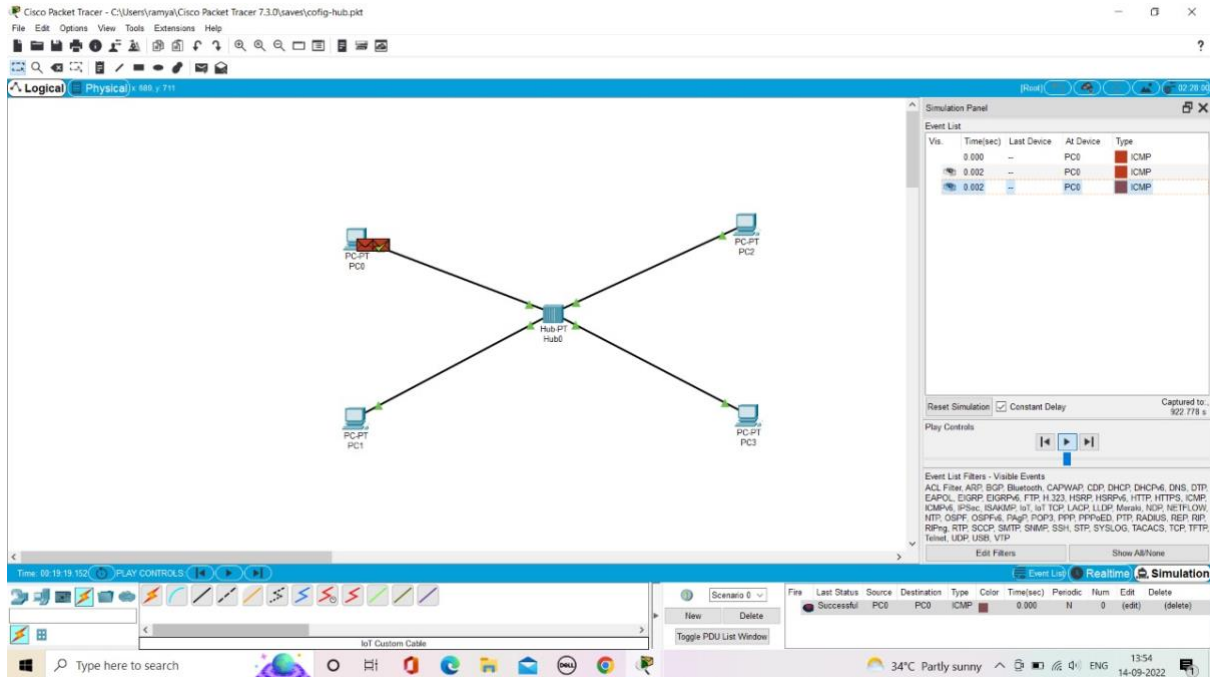


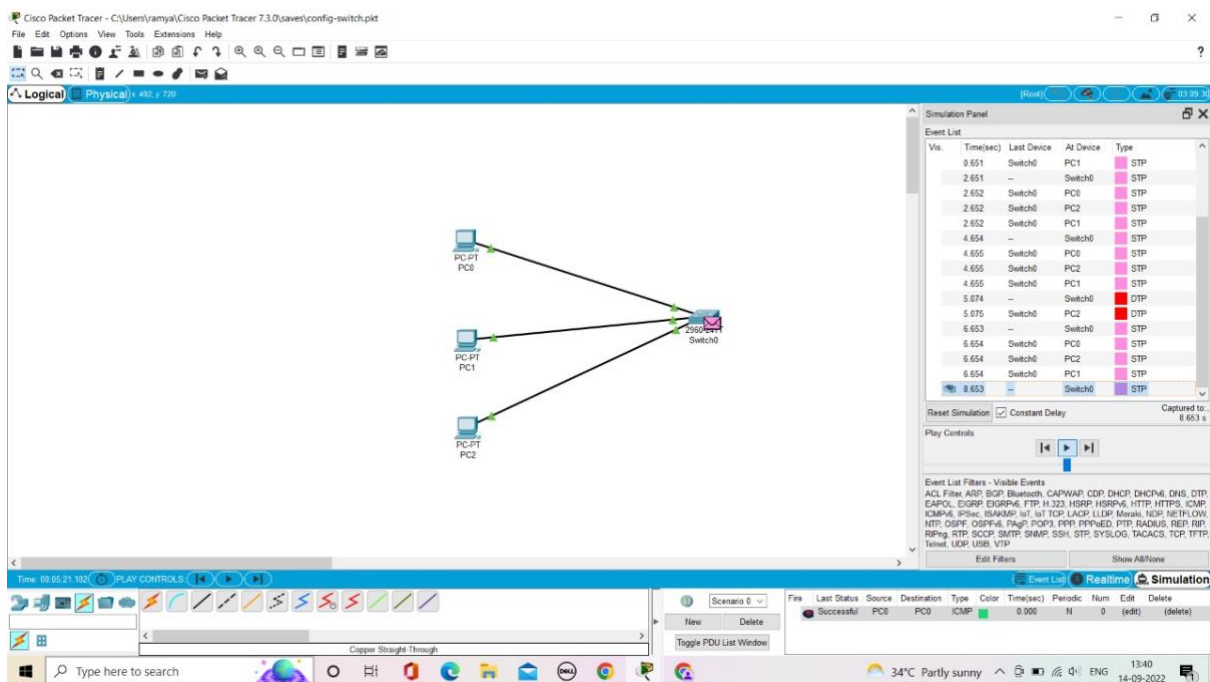
COMPUTER NETWORKS (LAB MANUAL -USING PACKET TRACER)

T.Deekshitha(192011256)

