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| Packet Tracer | | |
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| A Network Simulation & Design Tool | | |

# Getting Started

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|  | 1. If you haven’t already done so install Packet Tracer (sign in to <https://netacad.com>) |
|  | 1. Download the file Mini-iSchool-Internet.pkt from github (<https://github.com/battaie/packettracer/>) and open with Packet Tracer |
|  | 1. The file is a simple representation of the iSchool lab computers |

# Examine

1. Click on LabPC1 to open its properties dialog/window
2. Click on the Desktop tab to see a simulation of Windows desktop with icons representing various apps
3. Open the IP Configuration app and answer the following questions
   1. What is LabPC1’s IP address?
   2. How was the IP address assigned? Static (manually) or Automatic (via a DHCP server)
   3. Repeat for LabPC2
   4. Open Web browser app of LabPC1 and browse to <http://ischool.syr.edu> and <http://www.google.com> and repeat for LabPC2. The servers should respond with very simple web pages confirming connectivity.

# Fix Problems

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|  | 1. Repeat browsing task with LabPC3. Any issues? Can you fix? |
|  | 1. Repeat browsing task with LabPC4. Any issues? Can you fix? 2. Open a command window on the PCs and use ping to confirm connectivity with ischool and google web servers. 3. Use tracert to trace the path the packets travel to google and ischool servers |