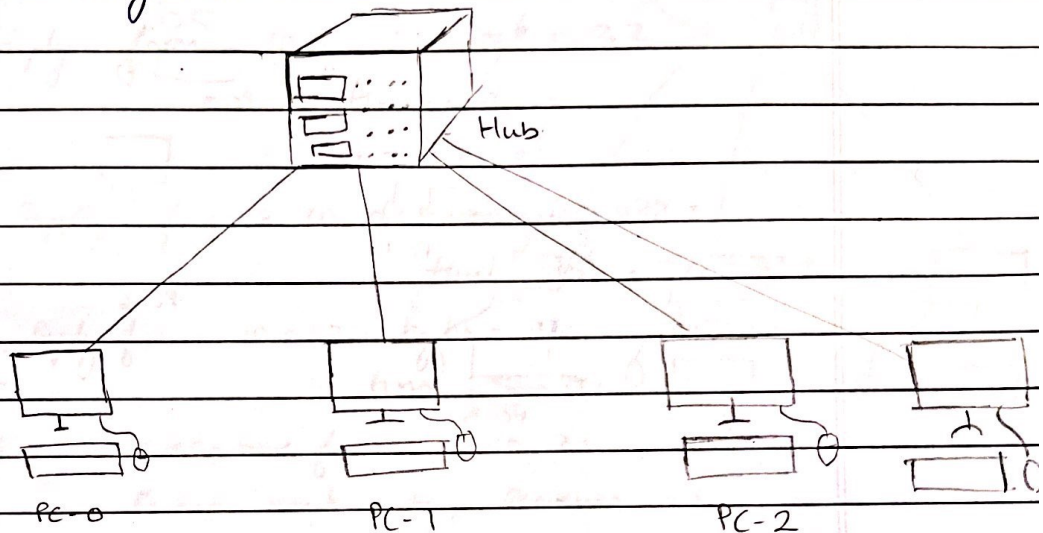


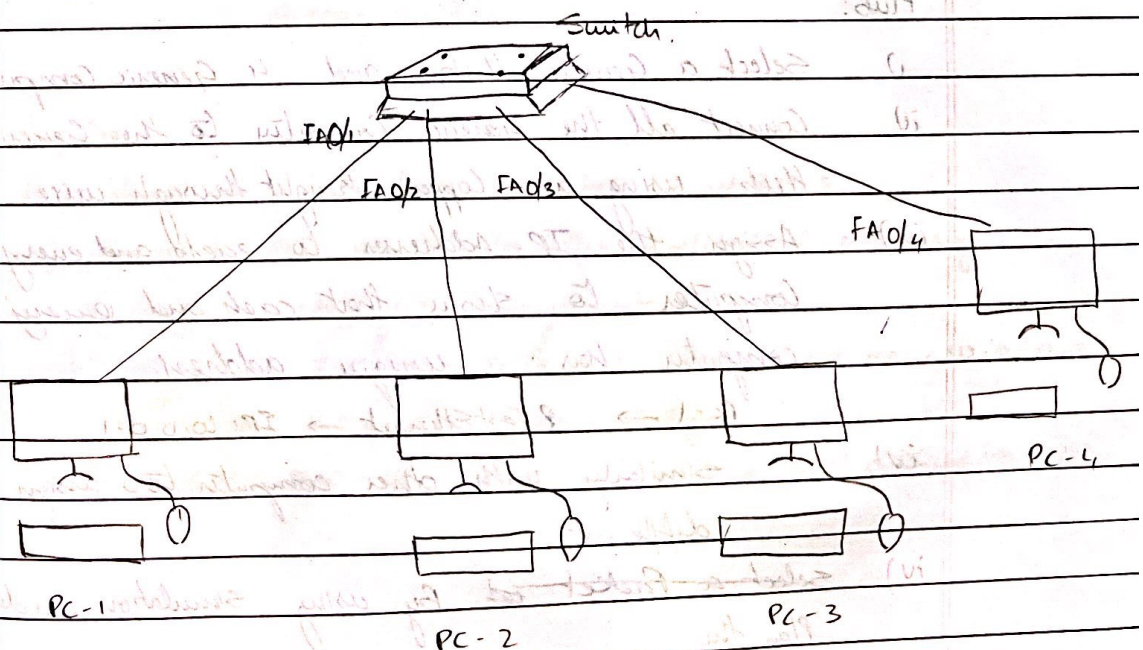
## Experiment-1

Aim: To create a topology and simulate sending a simple PDU from source to destination using hub and switch as connecting devices and demonstrate ping message.

Topology :- Using Hub.

