

Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

Logical

Physical

x 1202, y: 387

Root

14:07:00

PDU Information at Device: PC5

OSI Model

Outbound PDU Details

At Device: PC5

Source: PC5

Destination: Broadcast

In Layers

Layer7

Layer6

Layer5

Layer4

Layer3

Layer2

Layer1

Out Layers

Layer7

Layer6

Layer5

Layer4

Layer3

Layer2: Ethernet II Header

0060.4757.A553 >> FFFF.FFFF.FFFF ARP

Packet Src. IP: 192.16.16.3, Dest. IP: 192.16.16.1

Layer 1: Port(s): FastEthernet0

1. The ARP process constructs a request for the target IP address.

2. The device encapsulates the PDU into an Ethernet frame.

Challenge Me

<< Previous Layer

Next Layer >>

2960-24TT Switch

PC-PT PC3

PC-PT PC4

PC-PT PC5

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
Visible	0.000	--
Visible	0.000	--

Reset Simulation

☒ Constant Delay

Captured to: 0.000 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, 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

Event List

Realtime

Simulation

Time: 00:20:07.945

PLAY CONTROLS

Scenario 0

New

Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
<input checked="" type="checkbox"/>	In Progress	PC5	PC3	ICMP		0.000	N	0	(edit)	(delete)

### PDU Information at Device: PC5

#### OSI Model Outbound PDU Details

At Device: PC5  
Source: PC5  
Destination: PC3

#### In Layers

Layer7  
Layer6  
Layer5  
Layer4  
Layer3  
Layer2  
Layer1

#### Out Layers

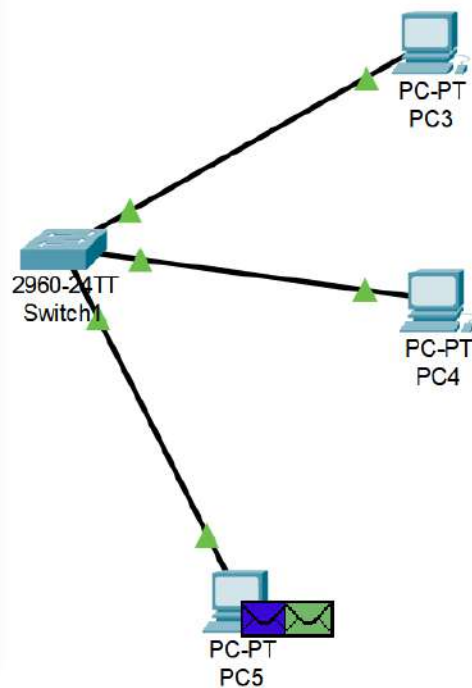
Layer7  
Layer6  
Layer5  
Layer4  
Layer3: IP Header Src. IP: 192.16.16.3,  
Dest. IP: 192.16.16.1 ICMP Message Type:  
8  
Layer2:  
Layer1

1. The Ping process starts the next ping request.
2. The Ping process creates an ICMP Echo Request message and sends it to the lower process.
3. The source IP address is not specified. The device sets it to the port's IP address.
4. The device sets TTL in the packet header.
5. The destination IP address is in the same subnet. The device sets the next-hop to destination.

Challenge Me

<< Previous Layer

Next Layer >>



### Simulation Panel

#### Event List

Vis.	Time(sec)	Last Device
Visible	0.000	--
Visible	0.000	--

Reset Simulation

☒ Constant Delay

Captured to: 0.000 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, 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

Event List

Realtime

Simulation

Time: 00:20:07.945 PLAY CONTROLS



Automatically Choose Connection Type

Scenario 0

New

Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	In Progress	PC5	PC3	ICMP		0.000	N	0	(edit)	(delete)

Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

Logical

Physical

x: 1191, y: 202

Root

14:24:30

PDU Information at Device: Switch1

OSI Model

Inbound PDU Details

Outbound PDU Details

At Device: Switch1

Source: PC5

Destination: Broadcast

In Layers

Layer7

Layer6

Layer5

Layer4

Layer3

Layer 2: Ethernet II Header

0060.4757.A553 >> FFFF.FFFF.FFFF ARP

Packet Src. IP: 192.16.16.3, Dest. IP: 192.16.16.1

Layer 1: Port FastEthernet0/2

Out Layers

Layer7

Layer6

Layer5

Layer4

Layer3

Layer 2: Ethernet II Header

0060.4757.A553 >> FFFF.FFFF.FFFF ARP

Packet Src. IP: 192.16.16.3, Dest. IP: 192.16.16.1

Layer 1: Port(s): FastEthernet0/1

FastEthernet0/3

1. FastEthernet0/2 receives the frame.

Challenge Me

<< Previous Layer

Next Layer >>

2960-24T1 Switch

PC-PT PC3

PC-PT PC4

PC-PT PC5

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	0.000	--
	0.000	--
Visible	0.001	PC5

Reset Simulation

☒ Constant Delay

Captured to: 0.001 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, 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: 00:20:07.946

PLAY CONTROLS

Scenario 0

New

Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
<div></div>	In Progress	PC5	PC3	ICMP	<div></div>	0.000	N	0	(edit)	(delete)



Logical Physical x 1043, y: 170

Root 14:34:00

### PDU Information at Device: PC3

OST Model Inbound PDU Details Outbound PDU Details

At Device: PC3  
Source: PC5  
Destination: Broadcast

#### In Layers

Layer7  
Layer6  
Layer5  
Layer4  
Layer3

Layer 2: Ethernet II Header  
0060.4757.A553 >> FFFF.FFFF.FFFF ARP  
Packet Src. IP: 192.16.16.3, Dest. IP:  
192.16.15.1

Layer 1: Port FastEthernet0

#### Out Layers

Layer7  
Layer6  
Layer5  
Layer4  
Layer3

Layer 2: Ethernet II Header 00E0.A33D.  
7E27 >> 0060.4757.A553 ARP Packet Src.  
IP: 192.16.16.1, Dest. IP: 192.16.16.3

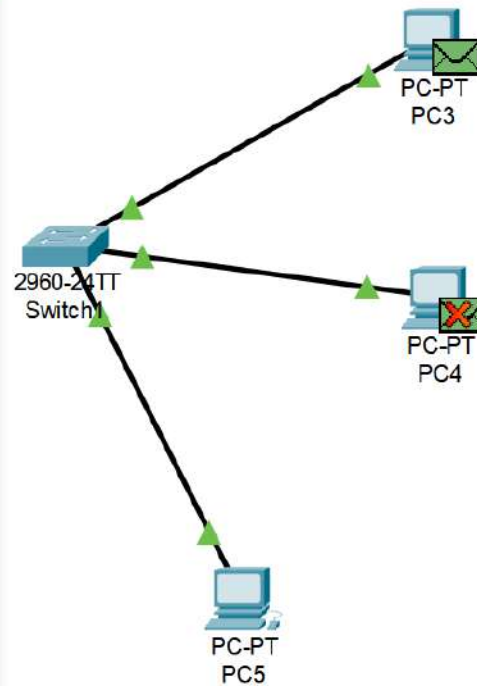
Layer 1: Port(s): FastEthernet0

1. FastEthernet0 receives the frame.

Challenge Me

<< Previous Layer

Next Layer >>



### Simulation Panel

#### Event List

Vis.	Time(sec)	Last Device	At De
	0.000	--	PC5
	0.000	--	PC5
	0.001	PC5	Switch1
Visible	0.002	Switch1	PC4
Visible	0.002	Switch1	PC3

Reset Simulation

☒ Constant Delay

Captured to: 0.002 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, 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: 00:20:07.947 PLAY CONTROLS



Automatically Choose Connection Type

Scenario 0

New

Delete

Toggle PDU List Window

Fire

Last Status

Source

Destination

Type

Color

Time(sec)