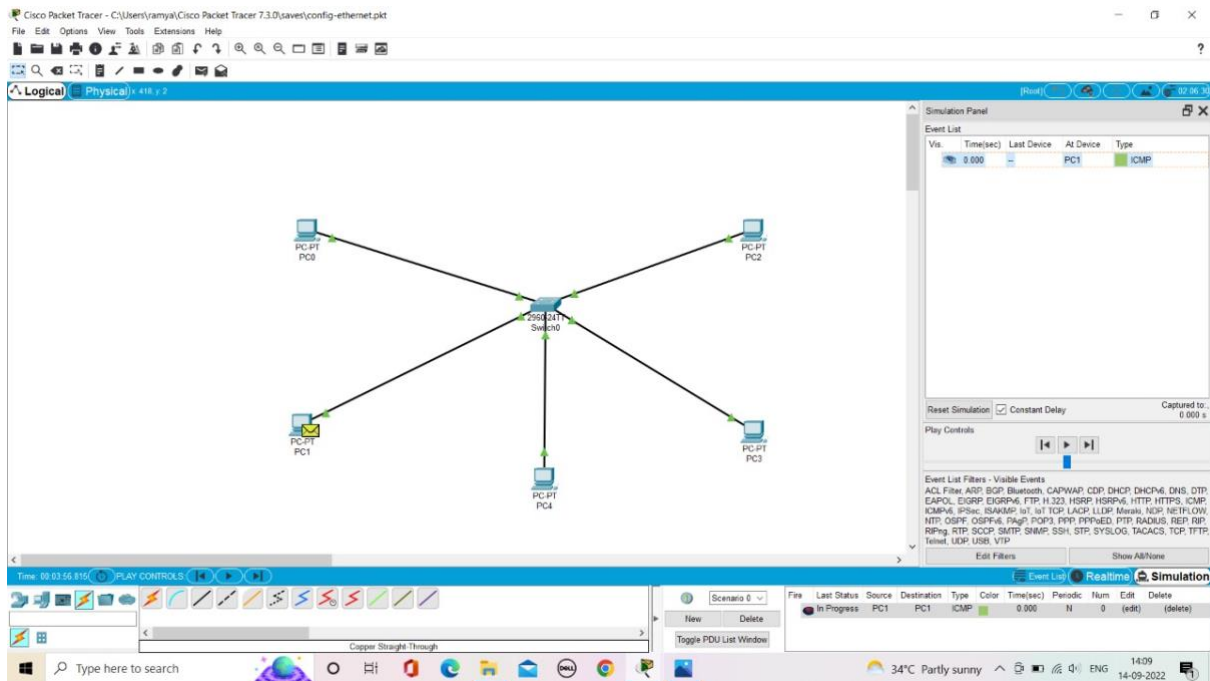
1A.HUB:



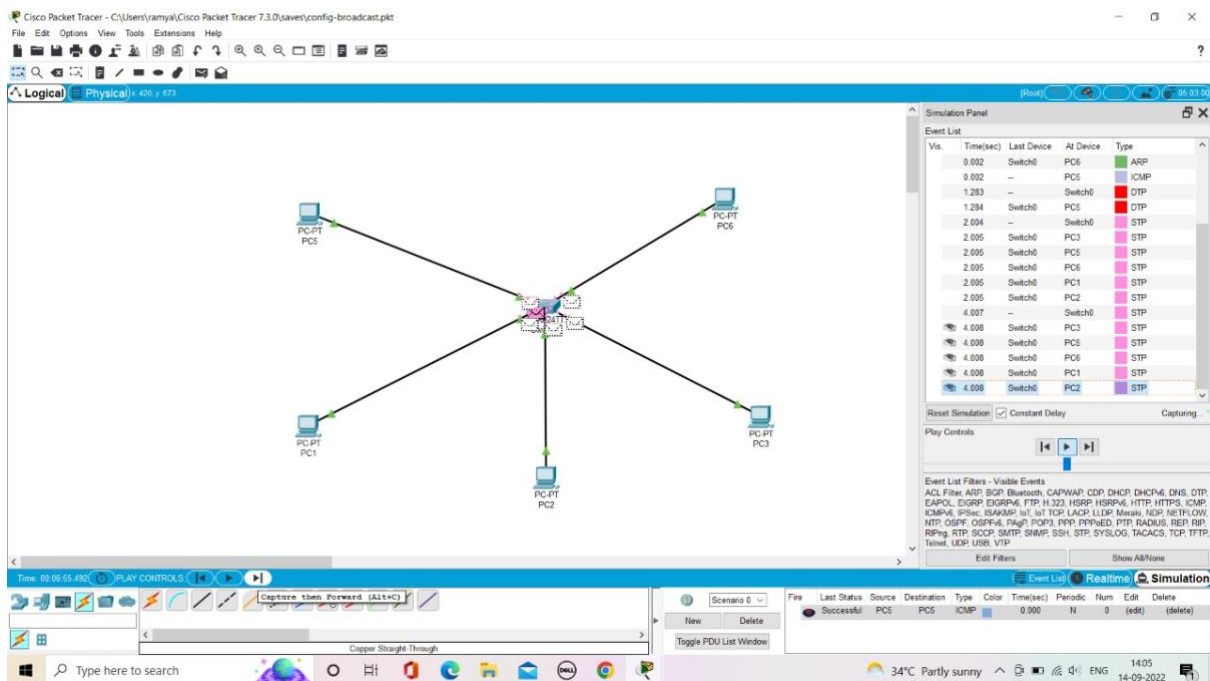
1B.SWITCH:



1C.ETHERNET:



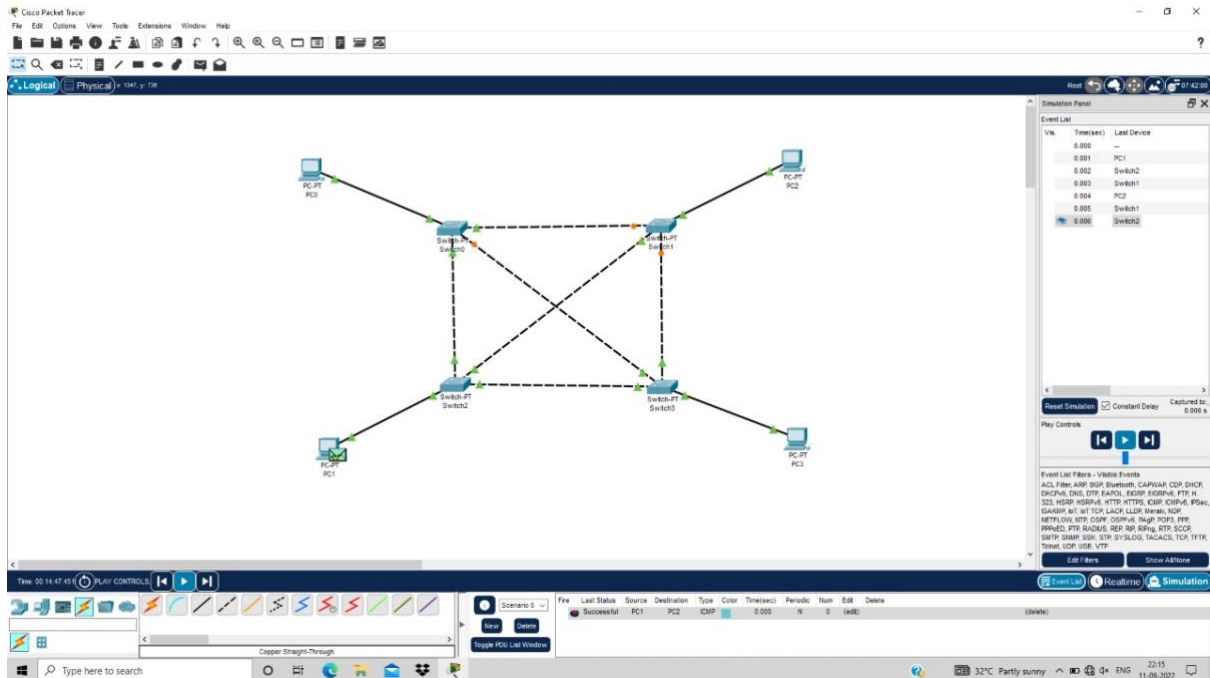
1D.BROADCAST:



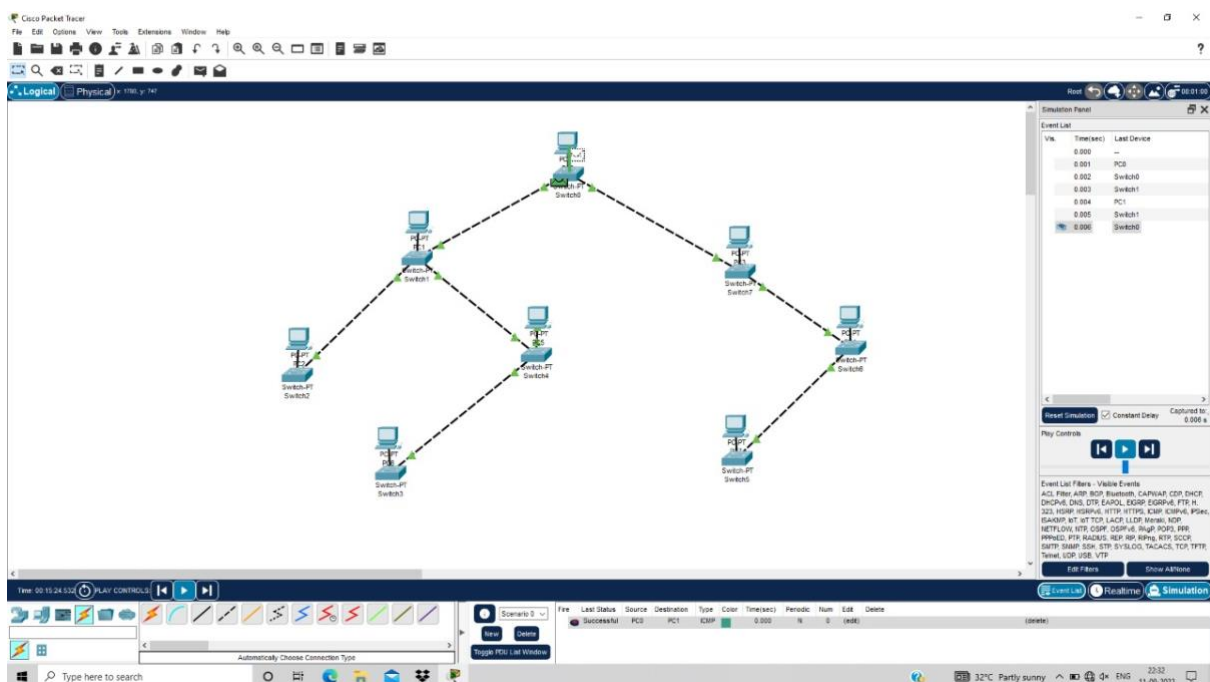
The screenshot displays the Cisco Packet Tracer software interface. The main workspace shows a network topology consisting of four switches (Switch-PT Switch0, Switch-PT Switch1, Switch-PT Switch2, Switch-PT Switch3) connected in a line. Each switch is connected to a laptop (Laptop-PT Laptop0, Laptop-PT Laptop1, Laptop-PT Laptop2, Laptop-PT Laptop4). The interface includes a top menu bar (File, Edit, Options, View, Tools, Extensions, Window, Help), a toolbar with various icons, and a right-hand panel. The right-hand panel contains an 'Event List' with a table of events, a 'Simulation Panel' with a 'Reset Simulation' button, a 'Play Controls' section with play/pause buttons, and a 'Simulation' button at the bottom right. The Event List table has columns for V/s, Time(sec), and Last Device. The Simulation Panel also includes a 'Constant Delay' checkbox and a 'Captured M.' field.

