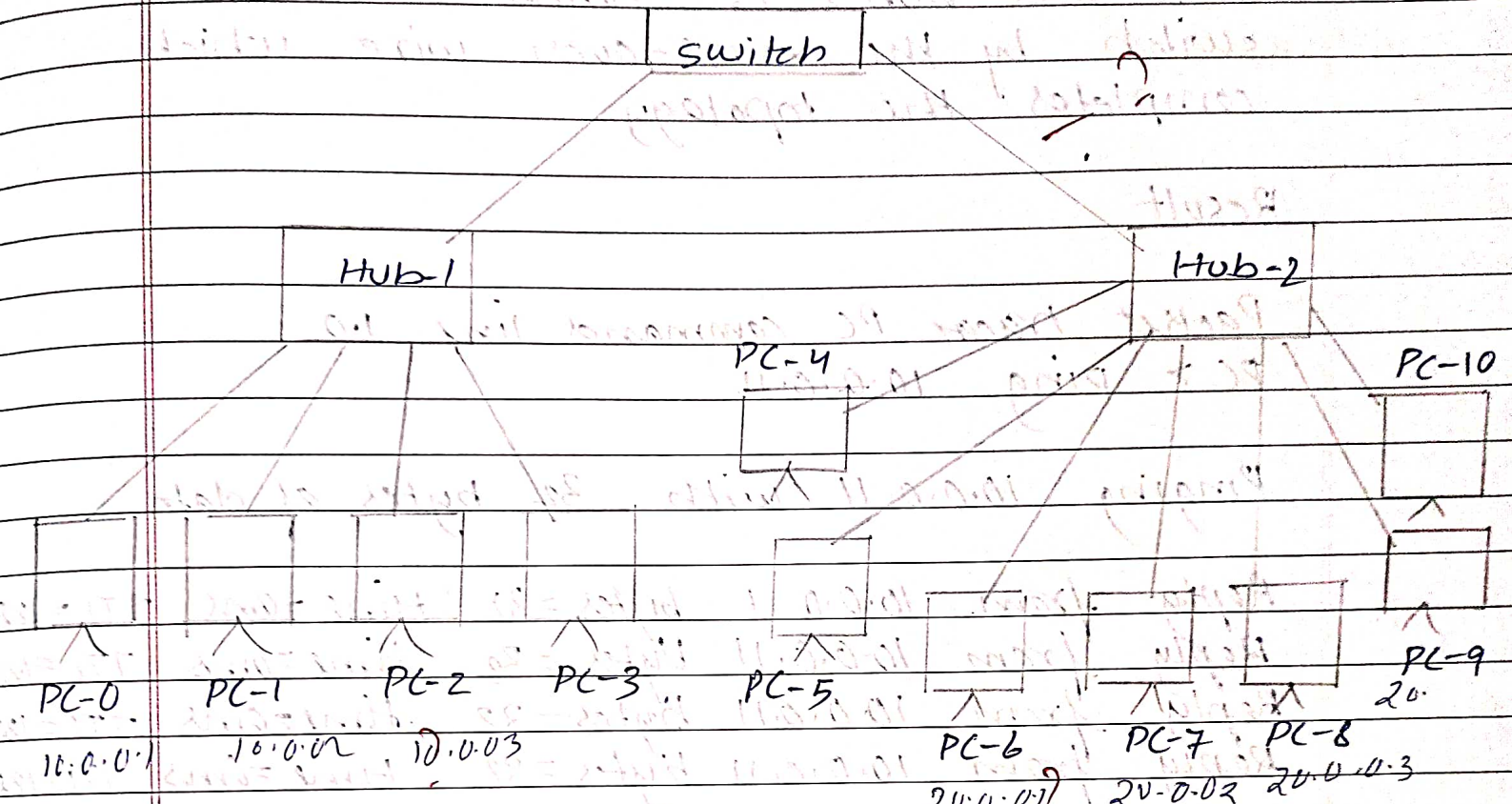
Create a topology involving multiple hubs and a switch connecting them to simulate a simple PDU



Procedure

- Connect the PC's (PC-0, PC-1, PC-2, PC-3) to the Hub having the respective ports 1, 2 3 and 4
- All the devices are connected through a straight copper wire to Hub-01.
- Connect the PC's (PC-4, PC-5, PC-6, PC-7, PC-8, PC-9, PC-10) to the Hub-2 using a copper straight wire with the respective ports.

- Hub 1 and Hub 2 is connected to the switch by the cross-over wire which completes the topology.

