
Experiment No. - 1.1

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Branch: 20BCC1

Section/Group: A

Semester: 5th

Date of Performance: 01/08/2022

Subject Name: COMPUTER NETWORKS LAB

Subject Code: 20CSP-342

1. Aim:

Build and configure the basic computer network on Cisco Packet Tracer.

2. Task to be done:

To build and configure the basic computer network on Cisco Packet Tracer.

3. Applications:

Requirements:

- PC
- Cisco Packet Tracer Software

An IP address is a 32-bit number that uniquely identifies a host (computer or other device, such as a printer or router) on a TCP/IP network.

A layer 2 switch is a type of network switch or device that works on the data link layer to connect and transmit data in a local area network.

The Cisco IOS is a package of routing, switching, internetworking and telecommunications functions integrated into a multitasking operating system.

4. Steps for the practical:

a) Basic network

1. Open the Cisco packet tracer software and login using your credentials.
2. In real-time environment, select two end devices(PCs)
3. Establish a connection using the automatic wire selection otherwise using suitable straight through or cross over links.
4. For data flow it is necessary to provide the PCs with appropriate IP address.

5. Click on an end device. Select desktop option and then click on IP configuration icon and enter appropriate IP address. The subnet mask will automatically get generated. Rename the end devices with same IP addresses for better understanding.
6. Now select the message option and drop on sender and receiver end devices one by one.
7. Message is sent successfully. Verify the same by running it on the simulation environment and check whether message sending is successful.
8. Delete the message by clicking on the left arrow button on the bottom right corner and click delete to delete the messages selected for transmission.

b) Basic network with a switch

1. In real-time environment, select three end devices(PCs/Laptops).
2. Connect the PCs using a network device(switch- 2960) in between.
3. Establish a connection using the automatic wire selection otherwise using suitable straight through or cross over links(Fast Ethernet).
4. For data flow it is necessary to provide the PCs with appropriate IP address.
5. Click on an end device. Select desktop option and then click on IP configuration icon and enter appropriate IP address. The subnet mask will automatically get generated. Rename the PCs with same IP addresses for more understanding.
6. Now select the message option and drop on sender and receiver end devices one by one. One along the PCs and one along PC to Laptop.
7. Messages are sent successfully. Verify the same by running it on the simulation environment and check whether message sending is successful.
8. Delete the messages by clicking on the left arrow button on the bottom right corner and click delete to delete the messages selected for transmission.

5. Result/Output

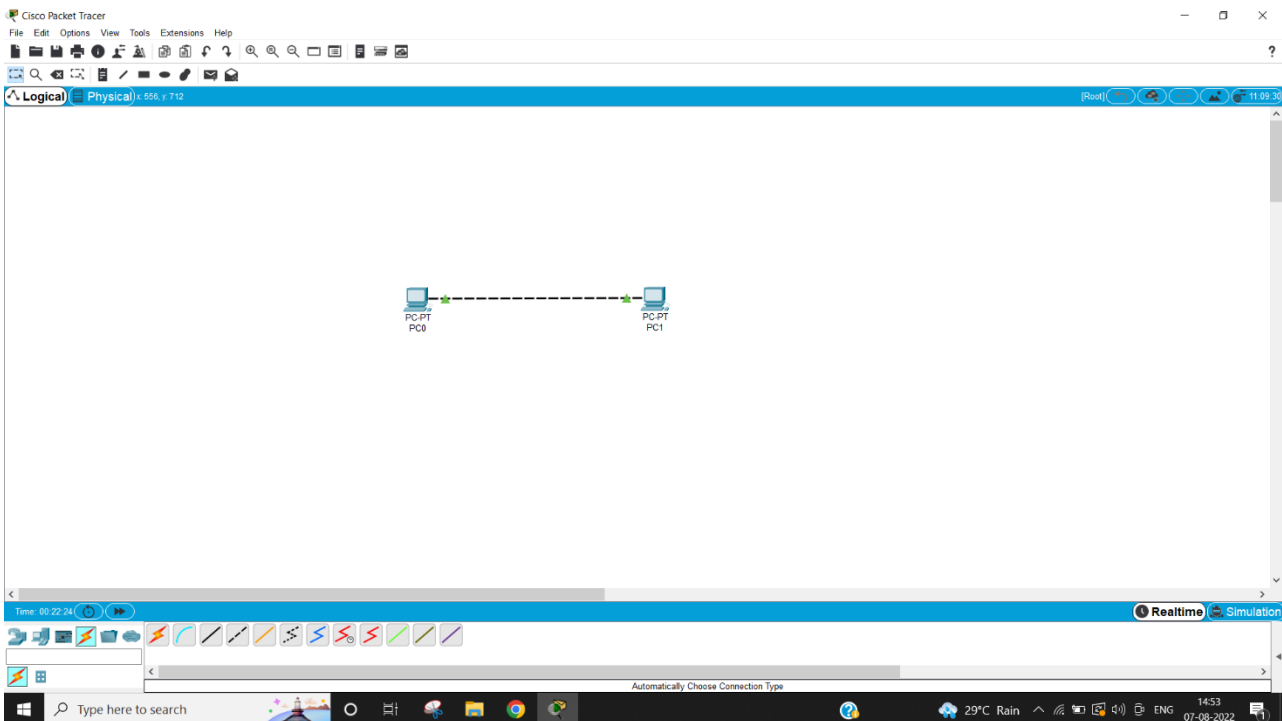
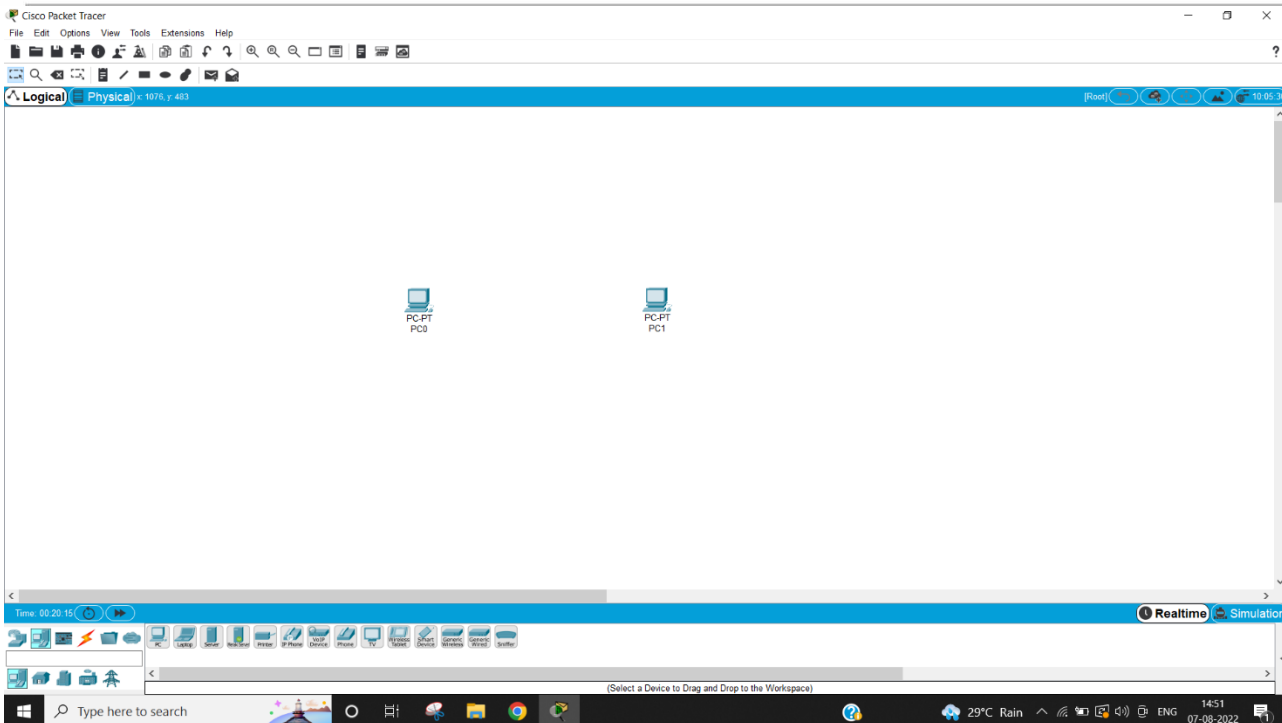
a)Basic network