V/s	Time(sec)	Last Device
0.000	-	-
0.001	Laptop0	
0.002	Switch0	
0.003	Switch1	
0.004	Switch2	
0.005	Laptop2	
0.006	Switch2	
0.007	Switch1	
0.008	Switch0	

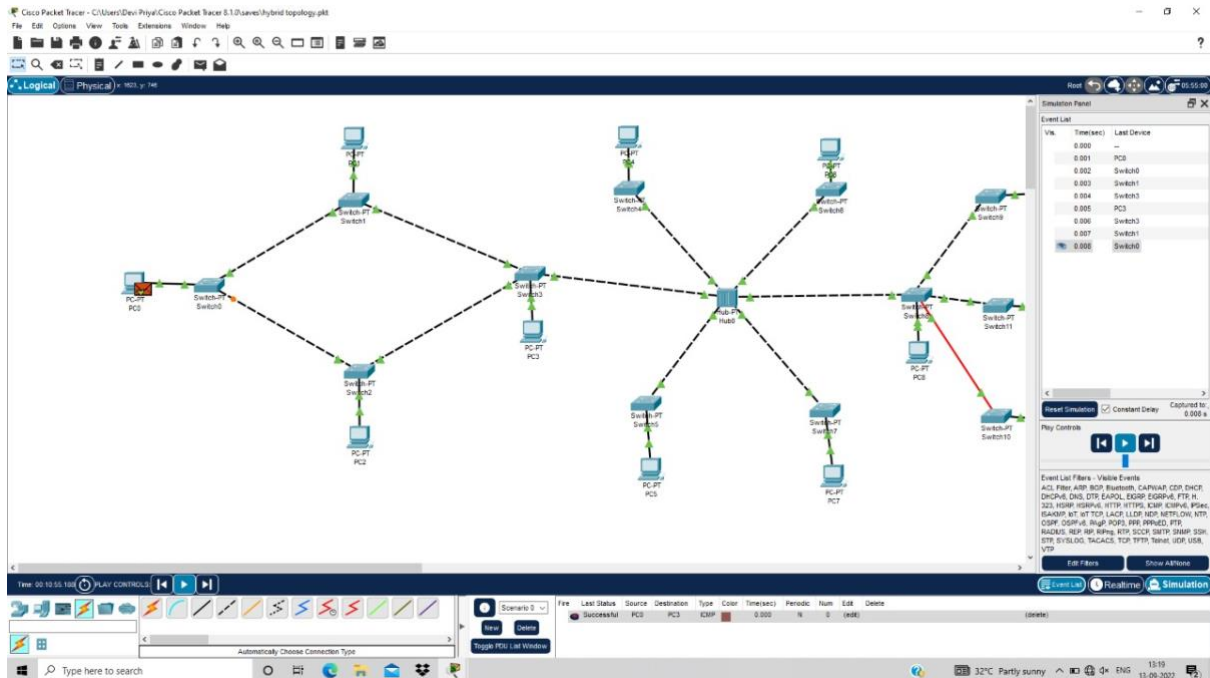
4.MESH TOPOLOGY



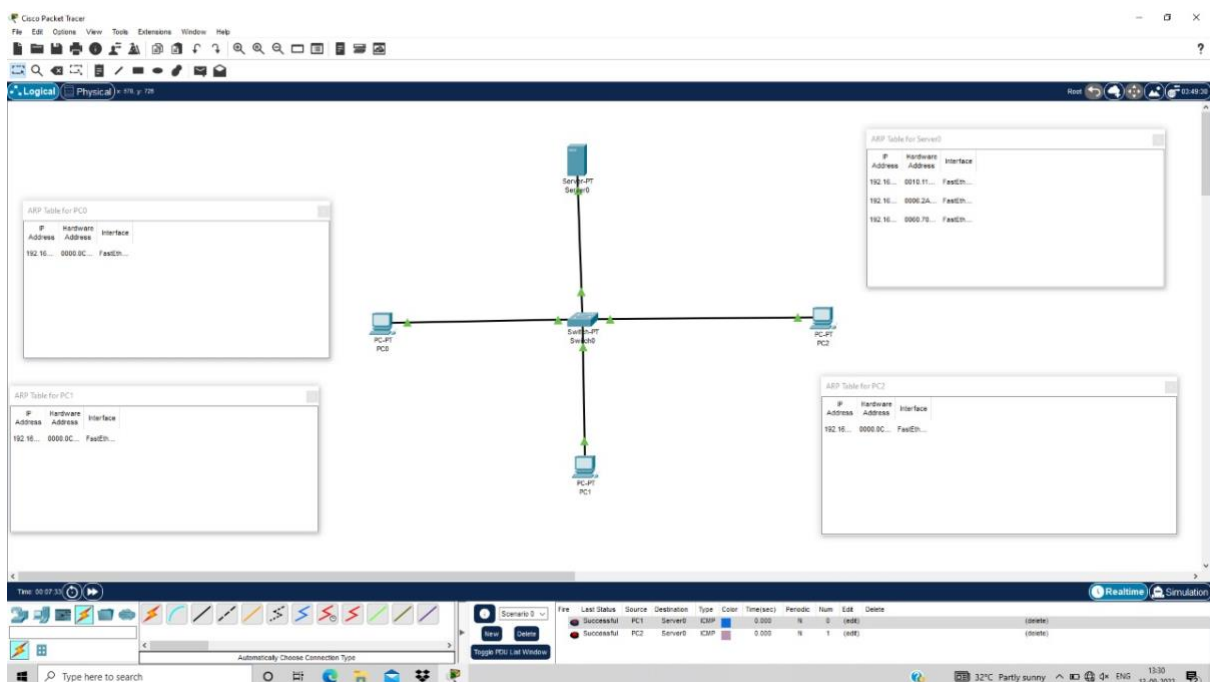
5.TREE TOPOLOGY



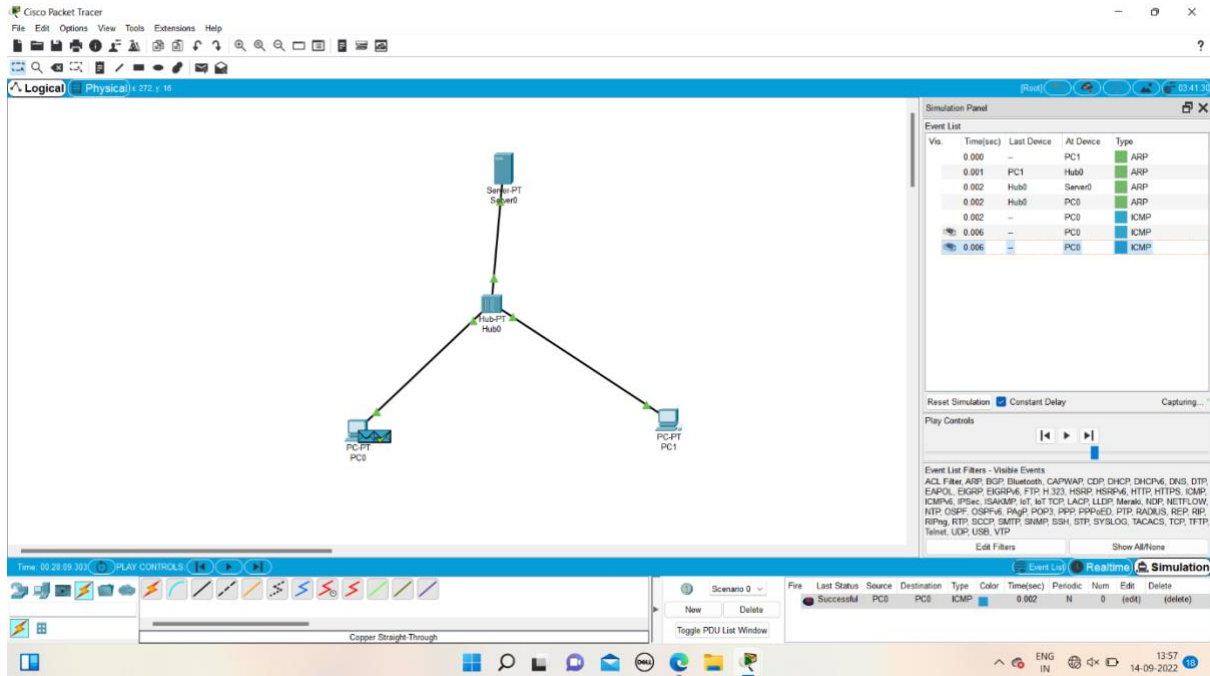
