

Expt 1:-

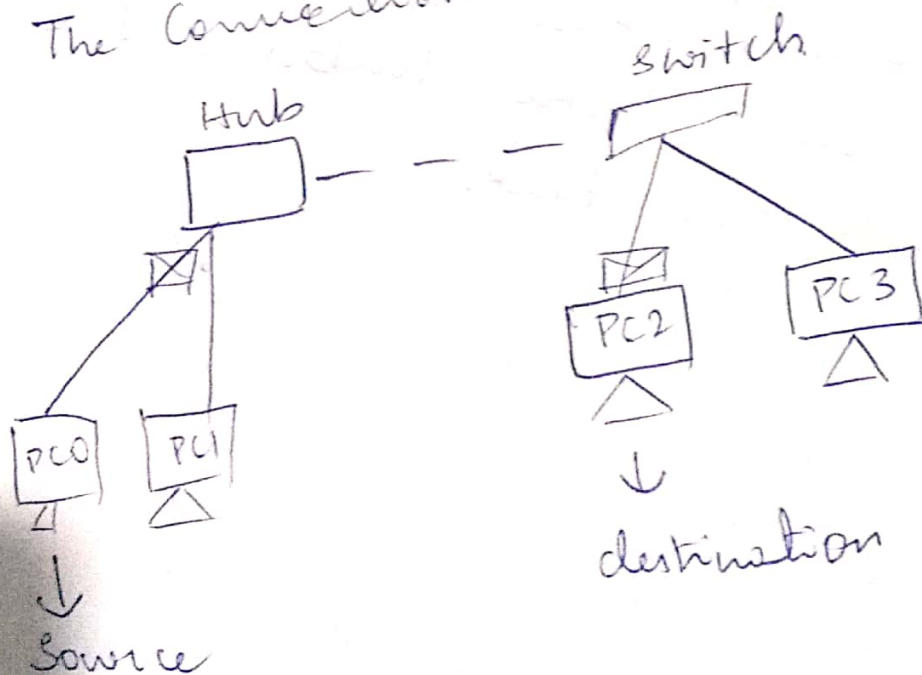
Creating a topology and simulating
sending a simple PDU from source to
destination using hub and switch.

First, the connections were established
between the hub and PC's

A message was transferred from
PC0 to hub in layer 1 and then it is
transferred from Hub to PC1 and
is disrupted.

Then, PC's and switch is added to
the network

The connection looked like this



Once again a simple PDU was simulated,
message was transferred from PC0. to
hub and was transferred to switch
and PC1 also since hub is a
broadcasting device and (without
considering whether it is destined
for a particular destination or not)
but anyway it gets rejected at
PC1.

From Switch, it will be
transferred to PC2 since it is
the destination as the switch
~~server~~ serves only to particular
destination ^(unicast) rather than every
other device like hub and
similarly goes back.