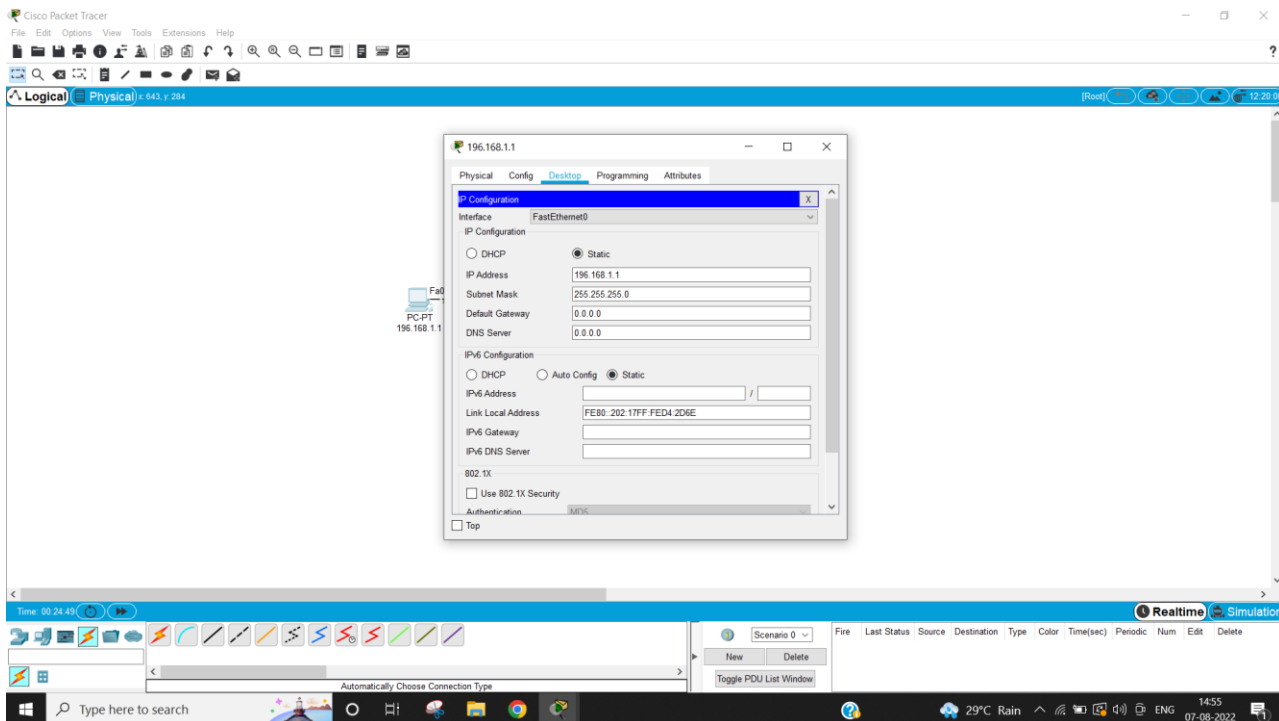
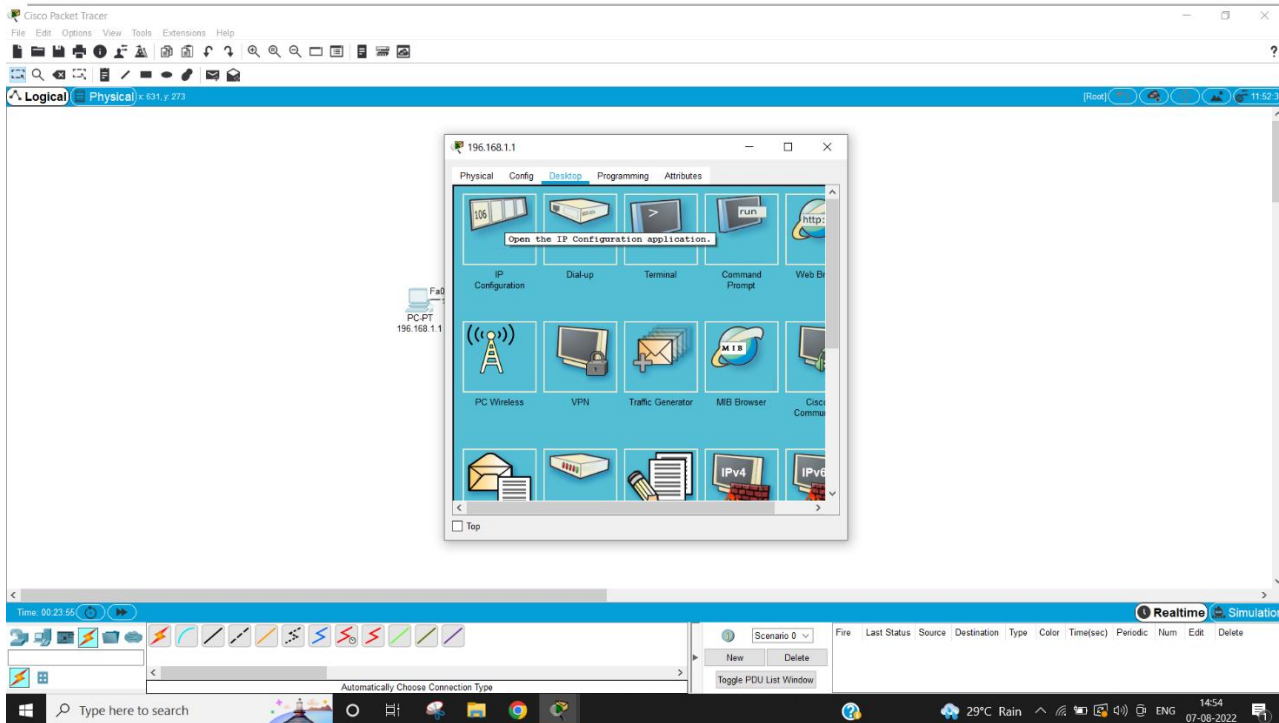


