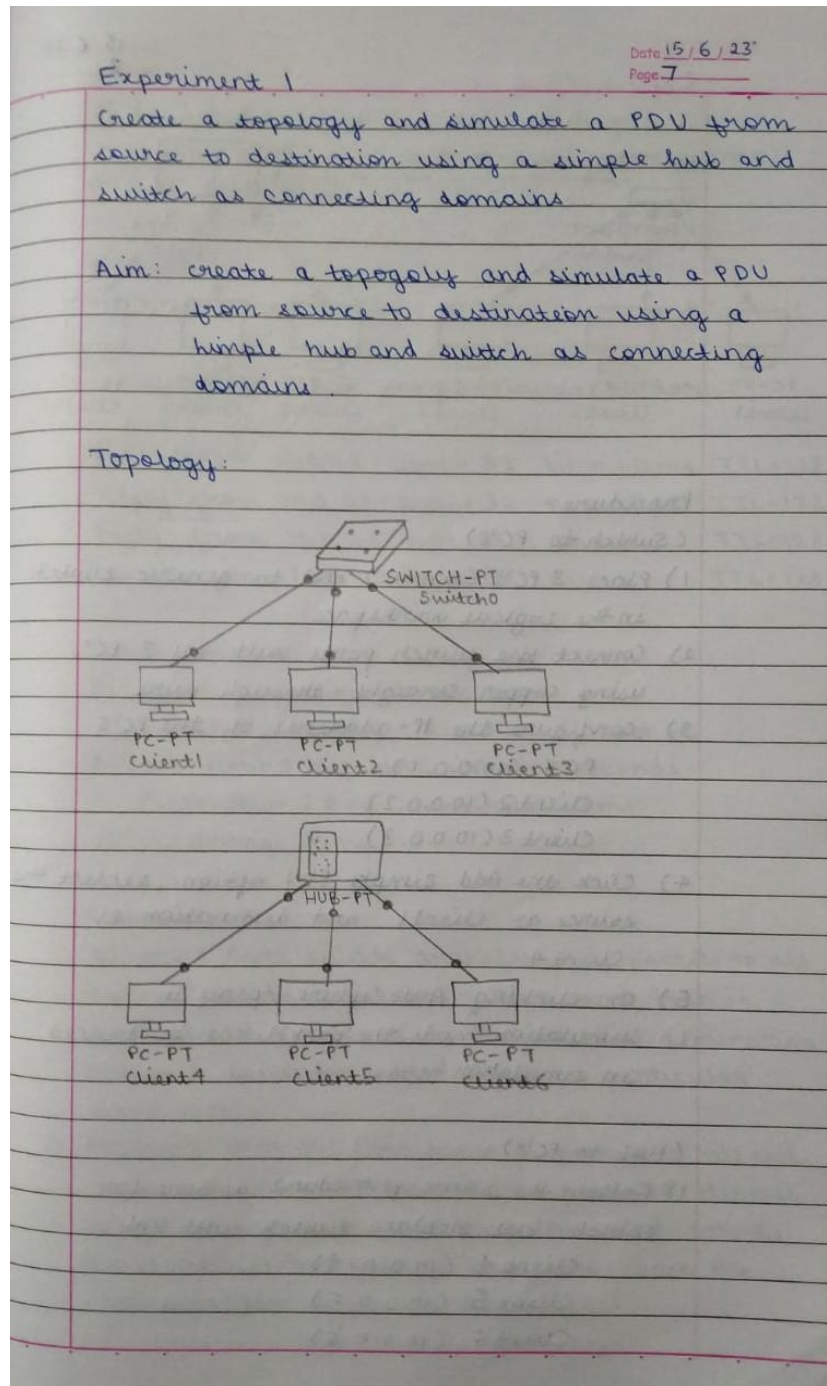
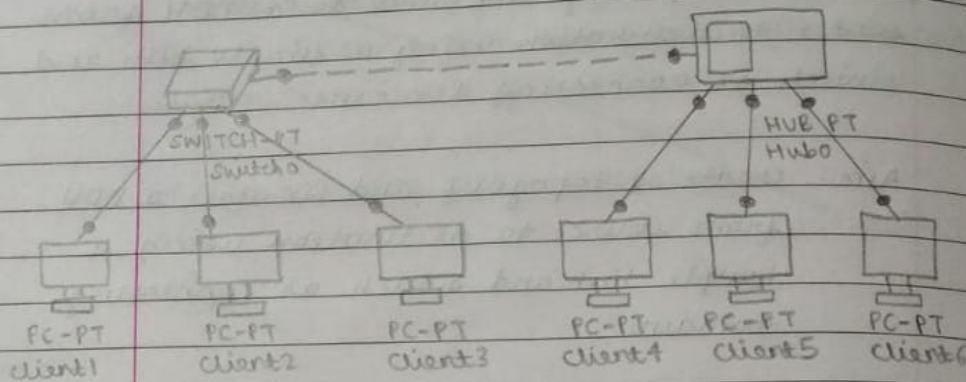