6. HYBRID TOPOLOGY



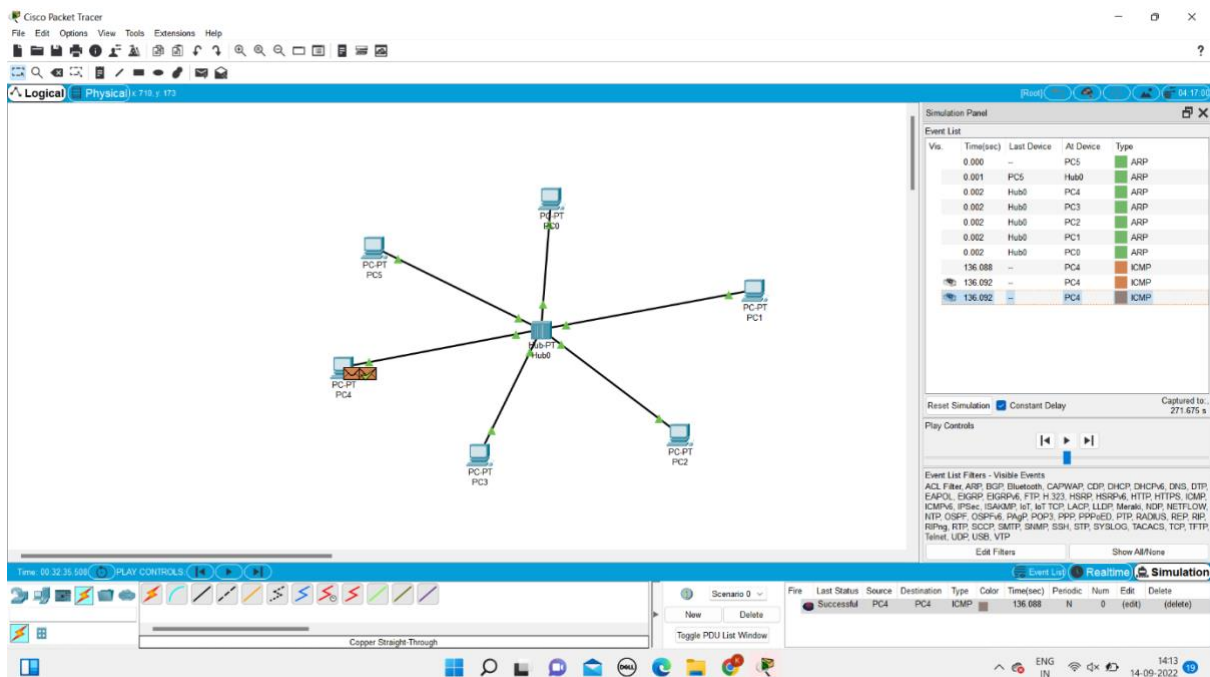
7. ARP



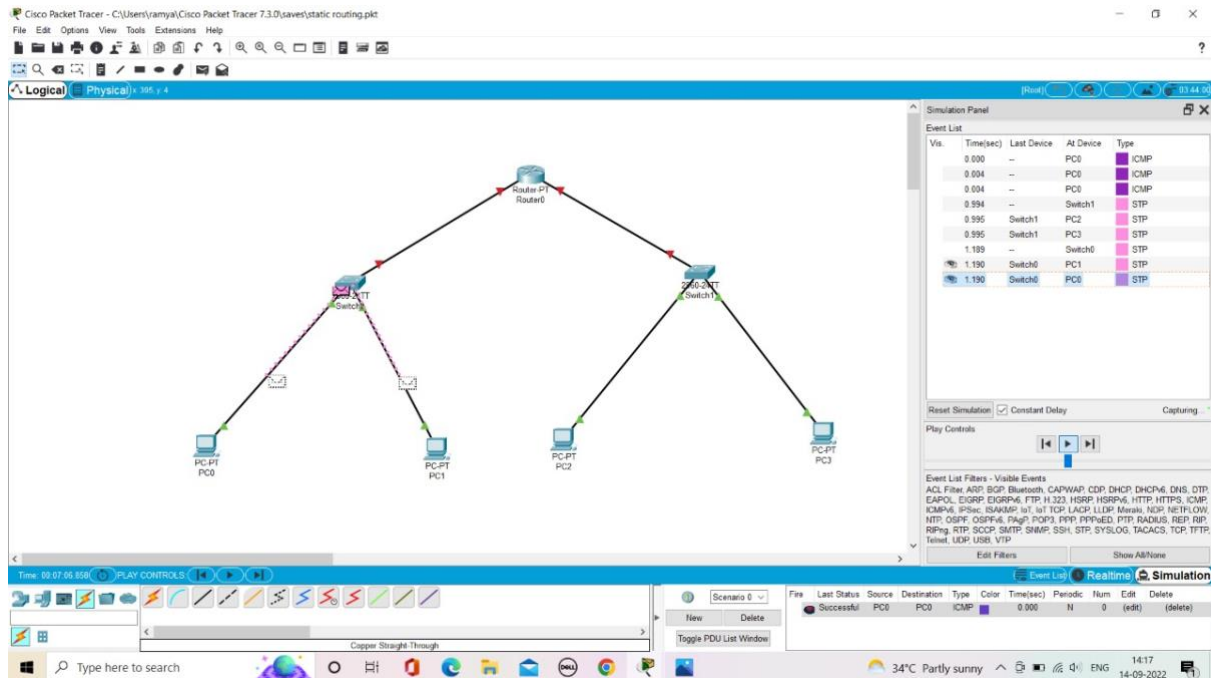
8. LLDP



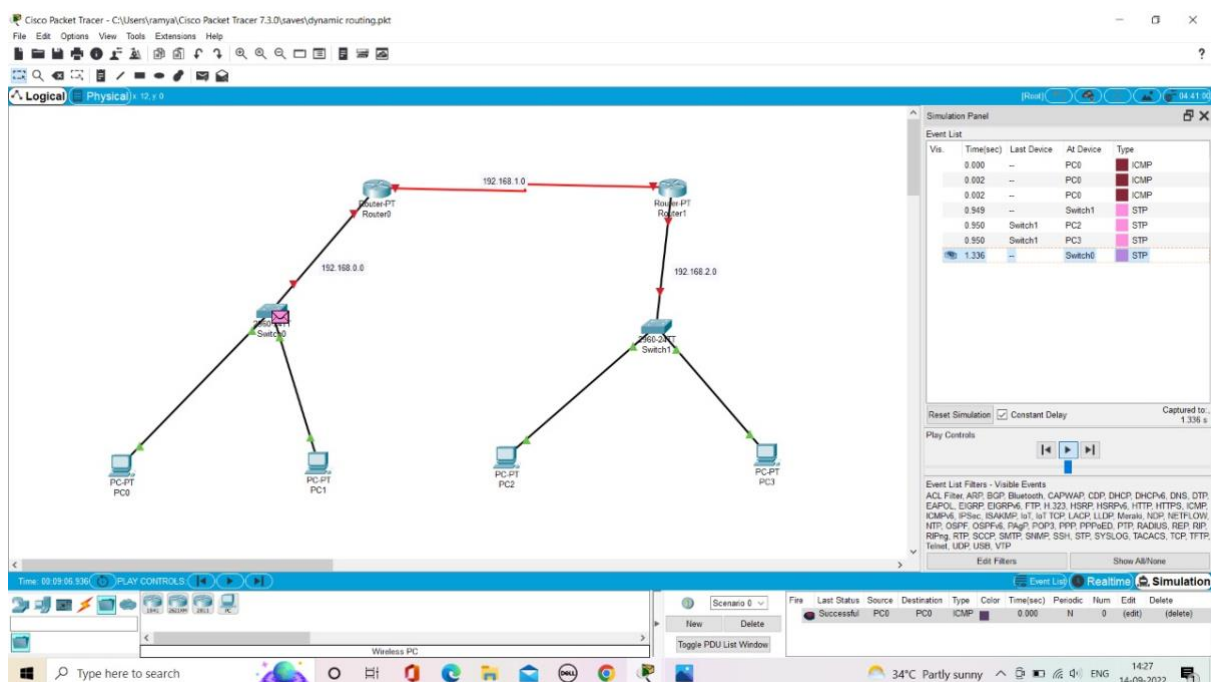