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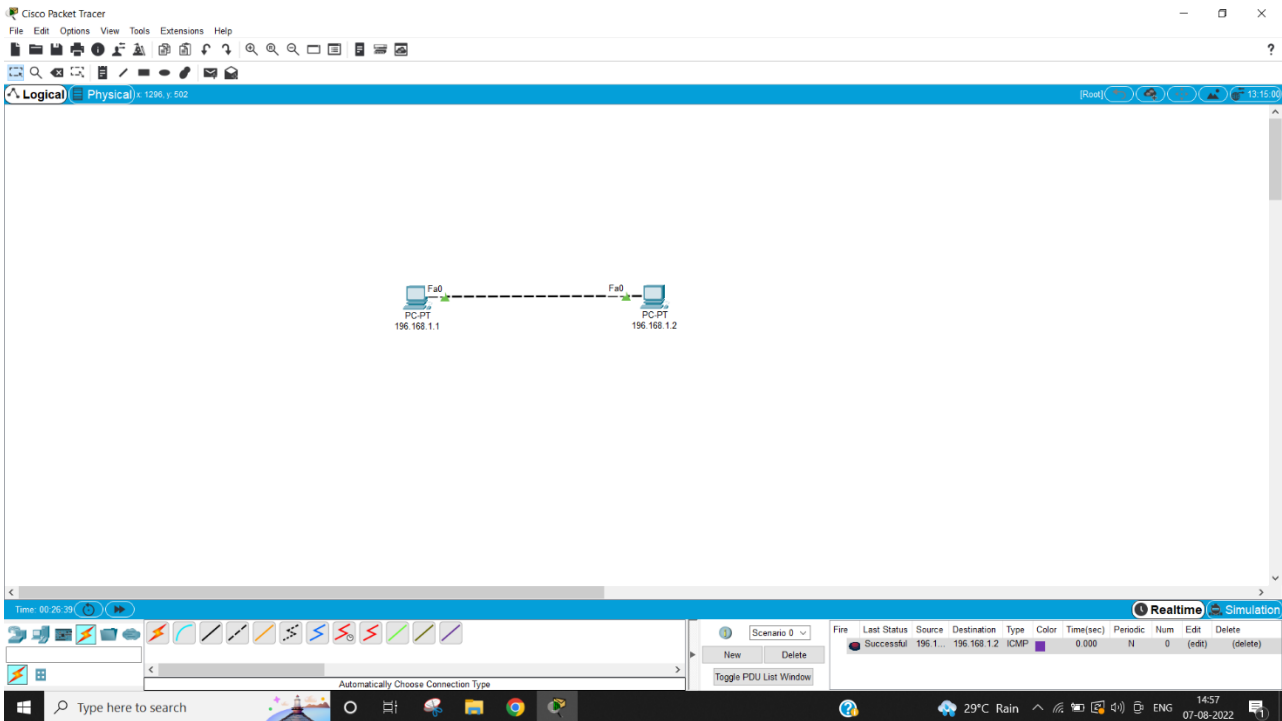
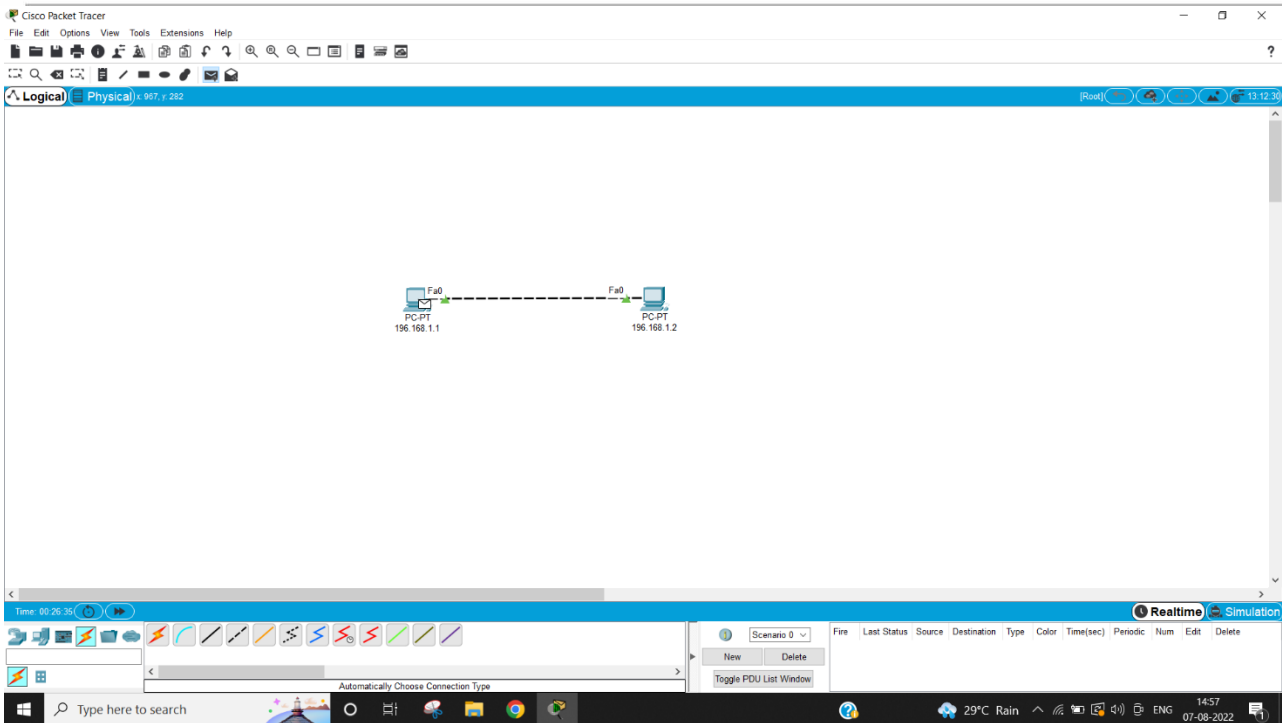




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Cisco Packet Tracer

File Edit Options View Tools Extensions Help

Logical Physical x: 1096, y: 637

Simulation Panel

Event List

Vis	Time(sec)	Last Device	At Device	Type
	0.000		196.168.1.1	ICMP

Reset Simulation ☒ Constant Delay Captured to: 0.000 s

Play Controls

Event List Filters - Visible Events

ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, 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, PAgg, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RIPv2, RIPv3, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Time: 00:27:09.343 PLAY CONTROLS

Scenario 0

New Delete

Toggle PDU List Window

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

In Progress 196.1... 196.168.1.2 ICMP 0.000 N 0 (edit) (delete)

29°C Rain 14:58 07-08-2022

Cisco Packet Tracer

File Edit Options View Tools Extensions Help

Logical Physical x: 1391, y: 586

Simulation Panel

Event List

Vis	Time(sec)	Last Device	At Device	Type
	0.000		196.168.1.1	ICMP
	0.001	196.168.1.1	196.168.1.2	ICMP

Reset Simulation ☒ Constant Delay Captured to: 0.001 s

Play Controls

Event List Filters - Visible Events

ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, 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, PAgg, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RIPv2, RIPv3, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Time: 00:27:09.344 PLAY CONTROLS

Scenario 0

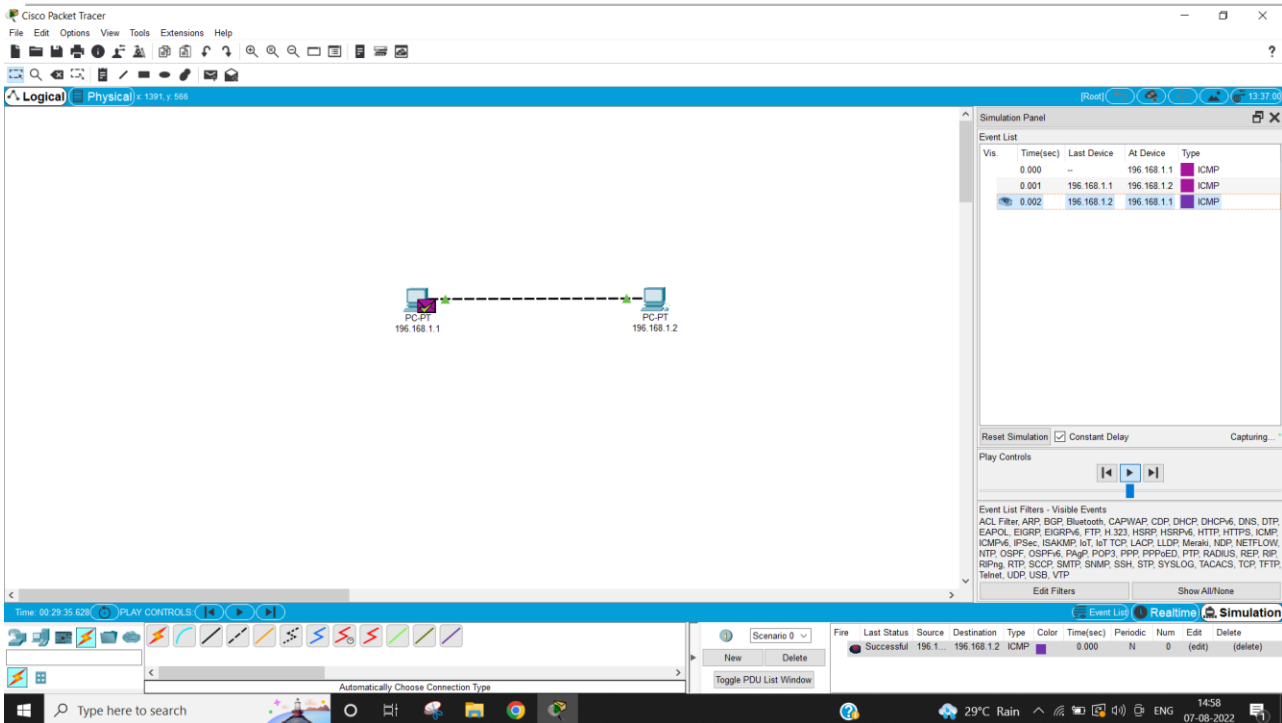
New Delete

Toggle PDU List Window

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

In Progress 196.1... 196.168.1.2 ICMP 0.000 N 0 (edit) (delete)

29°C Rain 14:58 07-08-2022



Simulation Panel

Time(sec)	Last Device	At Device	Type
0.000	-	196.168.1.1	ICMP
0.001	196.168.1.1	196.168.1.2	ICMP
0.002	196.168.1.2	196.168.1.1	ICMP

Reset Simulation ☒ Constant Delay Capturing

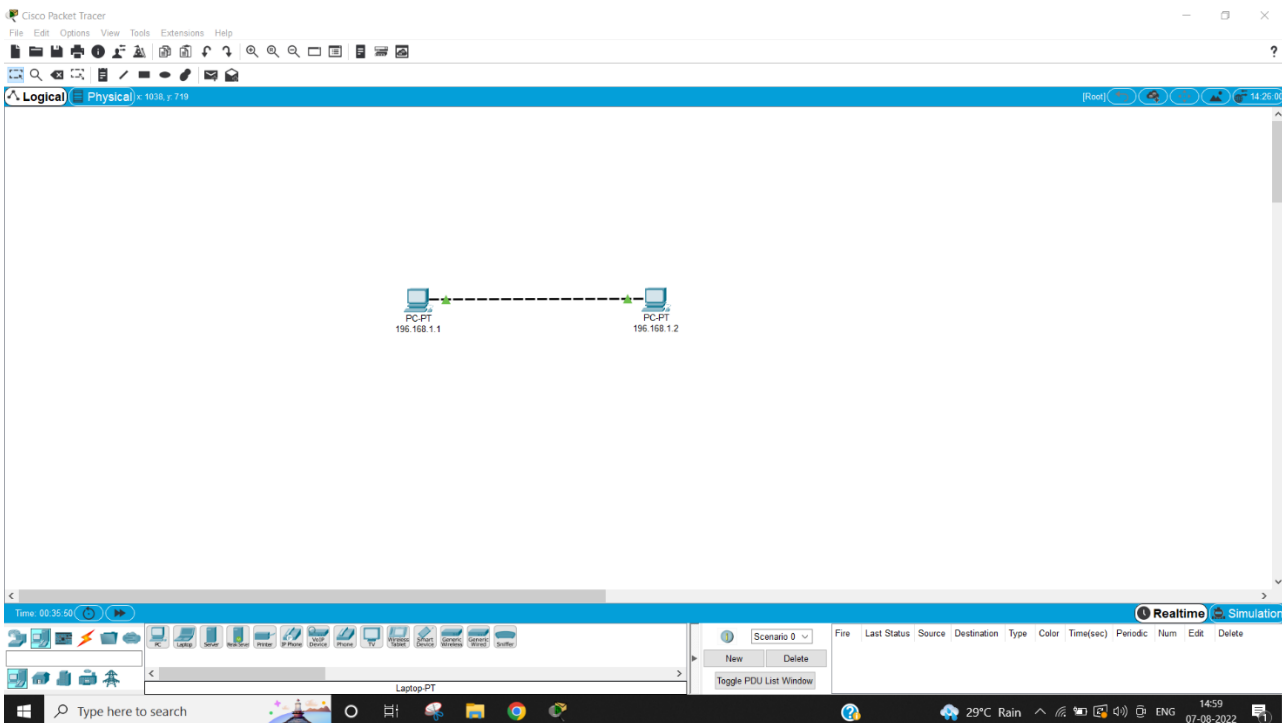
Play Controls

Event List Filters - Visible Events

ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, 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, RIPv3, RIPv6, RSTP, SCMP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Scenario 0

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	196.1...	196.168.1.2	ICMP		0.000	N	0	(edit)	(delete)

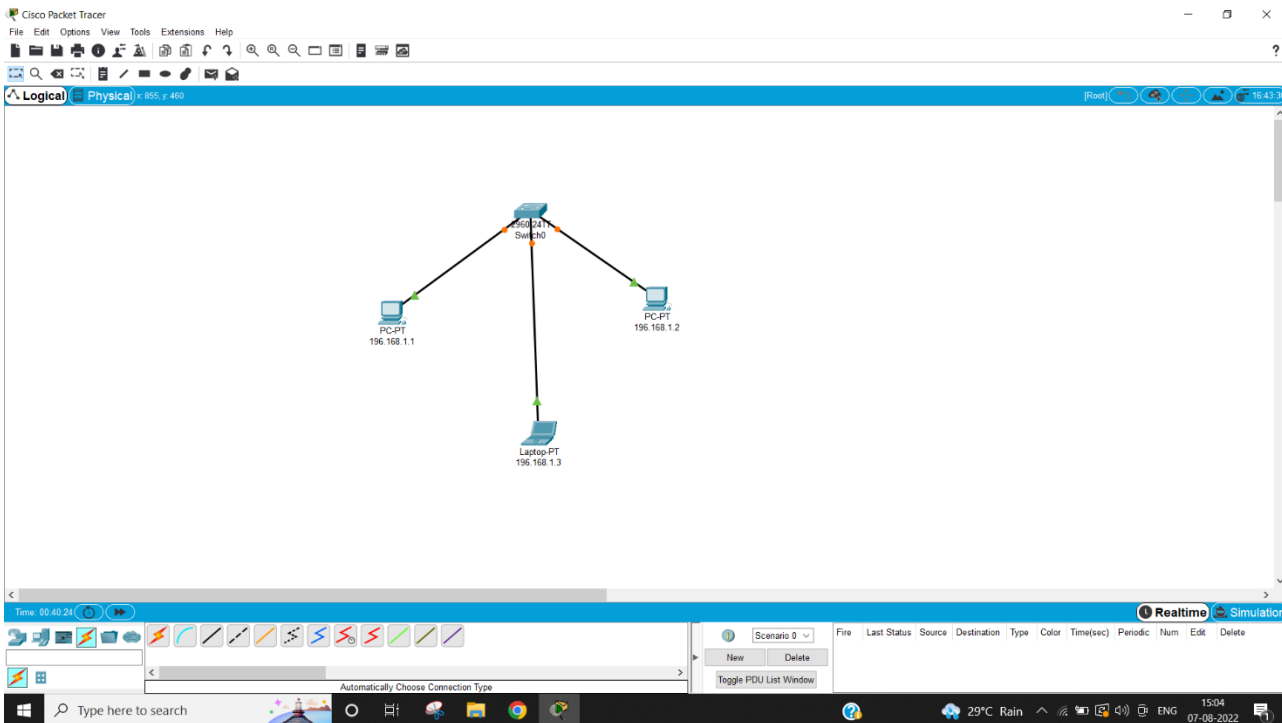
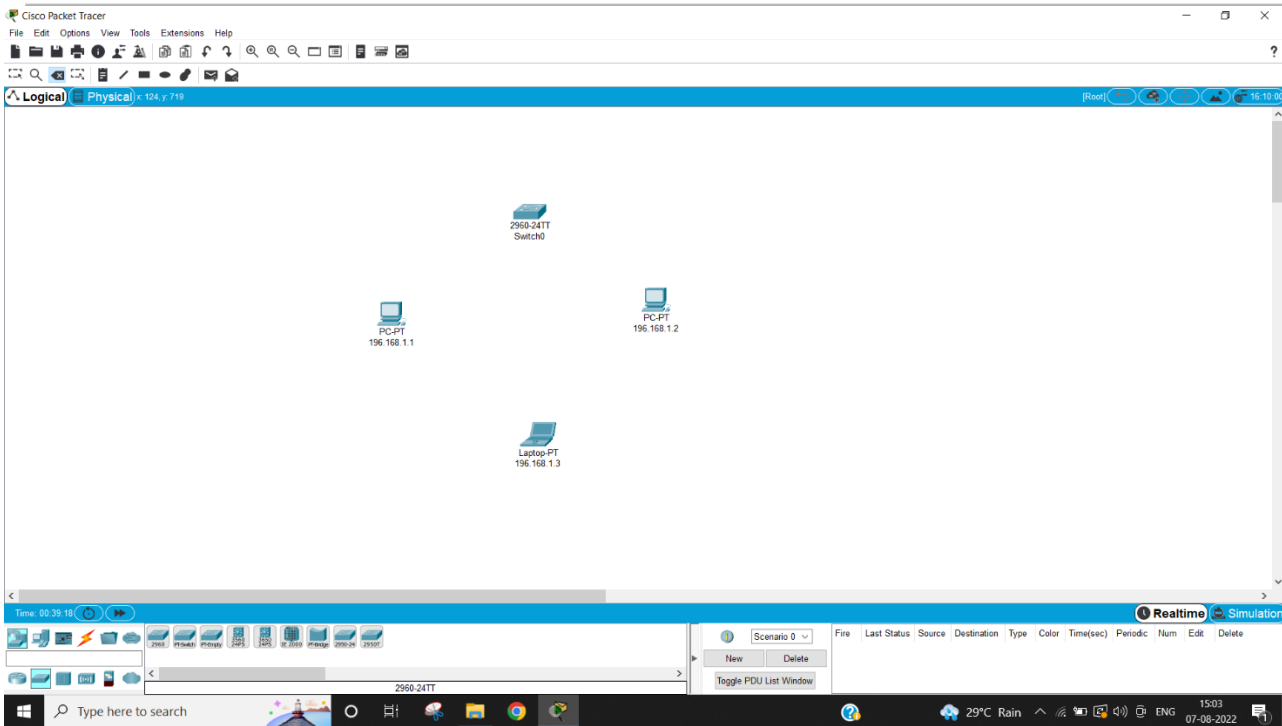