EXPERIMENT 1:

Create a topology and simulate sending a simple PDU from source to destination using hub and switch as connecting devices and demonstrate ping messages.

OBSERVATION:





Procedure:

(Switch to PC's)

- 1) Place 3 PC's (Generic) end to generic switch in the Logical workspace
- 2) Connect the switch ports with all 3 PC's using copper straight-through wire
- 3) configure the IP-addresses of the PC's
 PC 5 (10.0.0.1)
 Client2 (10.0.0.2)
 Client3 (10.0.0.3)
- 4) Click the Add simple PDV option, select the source as Client1 and destination as Client4
- 5) On clicking Autocapture / play in simulation mode, the packet can be traced in simulation mode

(Hub to PC's)

- 1) Follow the same procedure as done for switch but replace switch with hub
 Client4 (10.0.0.4)
 Client5 (10.0.0.5)
 Client6 (10.0.0.6)

Now connect the switch and hub and simulate the packet transfer from source to destination

Output:

PC > ping 10.0.0.3

pinging 10.0.0.3 with 32 bytes of data :

Reply from 10.0.0.3 : byte = 32 time = 0 ms TTL = 128

Reply from 10.0.0.3 : byte = 32 time = 2 ms TTL = 128

Reply from 10.0.0.3 : byte = 32 time = TTL = 128

Reply from 10.0.0.3 : byte = 32 time = TTL = 128

Observation:

Ping statistics for 10.0.0.3 :

Packet: Sent = 4 Reached = 4 Lost = 0

Approx. round trip times in milliseconds :