Periodic

Num

Edit

Delete

In Progress

PC5

PC3

ICMP

0.000

N

0

(edit)

(delete)

Event List

Realtime

Simulation





Logical Physical x 917, y: 313

Root 14:47:30

### PDU Information at Device: Switch1

OSI Model Inbound PDU Details Outbound PDU Details

At Device: Switch1  
Source: PC5  
Destination: Broadcast

#### In Layers

Layer7  
Layer6  
Layer5  
Layer4  
Layer3

Layer 2: Ethernet II Header 00E0.A33D.7E27 >> 0060.4757.A553 ARP Packet Src. IP: 192.16.16.1, Dest. IP: 192.16.16.3

Layer 1: Port FastEthernet0/3

#### Out Layers

Layer7  
Layer6  
Layer5  
Layer4  
Layer3

Layer 2: Ethernet II Header 00E0.A33D.7E27 >> 0060.4757.A553 ARP Packet Src. IP: 192.16.16.1, Dest. IP: 192.16.16.3

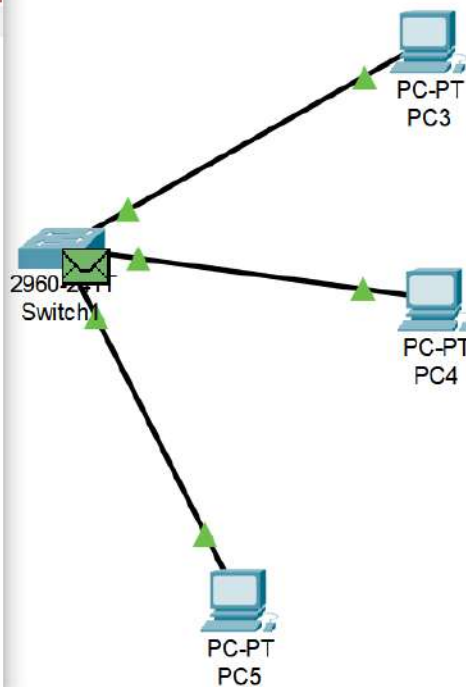
Layer 1: Port(s): FastEthernet0/2

1. FastEthernet0/3 receives the frame.

Challenge Me

<< Previous Layer

Next Layer >>



### Simulation Panel

#### Event List

Vis.	Time(sec)	Last Device	At De
	0.000	--	PC5
	0.000	--	PC5
	0.001	PC5	Switch1
	0.002	Switch1	PC4
	0.002	Switch1	PC3
Visible	0.003	PC3	Switch1

Reset Simulation ☒ Constant Delay

Captured to: 0.003 s

#### Play Controls



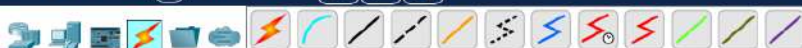
#### Event List Filters - Visible Events

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, 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: 00:20:07.948 PLAY CONTROLS



Automatically Choose Connection Type

Scenario 0

New

Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	In Progress	PC5	PC3	ICMP		0.000	N	0	(edit)	(delete)

### PDU Information at Device: PC5

#### OSI Model Inbound PDU Details

At Device: PC5  
Source: PC5  
Destination: Broadcast

#### In Layers

Layer7  
Layer6  
Layer5  
Layer4  
Layer3

Layer 2: Ethernet II Header 00E0.A33D.  
7E27 >> 0060.4757.A553 ARP Packet Src.  
IP: 192.16.16.1, Dest. IP: 192.16.16.3

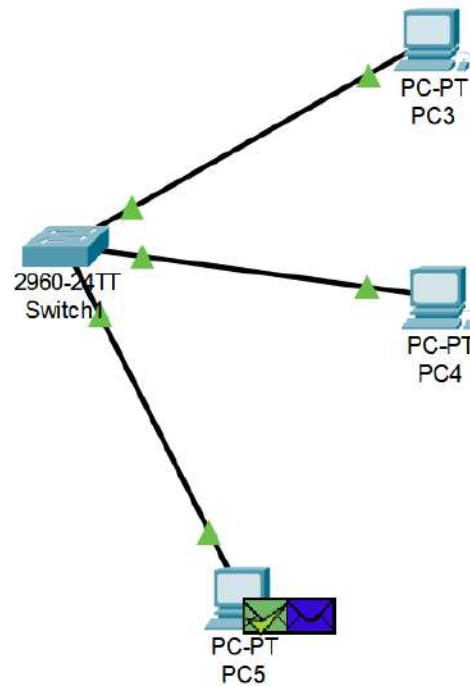
Layer 1: Port FastEthernet0

1. FastEthernet0 receives the frame.

Challenge Me

<< Previous Layer

Next Layer >>



### Simulation Panel

#### Event List

Vis.	Time(sec)	Last Device	At De
	0.000	--	PC5
	0.000	--	PC5
	0.001	PC5	Switch1
	0.002	Switch1	PC4
	0.002	Switch1	PC3
	0.003	PC3	Switch1
Visible	0.004	Switch1	PC5
Visible	0.004	--	PC5

Reset Simulation

☒ Constant Delay

Captured to: 0.004 s

#### Play Controls



#### Event List Filters - Visible Events

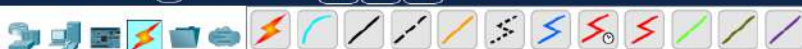
ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPSec, ISAKMP, IoT, IoT TCP, LACP, LLDP, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP,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

Edit Filters

Show All/None

Time: 00:20:07.949

PLAY CONTROLS



Scenario 0

New

Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	In Progress	PC5	PC3	ICMP		0.000	N	0	(edit)	(delete)

PDU Information at Device: Switch1

OST Model Inbound PDU Details Outbound PDU Details

At Device: Switch1  
Source: PC5  
Destination: PC3

**In Layers**

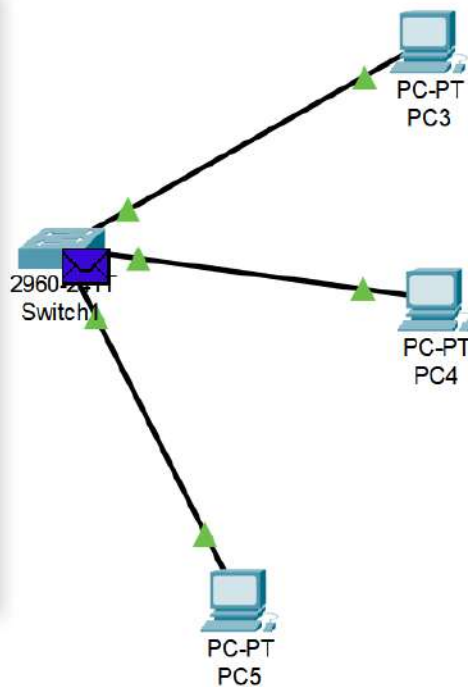
- Layer7
- Layer6
- Layer5
- Layer4
- Layer3
- Layer2: Ethernet II Header  
0060.4757.A553 >> 00E0.A33D.7E27
- Layer 1: Port FastEthernet0/2

**Out Layers**

- Layer7
- Layer6
- Layer5
- Layer4
- Layer3
- Layer2: Ethernet II Header  
0060.4757.A553 >> 00E0.A33D.7E27
- Layer 1: Port(s): FastEthernet0/3

1. FastEthernet0/2 receives the frame.

Challenge Me << Previous Layer Next Layer >>



Simulation Panel

Event List

Vis.	Time(sec)	Last Device	At De
	0.000	--	PC5
	0.000	--	PC5
	0.001	PC5	Switch1
	0.002	Switch1	PC4
	0.002	Switch1	PC3
	0.003	PC3	Switch1
	0.004	Switch1	PC5
	0.004	--	PC5
Visible	0.005	PC5	Switch1

Reset Simulation ☒ Constant Delay Captured to: 0.005 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, 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: 00:20:07.950 PLAY CONTROLS ⏮ ⏪ ⏩ ⏭

Scenario 0

New Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
<input checked="" type="checkbox"/>	In Progress	PC5	PC3	ICMP	Blue	0.000	N	0	(edit)	(delete)

Automatically Choose Connection Type

PDU Information at Device: PC3

OSI Model Inbound PDU Details Outbound PDU Details

At Device: PC3  
Source: PC5  
Destination: PC3

**In Layers**

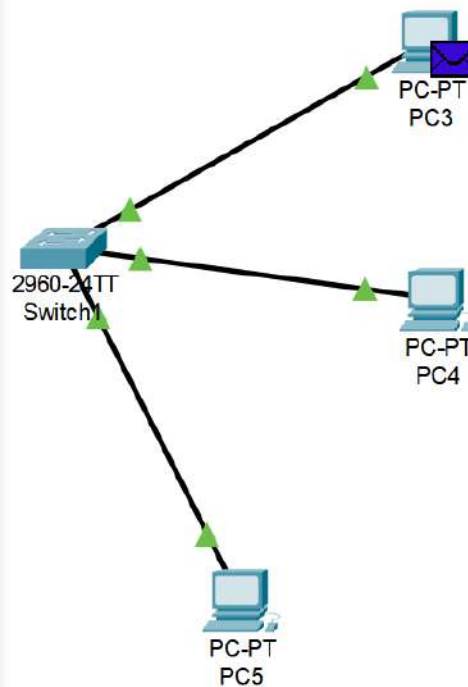
- Layer7
- Layer6
- Layer5
- Layer4
- Layer 3: IP Header Src. IP: 192.16.16.3, Dest. IP: 192.16.16.1 ICMP Message Type: 8
- Layer 2: Ethernet II Header 0060.4757.A553 >> 00E0.A33D.7E27
- Layer 1: Port FastEthernet0

**Out Layers**

- Layer7
- Layer6
- Layer5
- Layer4
- Layer 3: IP Header Src. IP: 192.16.16.1, Dest. IP: 192.16.16.3 ICMP Message Type: 0
- Layer 2: Ethernet II Header 00E0.A33D.7E27 >> 0060.4757.A553
- Layer 1: Port(s): FastEthernet0

1. FastEthernet0 receives the frame.

Challenge Me << Previous Layer Next Layer >>



Simulation Panel

Event List

Vis.	Time(sec)	Last Device	At De
	0.000	--	PC5
	0.000	--	PC5
	0.001	PC5	Switch1
	0.002	Switch1	PC4
	0.002	Switch1	PC3
	0.003	PC3	Switch1
	0.004	Switch1	PC5
	0.004	--	PC5
	0.005	PC5	Switch1
Visible	0.006	Switch1	PC3

Reset Simulation ☒ Constant Delay Captured to: 0.006 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, 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





Logical Physical x 605, y: 141

Root 16:57:00

### PDU Information at Device: Switch1

OSI Model Inbound PDU Details Outbound PDU Details

At Device: Switch1  
Source: PC5  
Destination: PC3

#### In Layers

Layer7  
Layer6  
Layer5  
Layer4  
Layer3  
Layer 2: Ethernet II Header 00E0.A33D.7E27 >> 0060.4757.A553  
Layer 1: Port FastEthernet0/3

#### Out Layers

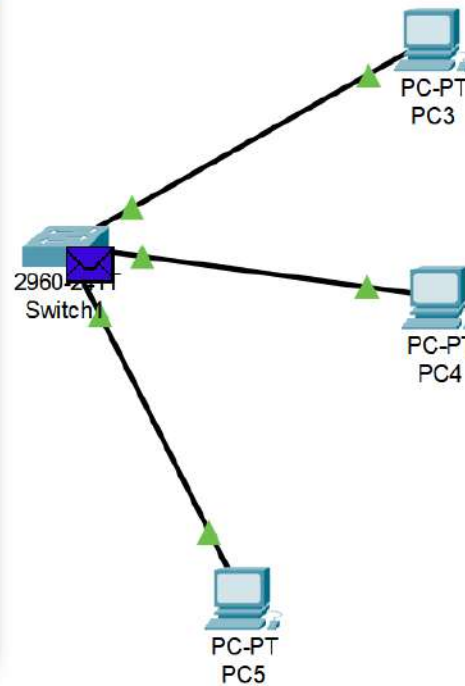
Layer7  
Layer6  
Layer5  
Layer4  
Layer3  
Layer 2: Ethernet II Header 00E0.A33D.7E27 >> 0060.4757.A553  
Layer 1: Port(s): FastEthernet0/2

1. FastEthernet0/3 receives the frame.

Challenge Me

<< Previous Layer

Next Layer >>



### Simulation Panel

#### Event List

Vis.	Time(sec)	Last Device	At De
	0.000	--	PC5
	0.000	--	PC5
	0.001	PC5	Switch1
	0.002	Switch1	PC4
	0.002	Switch1	PC3
	0.003	PC3	Switch1
	0.004	Switch1	PC5
	0.004	--	PC5
	0.005	PC5	Switch1
	0.006	Switch1	PC3
Visible	0.007	PC3	Switch1

Reset Simulation

☒ Constant Delay

Captured to: 0.007 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, 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: 00:20:07.952 PLAY CONTROLS



Automatically Choose Connection Type

Scenario 0

New

Delete

Toggle PDU List Window

Fire

Last Status

In Progress

Source

Destination

PC5

Type

ICMP

Color

(delete)

Time(sec)

Periodic

Num

Edit

Delete

(delete)

(delete)

(delete)

(delete)

(delete)

(delete)

(delete)

(delete)

(delete)

(delete)

(delete)

(delete)

(delete)

(delete)

(delete)

(delete)

(delete)

(delete)



Logical Physical x 1147, y: 136

Root 17:04:00

### PDU Information at Device: PC5

OSI Model Inbound PDU Details

At Device: PC5  
Source: PC5  
Destination: PC3

#### In Layers

Layer7  
Layer6  
Layer5  
Layer4

Layer 3: IP Header Src. IP: 192.16.16.1,  
Dest. IP: 192.16.16.3 ICMP Message Type:  
0

Layer 2: Ethernet II Header 00E0.A33D.  
7E27 >> 0060.4757.A553

Layer 1: Port FastEthernet0

#### Out Layers

Layer7  
Layer6  
Layer5  
Layer4

Layer3

Layer2

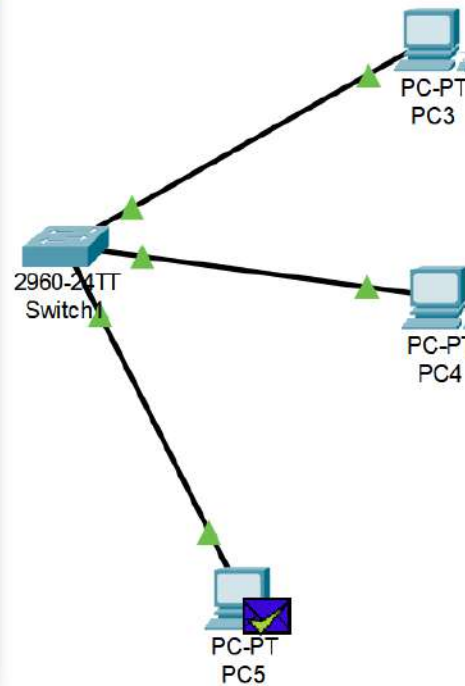
Layer1

1. FastEthernet0 receives the frame.

Challenge Me

<< Previous Layer

Next Layer >>



### Simulation Panel

#### Event List

Vis.	Time(sec)	Last Device	At De
	0.000	--	PC5
	0.000	--	PC5
	0.001	PC5	Switch1
	0.002	Switch1	PC4
	0.002	Switch1	PC3
	0.003	PC3	Switch1
	0.004	Switch1	PC5
	0.004	--	PC5
	0.005	PC5	Switch1
	0.006	Switch1	PC3
	0.007	PC3	Switch1
Visible	0.008	Switch1	PC5