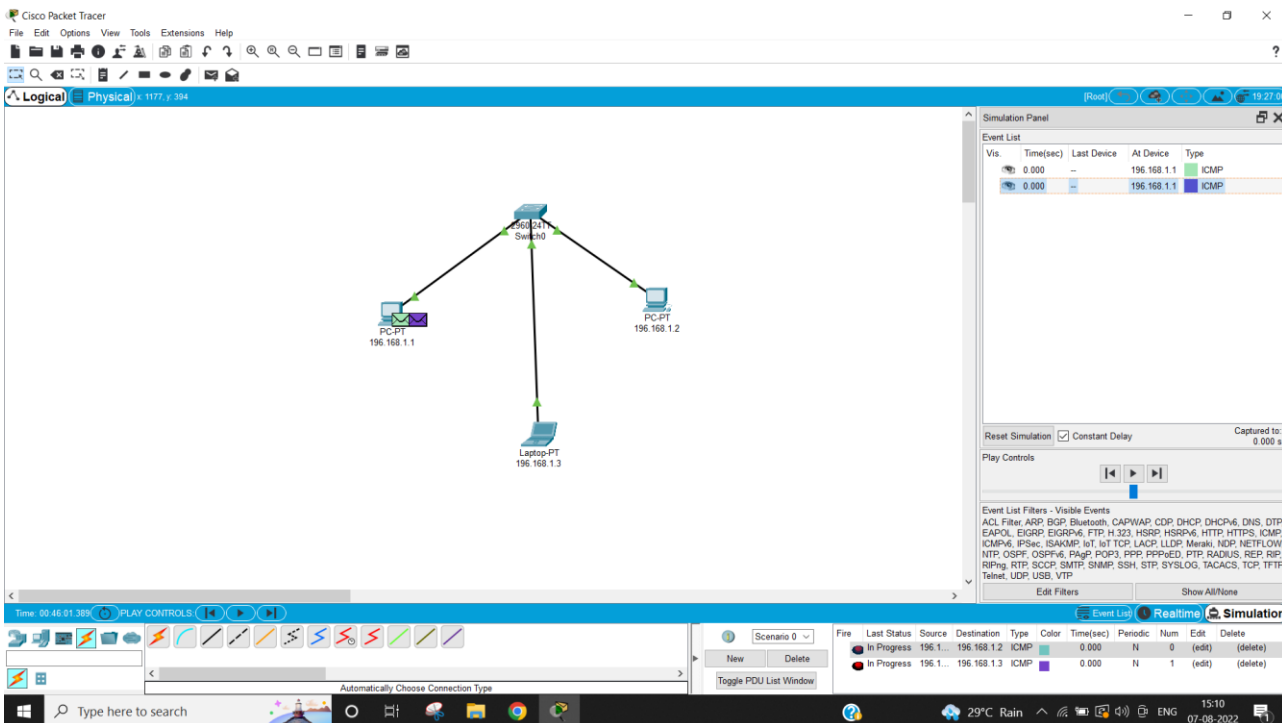
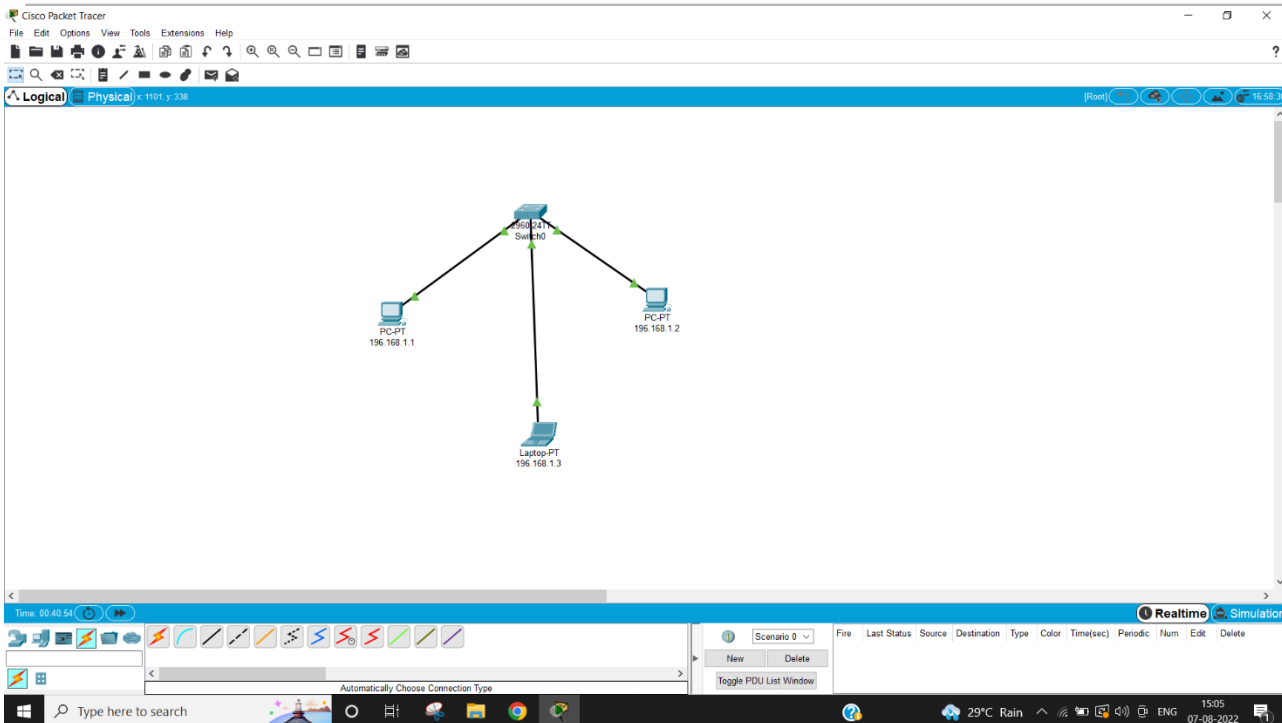
Simulation Panel

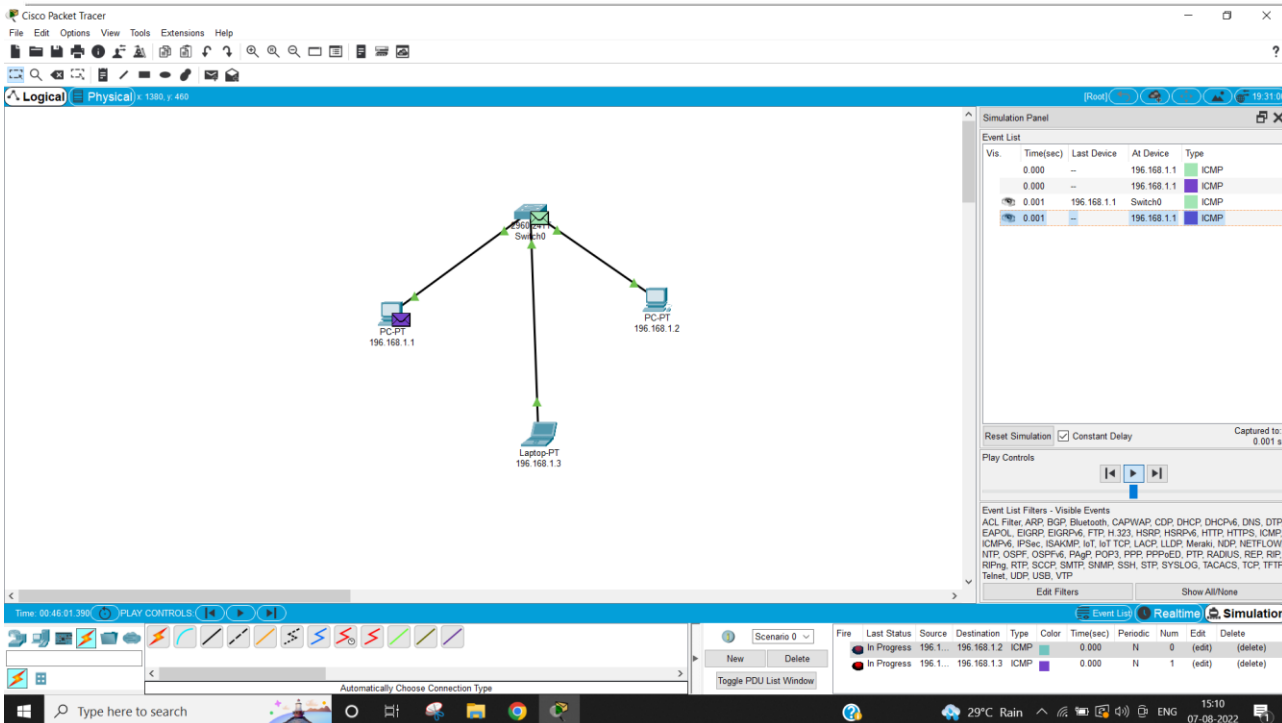
Scenario 0

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	196.1...	196.168.1.2	ICMP		0.000	N	0	(edit)	(delete)