9. CSMA/CD



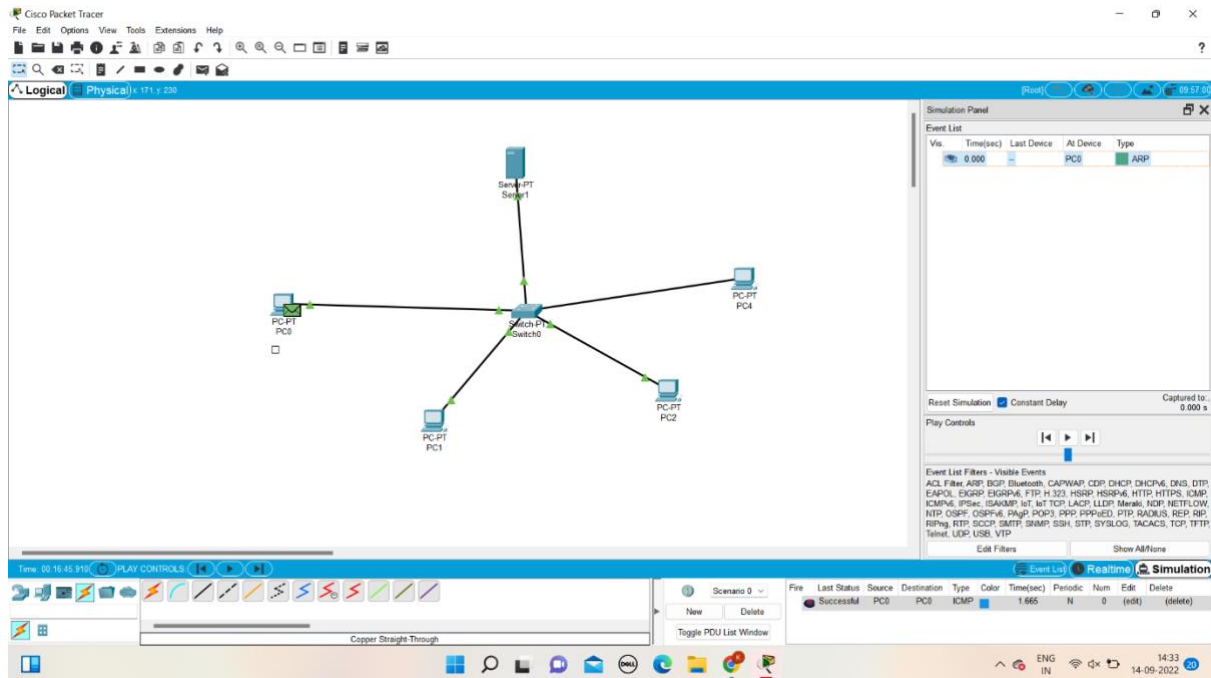
10.STATIC ROUTING:



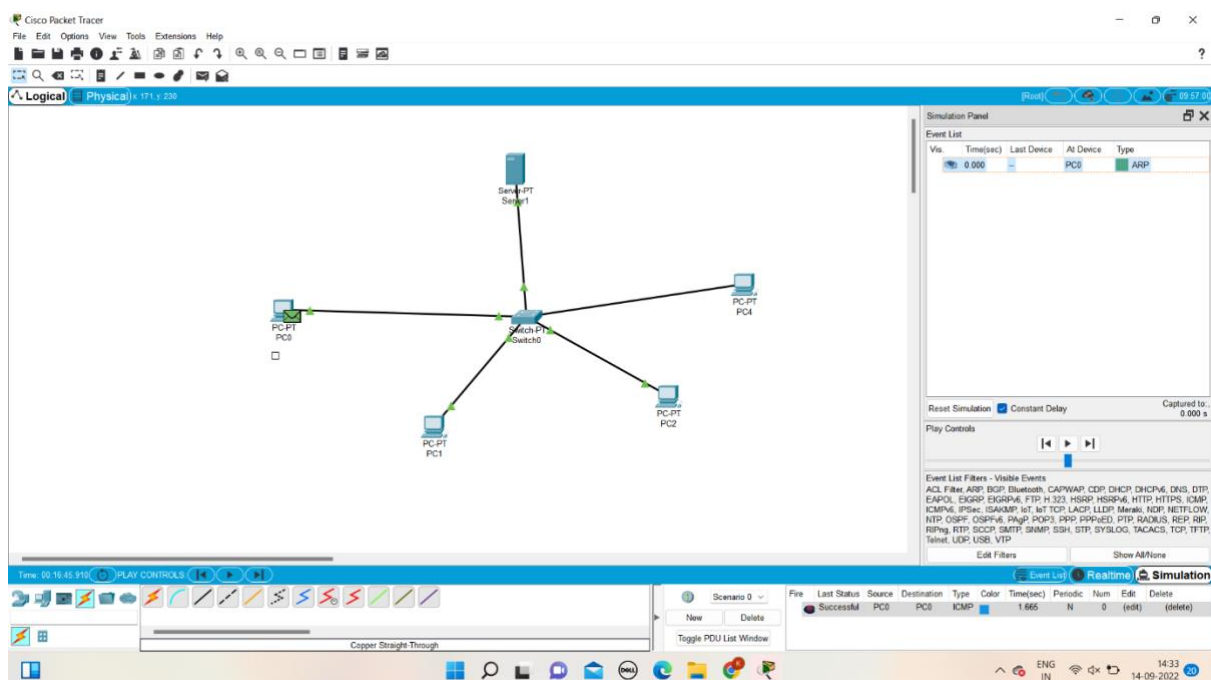
11.DYNAMIC ROUTING:



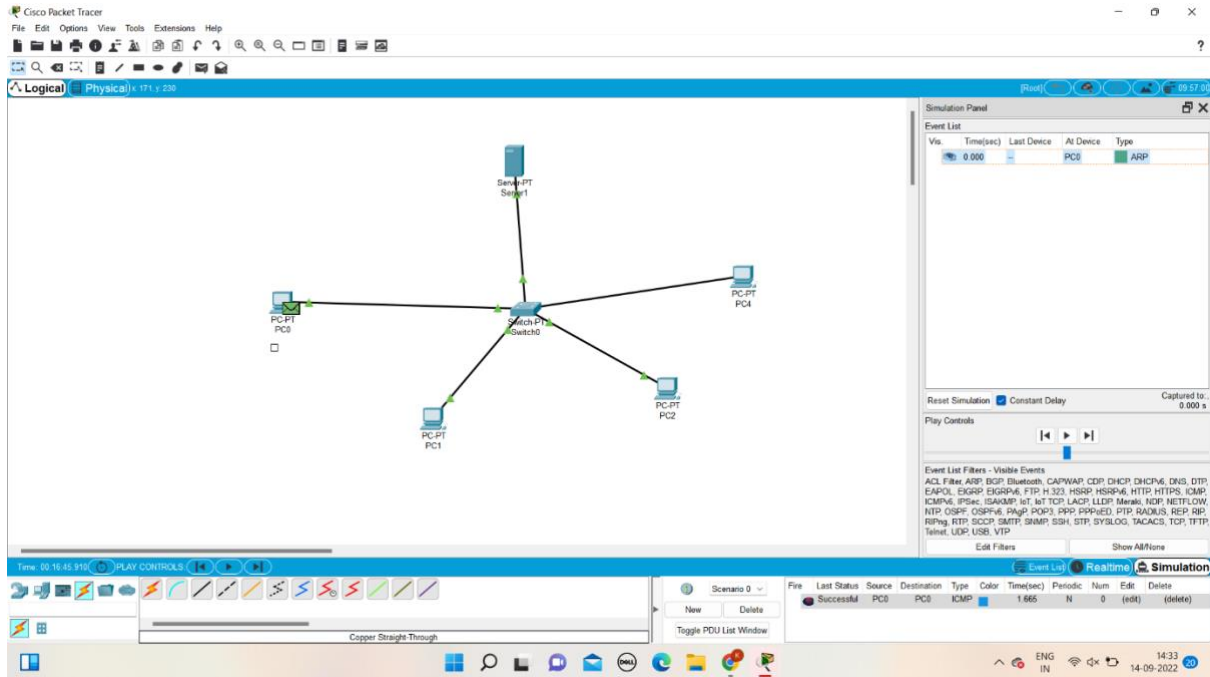
12.TCP FUNCTIONALITIES:



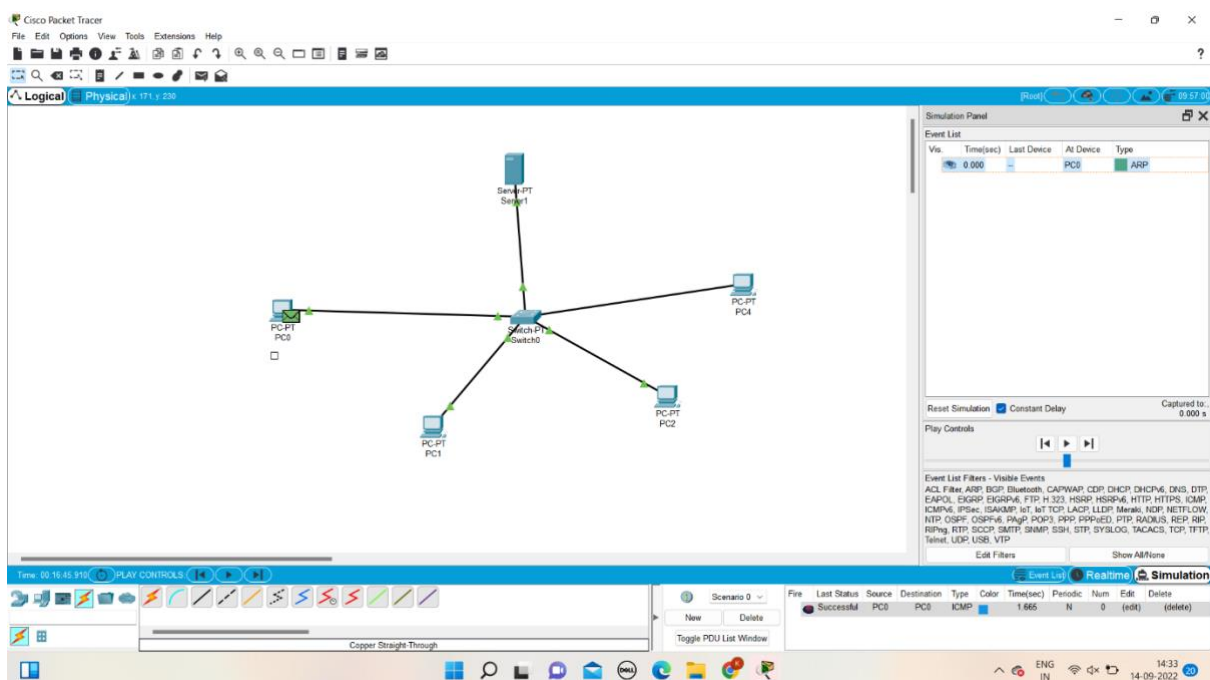
13.UDP FUNCTIONALITIES:



14.TCP EXPLORATION SOLUTION:



15.UDP EXPLORATION SOLUTION:



18.COMPUTER LAB:

