

COMPUTER NETWORKS

EXPERIMENT – 10

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Batch: B2

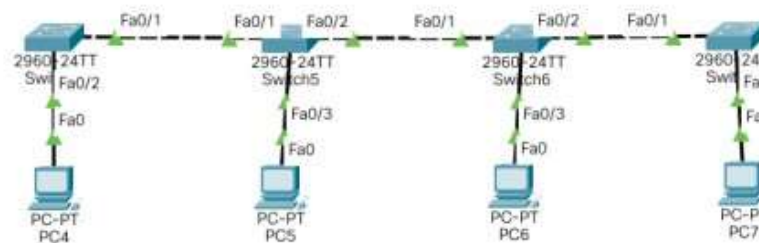
Computer Engineering

AIM: Create different networking topologies in packet tracer.

NETWORK TOPOLOGIES:

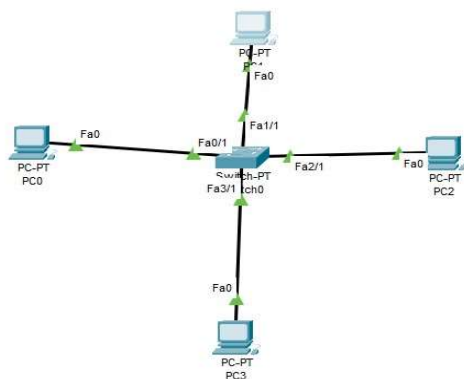
1. BUS:

Packet tracer output:



2. STAR

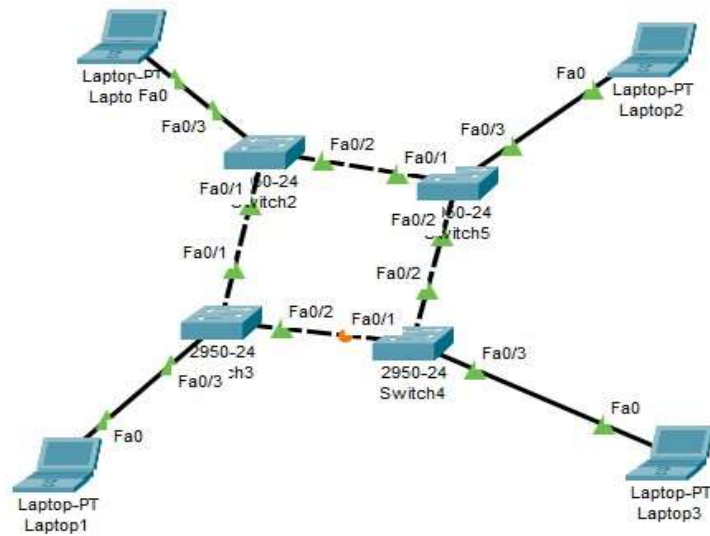
Packet tracer output:



```
PC1
Physical Config Desktop Programming Attributes
Command Prompt
Packet Tracer PC Command Line 1.0
C:\>ping 192.168.1.4
Pinging 192.168.1.4 with 32 bytes of data:
Reply from 192.168.1.4: bytes=32 time<1ms TTL=128
Reply from 192.168.1.4: bytes=32 time<1ms TTL=128
Reply from 192.168.1.4: bytes=32 time<1ms TTL=128
Reply from 192.168.1.4: bytes=32 time<1ms TTL=128
Ping statistics for 192.168.1.4:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms
C:\>
```

3. RING:

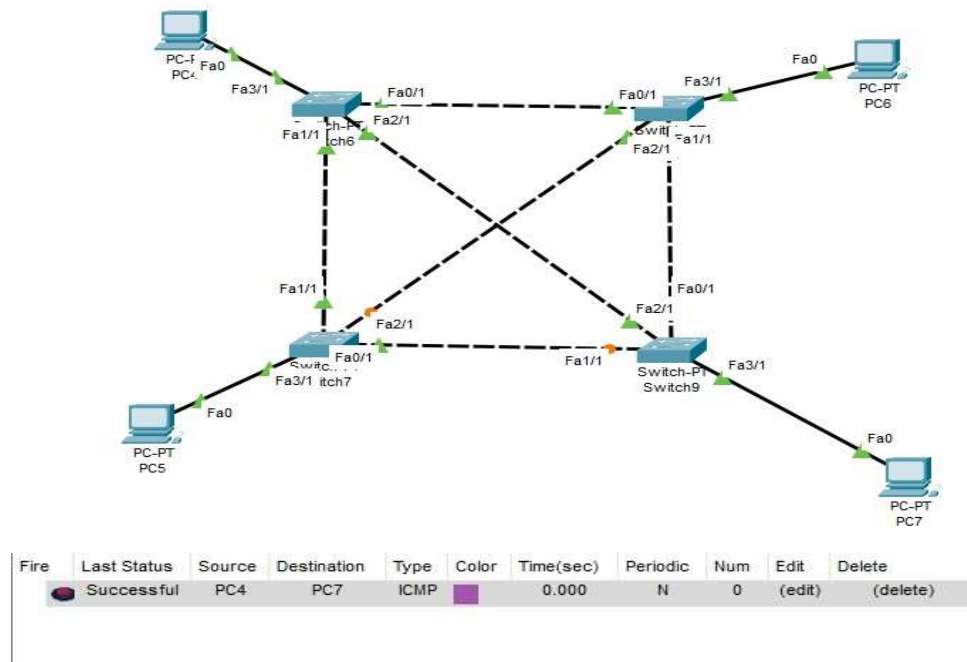
Packet tracer output:



Realtime Simulation										
Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	Laptop0	Laptop3	ICMP		0.000	N	0	(edit)	(delete)

4. MESH:

Packet tracer output:



Conclusion:

Cisco packet tracer is one such network simulation software which helps create various different topologies and test out networks. It also provides the ability to see what occurs to a packet at every layer. What information is being passed, what protocol is being used, what are the sender's and receiver's details. It is important to be able to simulate networks before applying them to the actual environment.