b) Basic network with a switch

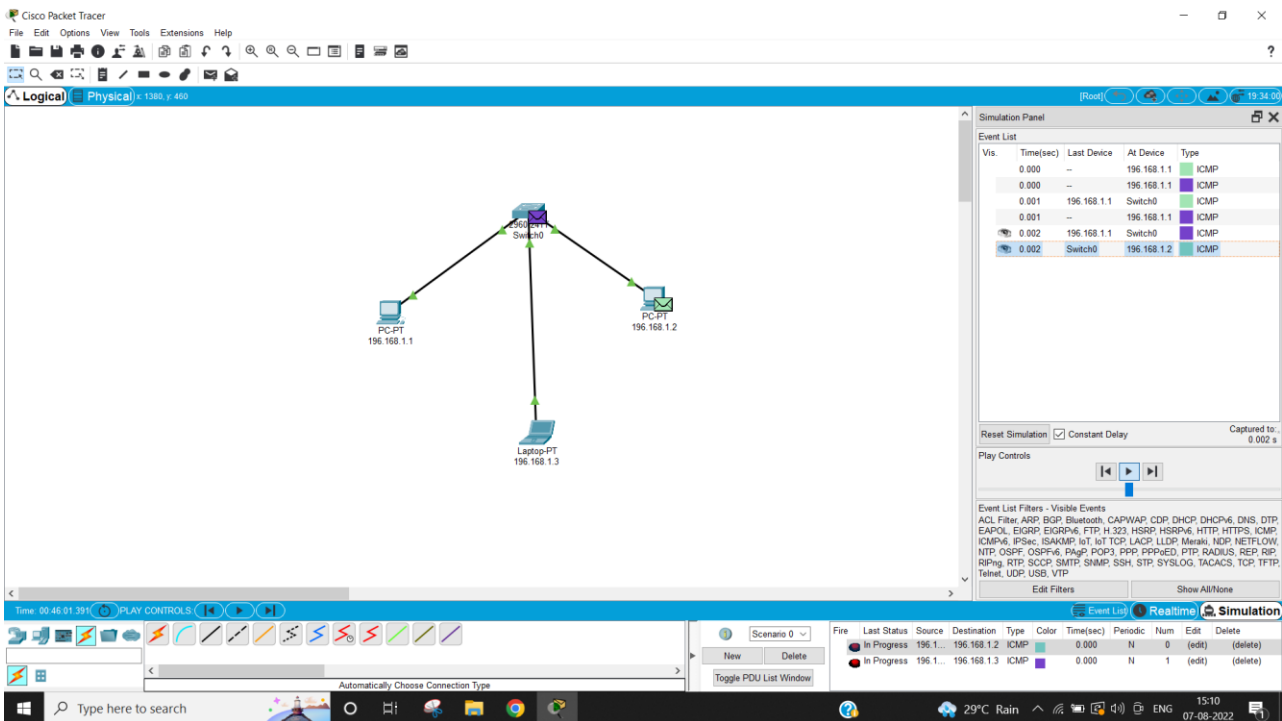






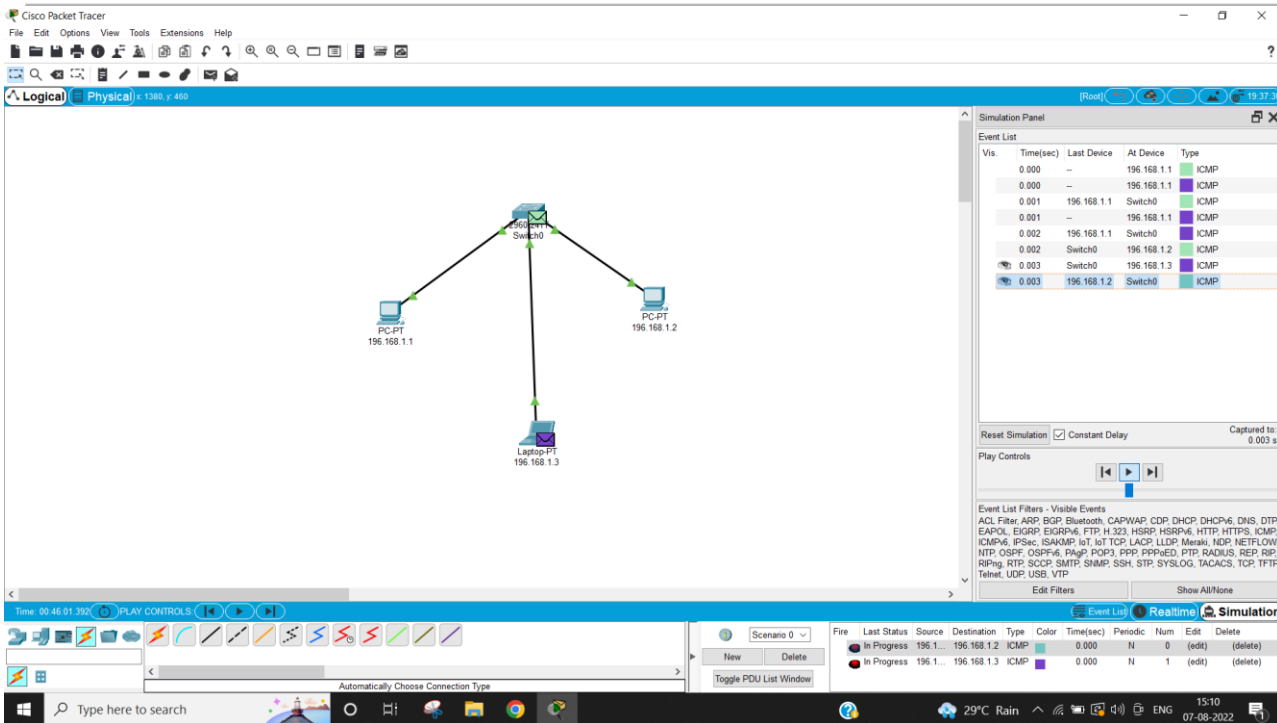
Simulation Panel - Event List

Vis.	Time(sec)	Last Device	At Device	Type
	0.000	-	196.168.1.1	ICMP
	0.000	-	196.168.1.1	ICMP
	0.001	196.168.1.1	Switch0	ICMP
	0.001	-	196.168.1.1	ICMP



Simulation Panel - Event List

Vis.	Time(sec)	Last Device	At Device	Type
	0.000	-	196.168.1.1	ICMP
	0.000	-	196.168.1.1	ICMP
	0.001	196.168.1.1	Switch0	ICMP
	0.001	-	196.168.1.1	ICMP
	0.002	196.168.1.1	Switch0	ICMP
	0.002	Switch0	196.168.1.2	ICMP



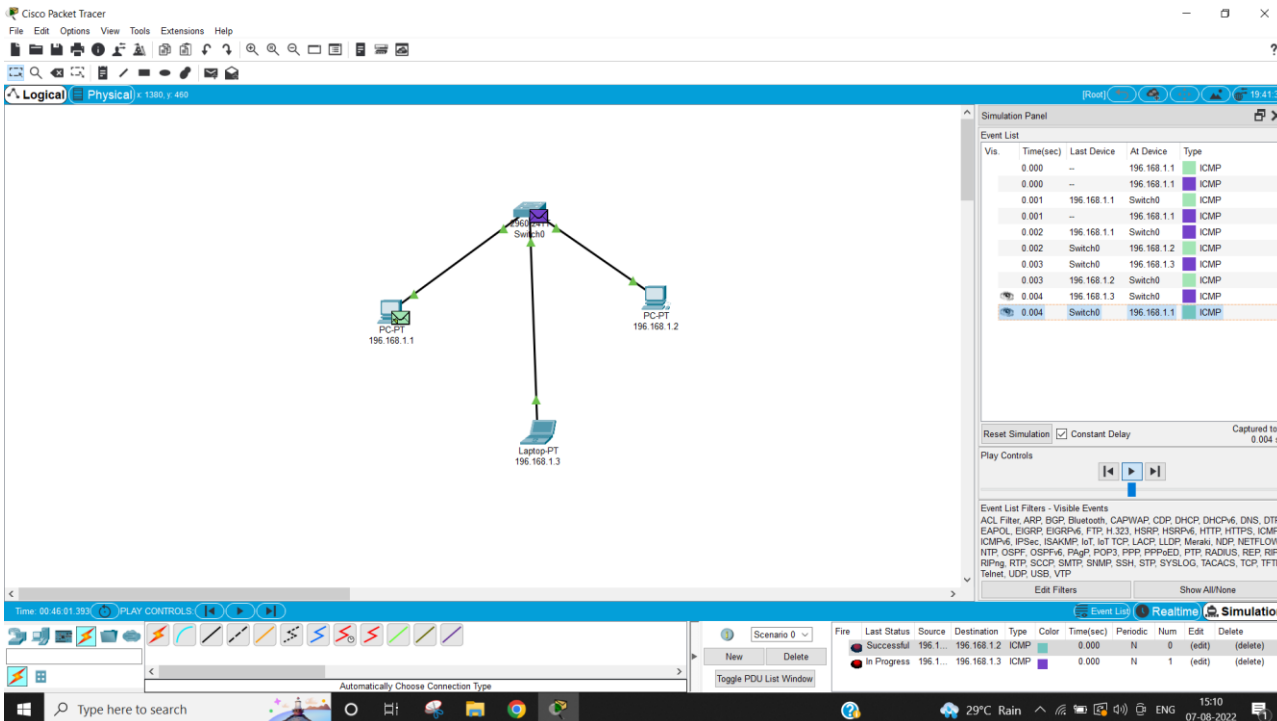
Simulation Panel

Vis.	Time(sec)	Last Device	At Device	Type
0.000	0.000	196.168.1.1	196.168.1.1	ICMP
0.001	0.001	196.168.1.1	Switch0	ICMP
0.001	0.001	196.168.1.1	196.168.1.1	ICMP
0.002	0.002	196.168.1.1	Switch0	ICMP
0.002	0.002	Switch0	196.168.1.2	ICMP
0.003	0.003	Switch0	196.168.1.3	ICMP
0.003	0.003	196.168.1.2	Switch0	ICMP

Reset Simulation ☒ Constant Delay Captured to: 0.003 s

Play Controls: [Previous] [Play] [Next]

Event List Filters - Visible Events: ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, 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, PAgg, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP



Simulation Panel

Vis.	Time(sec)	Last Device	At Device	Type
0.000	0.000	196.168.1.1	196.168.1.1	ICMP
0.000	0.000	196.168.1.1	196.168.1.1	ICMP
0.001	0.001	196.168.1.1	Switch0	ICMP
0.001	0.001	196.168.1.1	196.168.1.1	ICMP
0.002	0.002	196.168.1.1	Switch0	ICMP
0.002	0.002	Switch0	196.168.1.2	ICMP
0.003	0.003	Switch0	196.168.1.3	ICMP
0.003	0.003	196.168.1.2	Switch0	ICMP
0.004	0.004	196.168.1.3	Switch0	ICMP
0.004	0.004	Switch0	196.168.1.1	ICMP

Reset Simulation ☒ Constant Delay Captured to: 0.004 s

Play Controls: [Previous] [Play] [Next]

Event List Filters - Visible Events: ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, 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, PAgg, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

The screenshot shows the Cisco Packet Tracer interface. The main workspace displays a network topology with a central switch (Switch0) connected to three devices: PC-PT (196.168.1.1), PC-PT (196.168.1.2), and Laptop-PT (196.168.1.3). The Event List panel on the right shows a list of events, including ICMP packets, with columns for Time(sec), Last Device, At Device, and Type. The bottom status bar shows the time as 00:40:01.394 and the play controls.

The screenshot shows the same Cisco Packet Tracer interface as the first screenshot, but with the Event List panel closed. The network topology remains the same. The bottom status bar shows the time as 00:40:03 and the Realtime Simulation mode is selected.

Learning Outcomes:

- To successfully understand the basic networking concepts.



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- To learn about working on Cisco Packet Tracer.
 - To build a basic computer network using the components in a network.