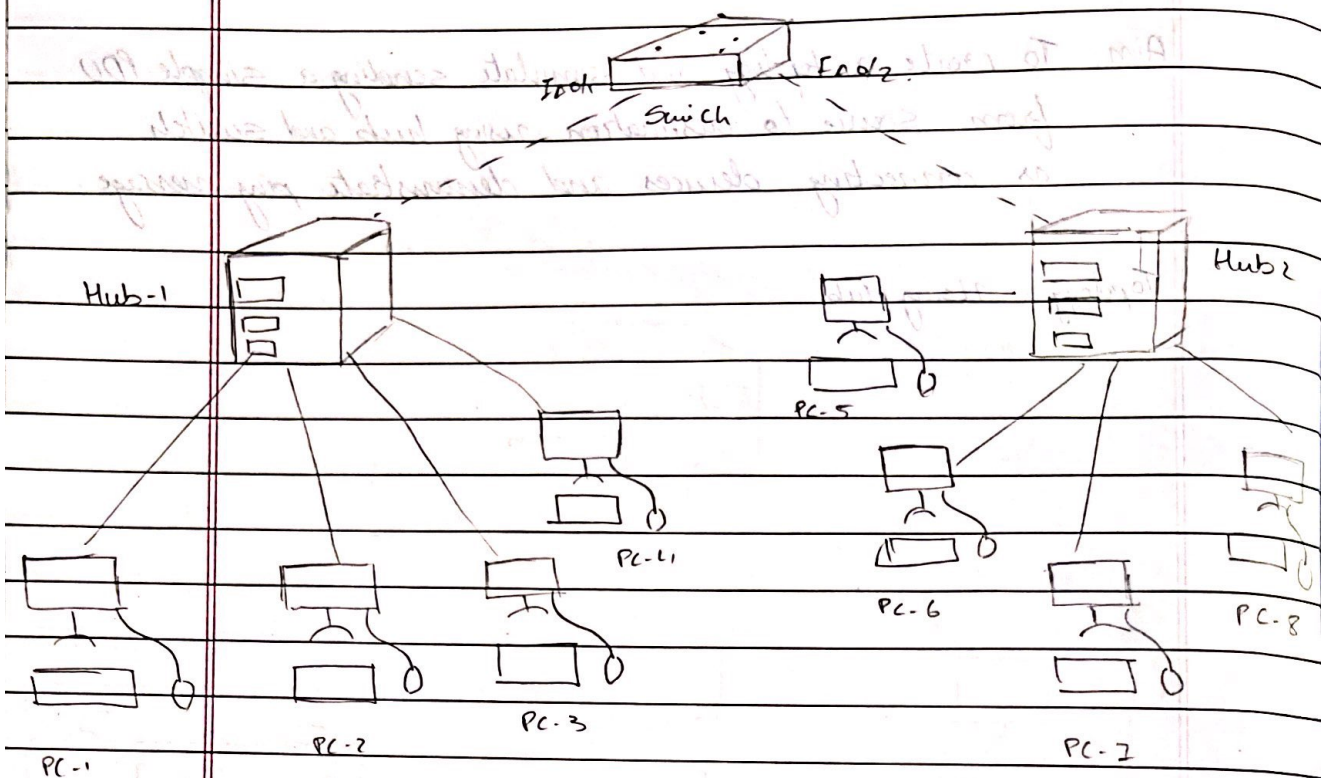


Using Switch :



Hybrid.

1-10-2019



Procedure:

Hub:

- i) Select a Generic Hub and 4 Generic Computers
- ii) Connect all the Generic Computers to the Generic Hub using a Copper--straight through wire.
- iii) Assign the IP-Addresses to each and every computer to show that each and every computer has a unique address.

PC-1 → FastEthernet → IP: 10.0.0.1

- iv) Similarly with other computer too assign different
- iv) Select a Packet ~~id~~ By using simulation mode Play the



Observation: In simulation mode.

- PC sends packet to hub and hub send it to both PC1 and PC2.
- PC1 dispatches the message whereas PC2 accepts it.
- PC2 send the acknowledgement packet to hub.
- hub again sends it to PC0 and PC1.
- PC1 discards and PC0 accepts it.

Output: Reply from 10.0.0.2 byte = 32

Time = 2ms

TTC = 12.8

Reply from 10.0.0.2 byte = 32

Time = 0ms TTC = 12.8

Reply from 10.0.0.2 byte = 32

Time = 3ms TTC = 12.8

Ping statistics for 10.0.0.2.

Packet = sent = 4, Received = 4

Loss = 0 (0% loss)

Approximate round trip times in milliseconds

Minimum = 0ms, Maximum = 3ms

Average = 2ms

Switch: 0.0.0.1

Procedure: i) Select a switch and 3 PC's

ii) Connect the switch to the conditional PCs using a copper straight through out

iii) Assign the IP address to the PCs - 10.0.0.4, 10.0.0.5, 10.0.0.6 respectively.

iv) select the PCs and the source and destination to PC



### Observation in stimulation:

- PC3 sends the packet to switch and it sends to both PC4 and PC5 in first round.
- PC4 reject and PC5 accepts and sends acknowledge packet to both PC3 and PC5
- PC4 discards it PC3 accepts it
- Now because of switch PC5 sends packet only to PC5

### Output:

Reply from 10.0.0.5 bytes = 32 time = 0ms TTL = 125

Reply from 10.0.0.5 bytes = 32 time = 0ms TTL = 125

Reply from 10.0.0.5 bytes = 32 time = 0ms TTL = 125

Ping statistics from 10.0.0.5

Packets: sent = 4, received = 4, lost = 0 (0% lost)

Approximate round trips in milliseconds

Minimum = 0ms, Maximum = 3ms, Average = 2ms

### Hybrid

#### Procedure:

- 11 PC's - 2 generic Hubs and 1 switch were placed in the workshop
- 4 PC's were connected to hub 0 via copper straight through cables. Remaining 7 PC's were connected to hub 1 via copper straight cable.
- All PC's were assigned address IP (10.0.0.1 to 10.0.0.11)
- Two hubs were connected to the switch via copper cross over cables which are used to connect devices on the same level.



Observation.

Hub: A hub receives data and broadcast it to all device connected to it.

Switch: A switch prevents traffic between 2 device from being shared with other devices connected to it.

Result:

PC & command line

PC > ping 10.0.0.8

ping from 10.0.0.8 byte = 32 time = 3ms TTL = 128

ping from 10.0.0.8 byte = 32 time = 12ms TTL = 128

ping from 10.0.0.8 byte = 32 time = 40ms TTL = 128

Ping situation 10.0.0.8

Packets sent = 4, Received = 4, loss = 0 (0% loss)

Approximate round trip time in millie seconds  
maximum = 8ms Avg = 3ms minimum = 0ms