Reset Simulation

☒ Constant Delay

Captured to: 0.008 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, 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: 00:20:07.953 PLAY CONTROLS



Automatically Choose Connection Type

Scenario 0

New

Delete

Toggle PDU List Window

Fire

Last Status

Source

Destination

Type

Color

Time(sec)

Periodic

Num

Edit

Delete

Successful

PC5

PC3

ICMP

0.000

N

0

(edit)

(delete)

Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

Logical

Physical

x 1194, y: 445

Root

13:25:30

2960-24TT Switch1

PC-PT PC3

PC-PT PC4

PC-PT PC5

Simulation Panel

Event List

Vis. Time(sec) Last Device

Reset Simulation Constant Delay Captured to: (no captures)

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, 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

Event List Realtime Simulation

Time: 00:20:07.945

PLAY CONTROLS

Scenario 0

New Delete

Toggle PDU List Window

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

Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

Logical

Physical

x: 1192, y: 221

Root

13:40:30

2960-24TT Switch

PC-PT PC3

PC-PT PC4

PC-PT PC5

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
Visible	0.000	--
Visible	0.000	--

Reset Simulation

☒ Constant Delay

Captured to: 0.000 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, 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

Event List Realtime Simulation

Time: 00:20:07.945

PLAY CONTROLS

Scenario 0

New

Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	In Progress	PC5	PC3	ICMP		0.000	N	0	(edit)	(delete)

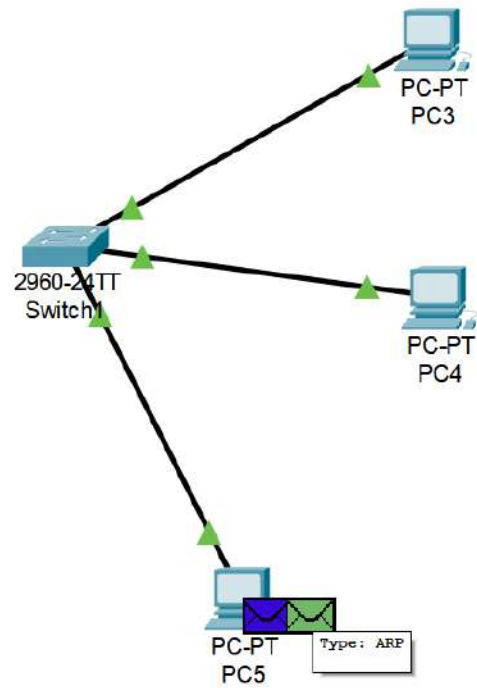
Automatically Choose Connection Type





Logical Physical x 1041, y: 515

Root 13:44:30



Simulation Panel

Event List

Vis.	Time(sec)	Last Device
Visible	0.000	--
Visible	0.000	--

Reset Simulation Constant Delay Captured to: 0.000 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, 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

Event List Realtime Simulation

Time: 00:20:07.945 PLAY CONTROLS



Automatically Choose Connection Type

Scenario 0

New Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	In Progress	PC5	PC3	ICMP		0.000	N	0	(edit)	(delete)

Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

Logical

Physical

x 1013, y: 514

Root

13:48:30

2960-24TT Switch

PC-PT PC3

PC-PT PC4

PC-PT PC5

Type: ICMP

Time: 00:20:07.945

PLAY CONTROLS

Scenario 0

New

Delete

Toggle PDU List Window

Fire

Last Status

Source

Destination

Type

Color

Time(sec)

Periodic

Num

Edit

Delete

In Progress

PC5

PC3

ICMP

0.000

N

0

(edit)

(delete)

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
Visible	0.000	--
Visible	0.000	--

Reset Simulation

☒ Constant Delay

Captured to: 0.000 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, 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

Event List

Realtime

Simulation