Result

Packet tracer PC command line 1.0
PC > ping 10.0.0.11

Pinging 10.0.0.11 with 32 bytes of data

Reply from 10.0.0.11 bytes=32 time=0ms TTL=
Reply from 10.0.0.11 bytes=32 time=0ms TTL=
Reply from 10.0.0.11 bytes=32 time=0ms TTL=
Reply from 10.0.0.11 bytes=32 time=0ms TTL=

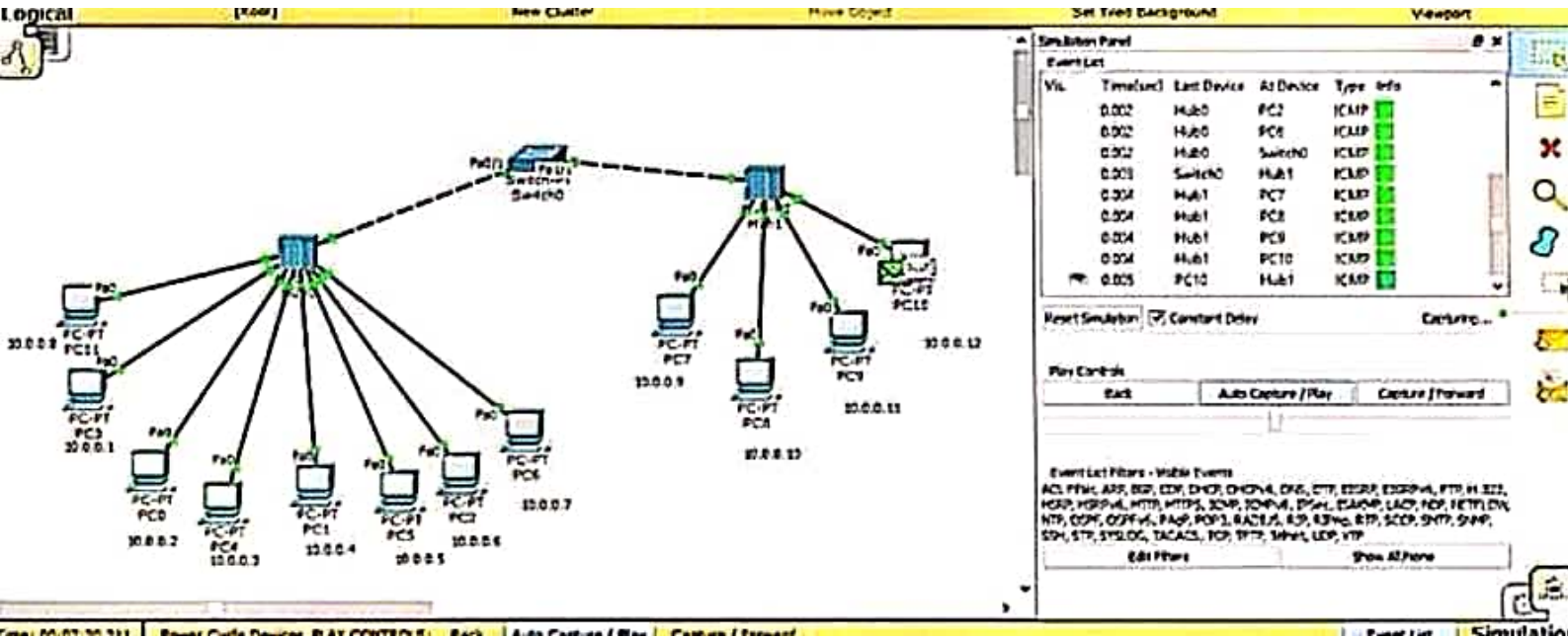
Ping statistics for 10.0.0.11
Packets: Sent=4, Received=4, Lost=0
Approximate round trip times in milli-seconds
Minimum=0ms, Maximum=0ms, Average=0

9/10

Observation

Packets travelled from receiver to the destination by the hub in both the hubs and in it in turns travels to switch and broadcast to all other devices

22/6/23


Logical
Simulation Panel
Event List
Vis. Time(sec) Last Device At Device Type Info
Reset Simulation
Constant Delay
Play Controls
Back
Auto Capture / Play
Capture / Forward
Event List Filters - Visible Events
Edit Filters
Show All/None
PC0
PC1
PC2
PC3
PC4
PC5
PC6
PC7
PC8
PC9
PC10
PC11
PC12
Switch0
Switch1
Hub0
Hub1