

Waqar Ahmed

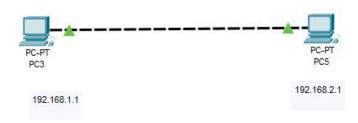
20P-0750

Task - 2

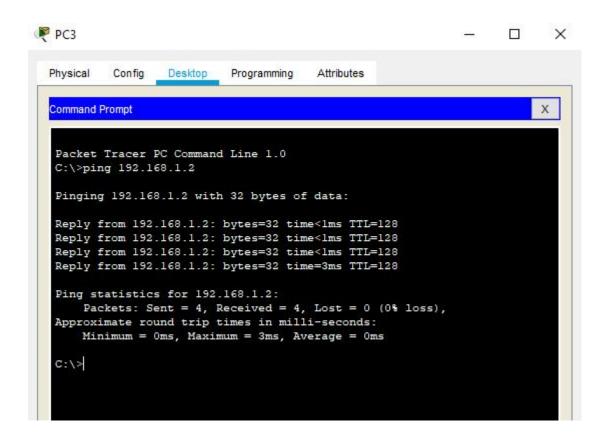
BCS-5A

Task 1: Using Packet Tracer connect two PCs as shown above and perform the following:

a. First Configure the PCs as shown and verify the connection using ping command.

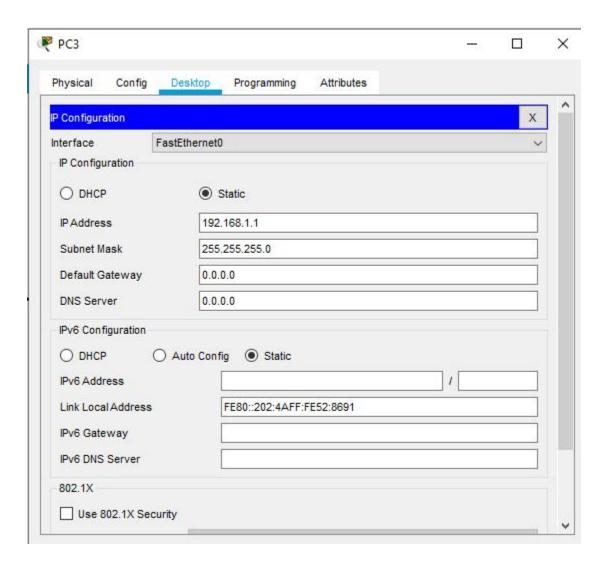


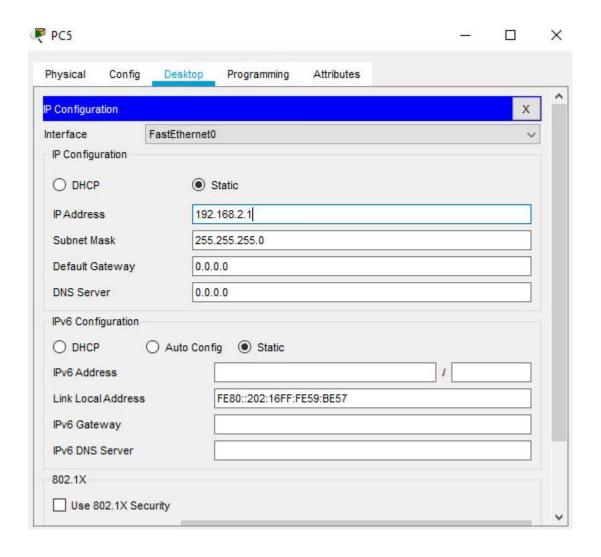
Verifying the connection using ping command.



b. Configure PC1 as follow: IPv4: 192.168.1.1 Subnet mask: 255.255.255.0 And PC2 as: IPv4: 192.168.2.1 Subnet mask: 255.255.25.0



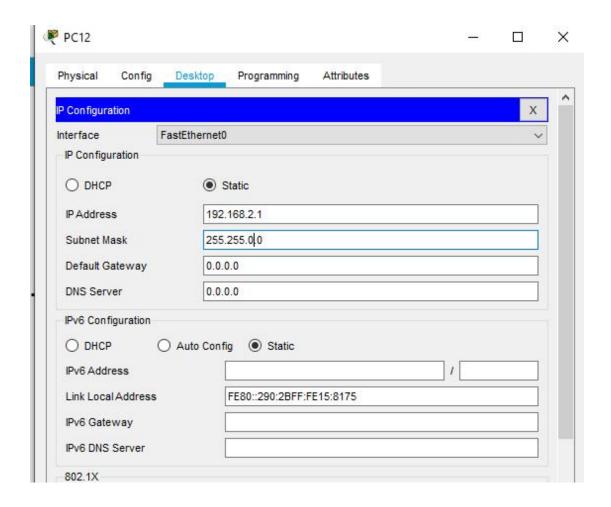


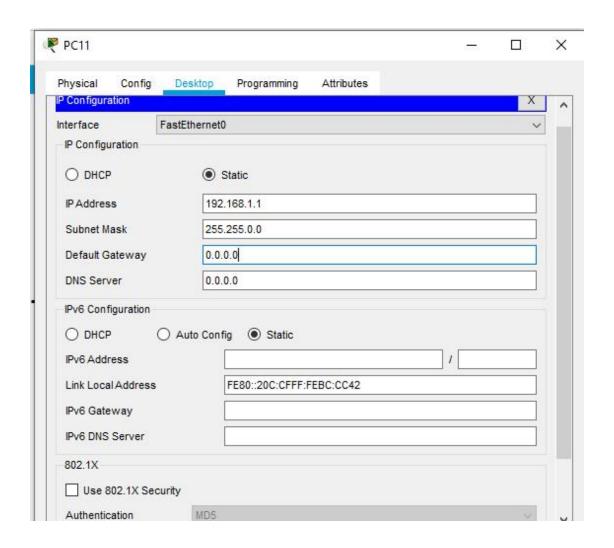


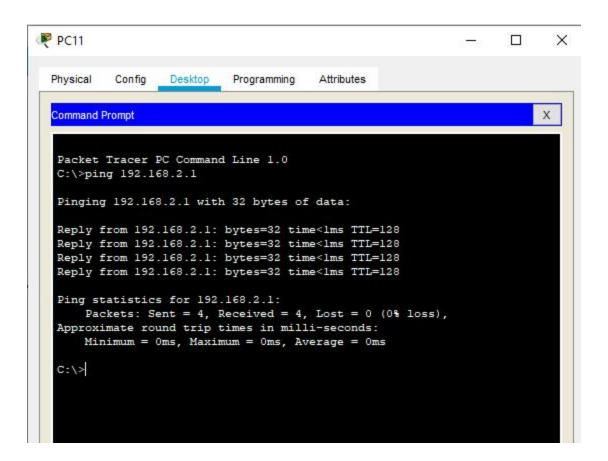
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C:\>ping 192.168.2.1
Pinging 192.168.2.1 with 32 bytes of data:
Request timed out.
Request timed out.
Request timed out.
Request timed out.
Ping statistics for 192.168.2.1:
    Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),
C:\>
```

When I ping the PC5 I got the output shown above, because In a subnet mask of 255.255.255.0, the first three octets (192.168.1 or 192.168.2) define the network portion, and the last octet defines the host portion. Since PC3 and PC5 have different network portions (192.168.1 and 192.168.2), they are on different subnets.

For that two computers to communicate directly, they need to be on the same subnet. To achieve this, we should adjust the subnet mask of both PCs so that they share the same network portion. For example, we set the subnet mask to 255.255.0.0 for both PCs:





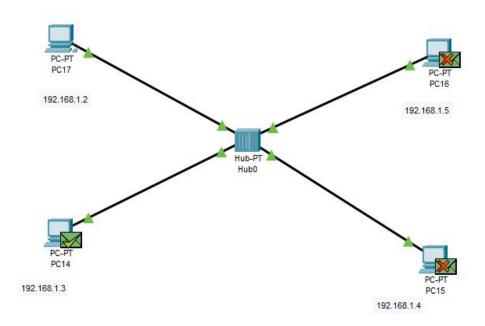


With this configuration, both PCs will be in the same subnet (192.168.x.x) and will be able to communicate directly without encountering a request timed out error when you ping from one to the other.

Task 2: Simulation of a Hub with End Devices in Packet Tracer

Connect end devices to a hub and observe how the hub forwards network traffic.

Verify connectivity and communication between end devices connected to the hub.



Task 3: Simulation of a Switch with End Devices in Packet Tracer

