

## EXPERIMENT-3

### IMPLEMENTATION OF BUS TOPOLOGY USING PACKET TRACER

**Aim:** To Implement a Bus topology using packet tracer and hence to transmit data between the devices connected using Bus topology. Software / Apparatus required: Packet Tracer / End devices, Hubs, connectors. Steps for building topology:

**Step 1:** Start Packet Tracer

**Step 2:** Choosing Devices and Connections

**Step 3:** Building the Topology – Adding Hosts Single click on the End Devices. Single click on the Generic host. Move the cursor into topology area. Single click in the topology area and it copies the device.

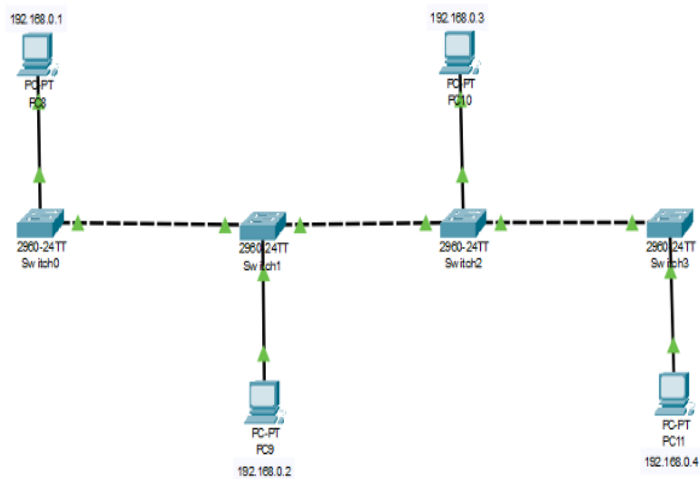
**Step 4:** Building the Topology – Connecting the Hosts to Switches Select a switch, by clicking once on Switches and once on a 2950-24 switch. Add the switch by moving the plus sign “+”

**Step 5:** Connect PCs to switch by first choosing connections Click once on the Copper Straight-through cable Click once on PC2 Choose Fast Ethernet Drag the cursor to Switch0 Click once on Switch0 Notice the green link lights on PC Ethernet NIC and amber light Switch port. The switch port is temporarily not forwarding frames, while it goes through the stages for the Spanning Tree Protocol (STP) process. After about 30 seconds the amber light will change to green indicating that the port has entered the forwarding stage. Frames can now forward out the switch port.

**Step 6:** Configuring IP Addresses and Subnet Masks on the Hosts To start communication between the hosts IP Addresses and Subnet Masks had to be configured on the devices. Click once on PC0. Choose the Config tab and click on FastEthernet0. Type the IP address in its field. Click on the subnet mask it will be **generated automatically**.

**Step 7:** To confirm Data transfer between the devices Click on the node. Select desktop option and then command prompt. Once the window pops up, ping the IP address of the device to which node0 is connected. Ping statistics will be displayed.

Diagram:



Output:

Logical Physical x 440, y 134

Root

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	0.013	PC8
	0.014	Switch3
	0.015	Switch2
	0.016	Switch1
	0.994	--
	0.995	Switch4
	0.995	Switch4
	0.996	Switch3
	0.996	Switch3
	0.997	Switch2
	0.997	Switch2
Visible	0.998	Switch1

Reset Simulation Constant Delay Captured to: 0.998 s

Play Controls

Event List Filters - Visible Events

ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTCP, 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, RIPv2, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telet, UDP, USB, VTP

Edit Filters Show All/None

Time: 00:14:14.693 PLAY CONTROLS

Scenario 0

New Delete

Toggle PDU List Window

Copper Straight-Through

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

Successful	PC6	PC8	ICMP		0.000	N	0	(edit)	(delete)
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**Result:** Thus the Bus topology is implemented with Packet Tracer simulation Tool.