Minimum = 0 ms Maximum = 2 ms

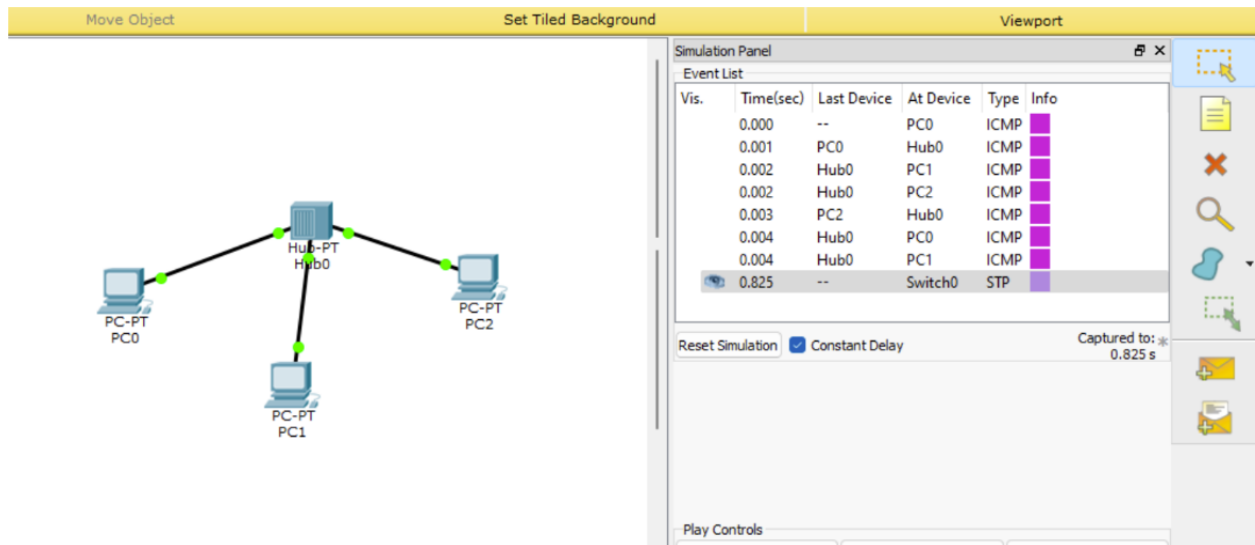
Average = 0 ms

Observation

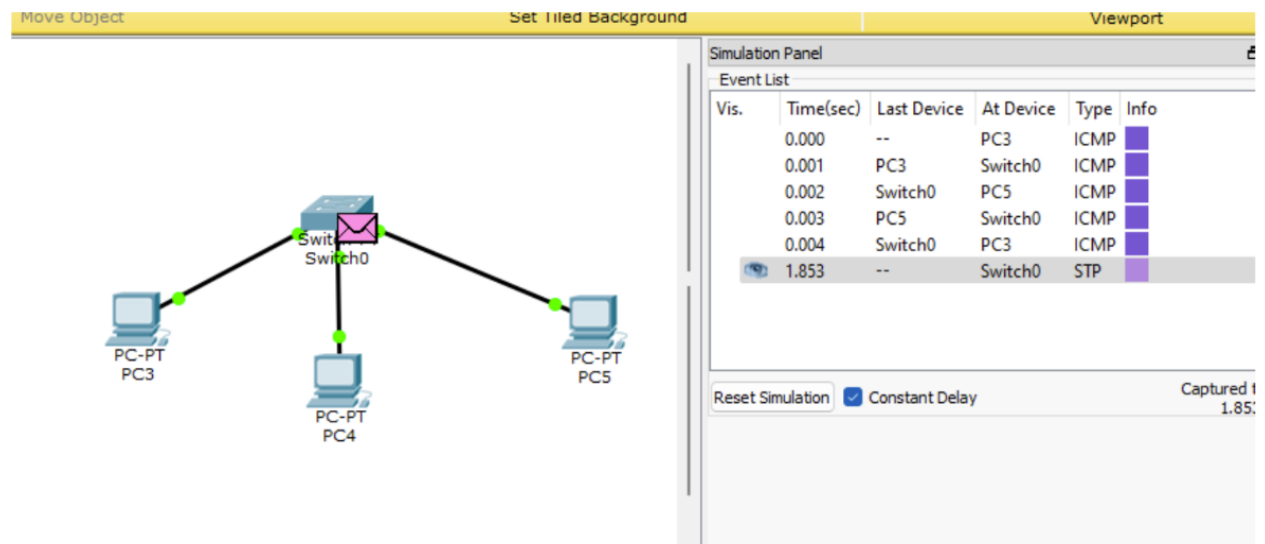
- 1) Observed that switch transfers the packets to all devices during the 1st iteration and then it records the IP address of the intended destination device & sends the packet to that particular destination
- 2) Observed that hub broadcast to packets to all ends devices and which are not intended to devices receive the packets discard to packets and intends device receive the packets and sends back the acknowledgement to the source.

Topology & Simulation Panel:

Topology with Hub as connecting device:



Topology with Switch as connecting device:



Topology with both Hub and Switch as connecting device:

