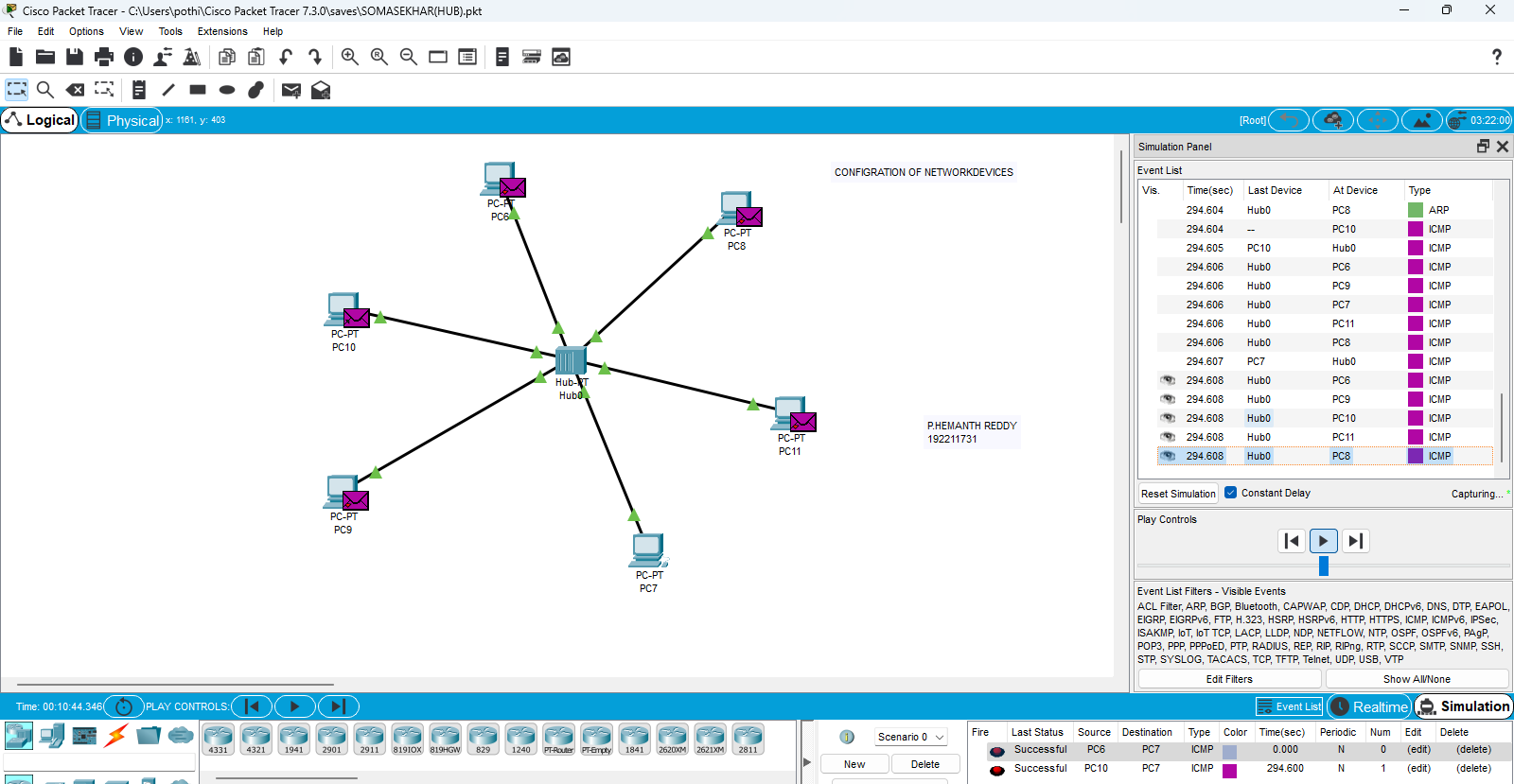
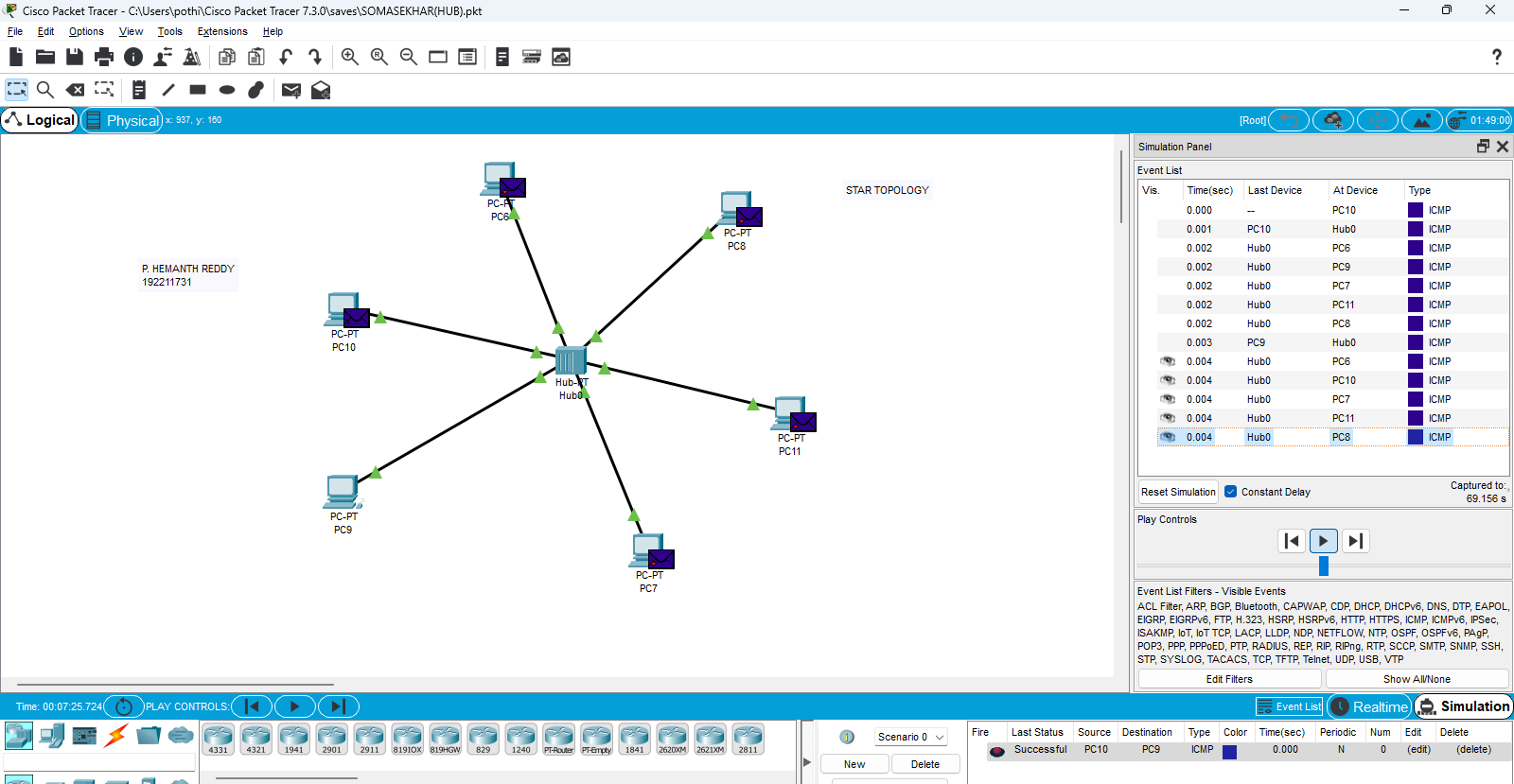
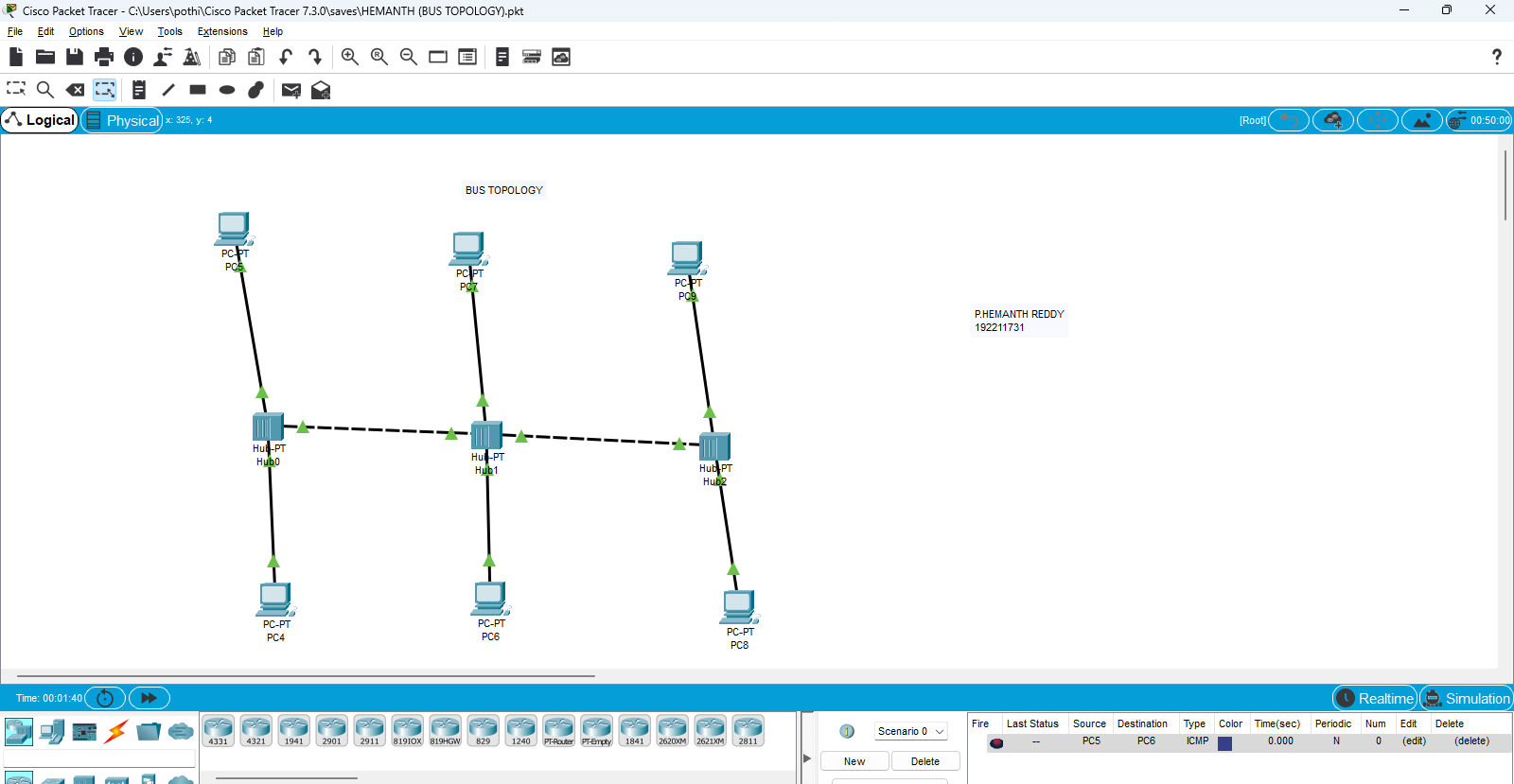
1. Network devices



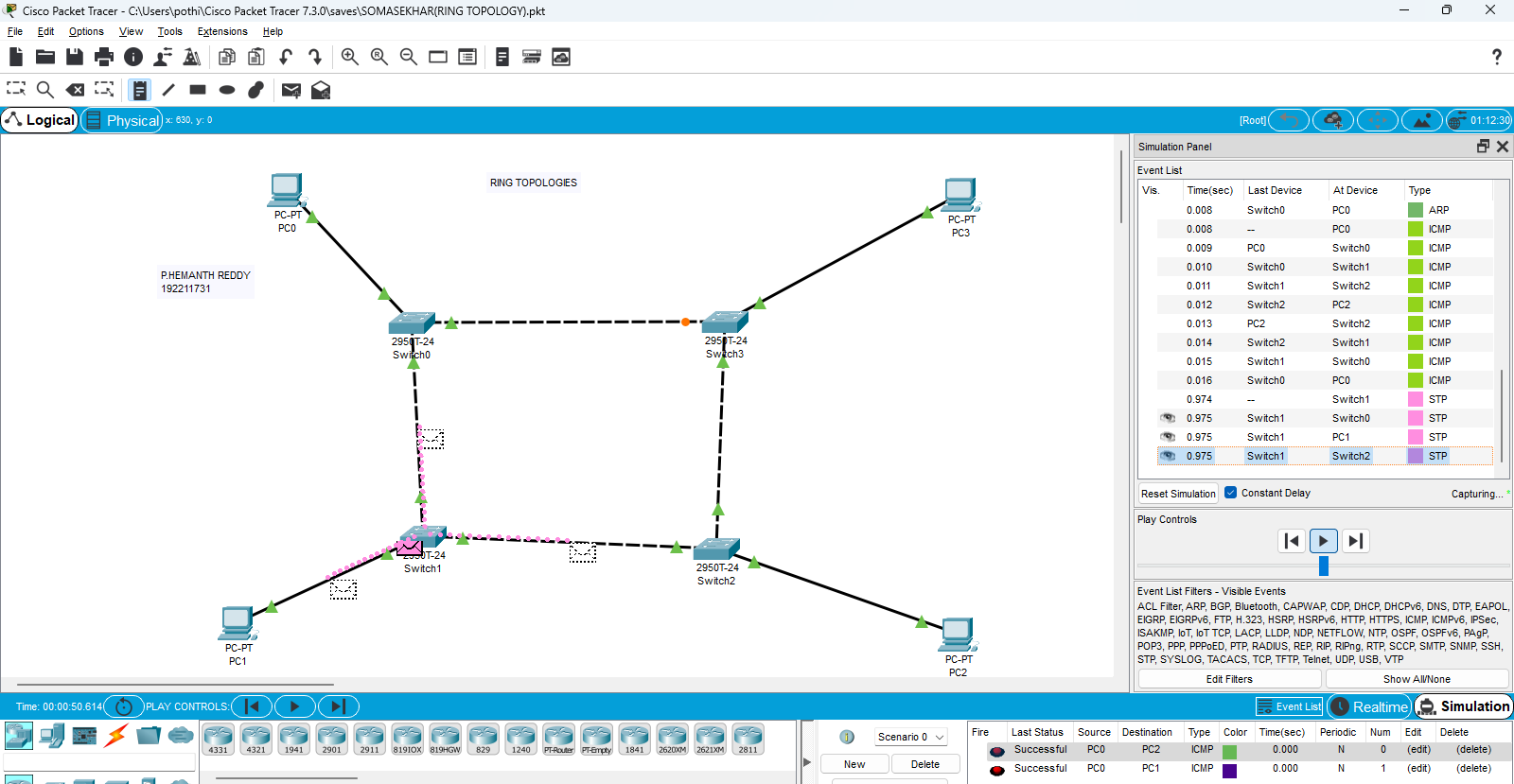
2. Star topologies



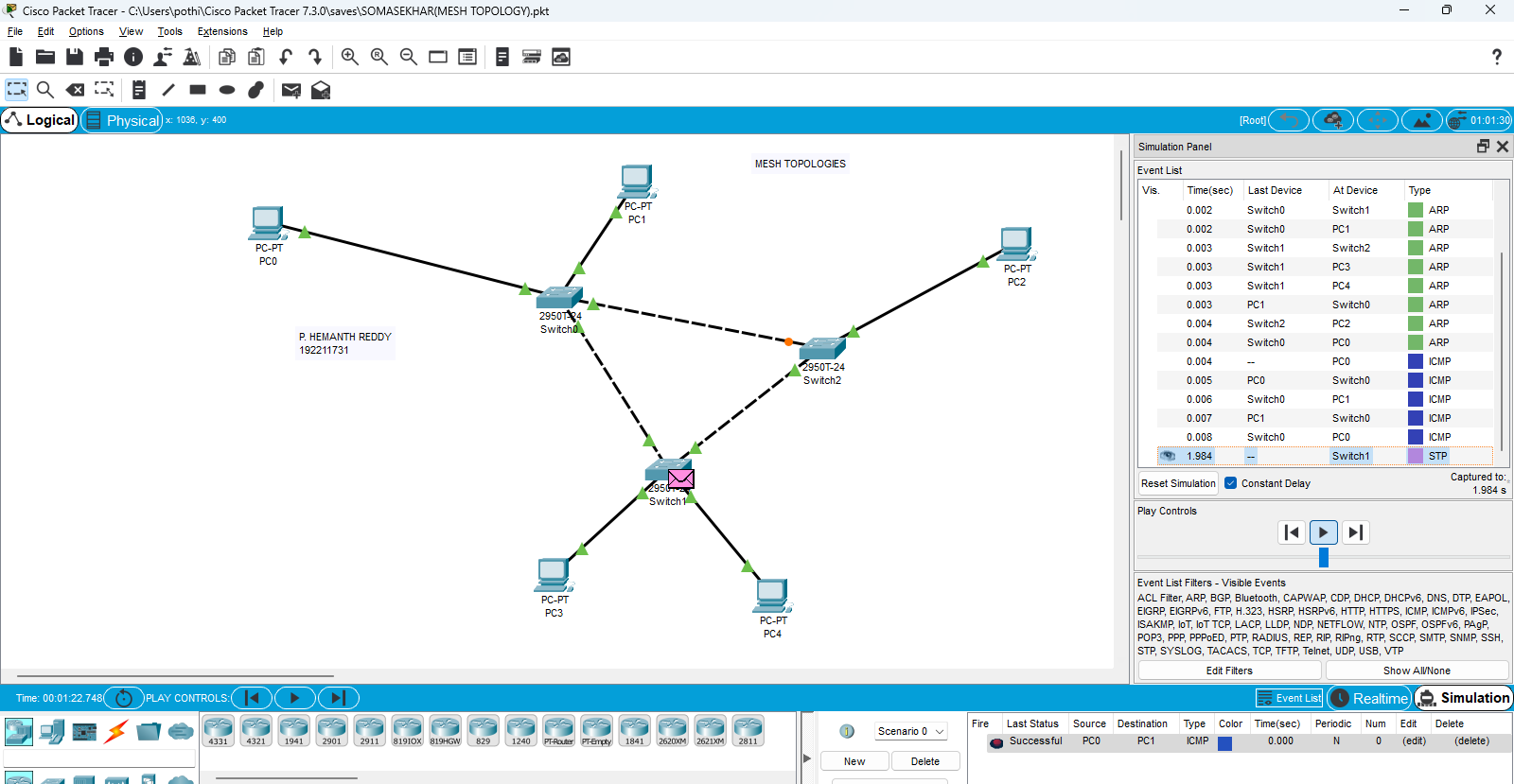
3. Bus toplogy



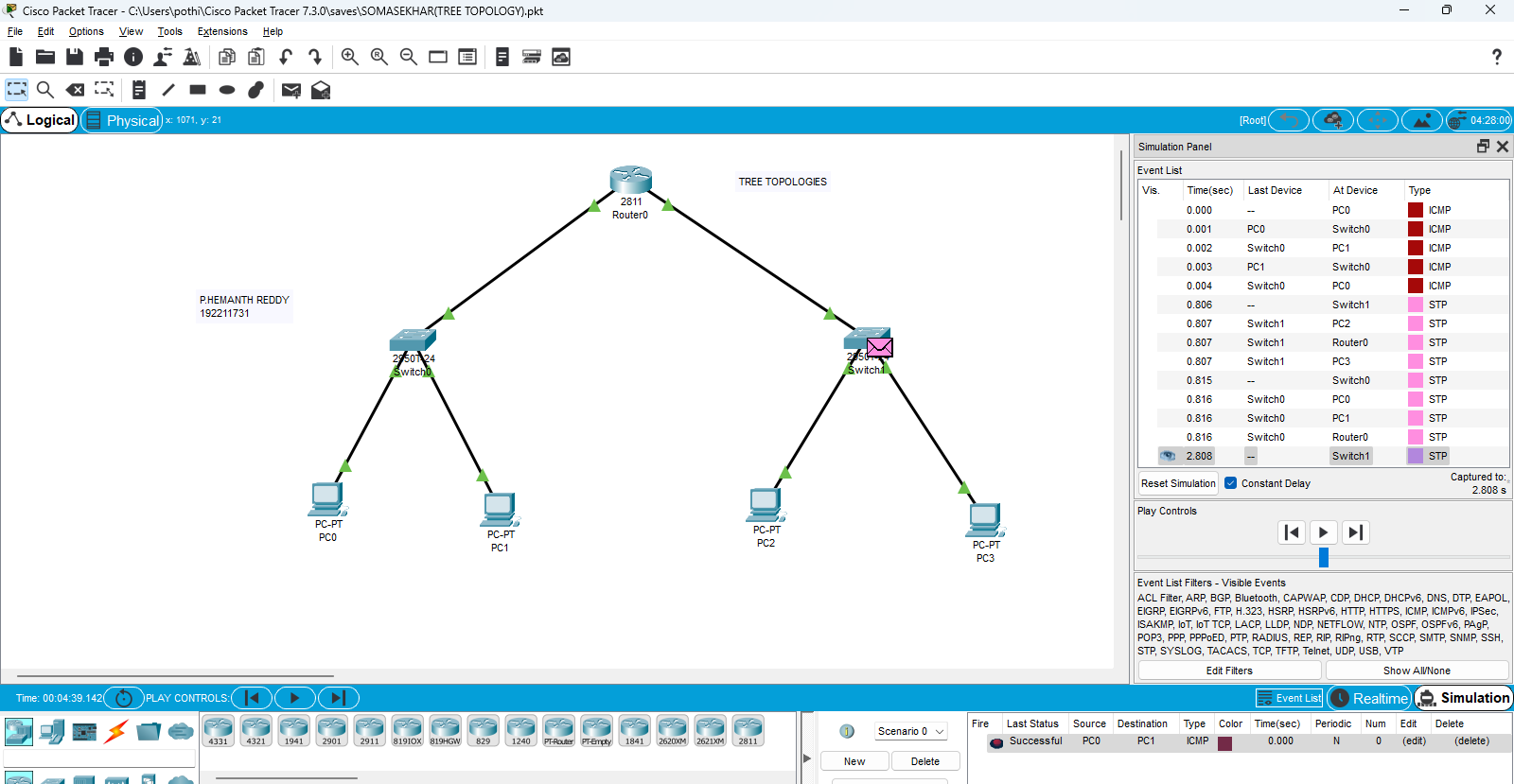
4.RING TOPOLOGIES



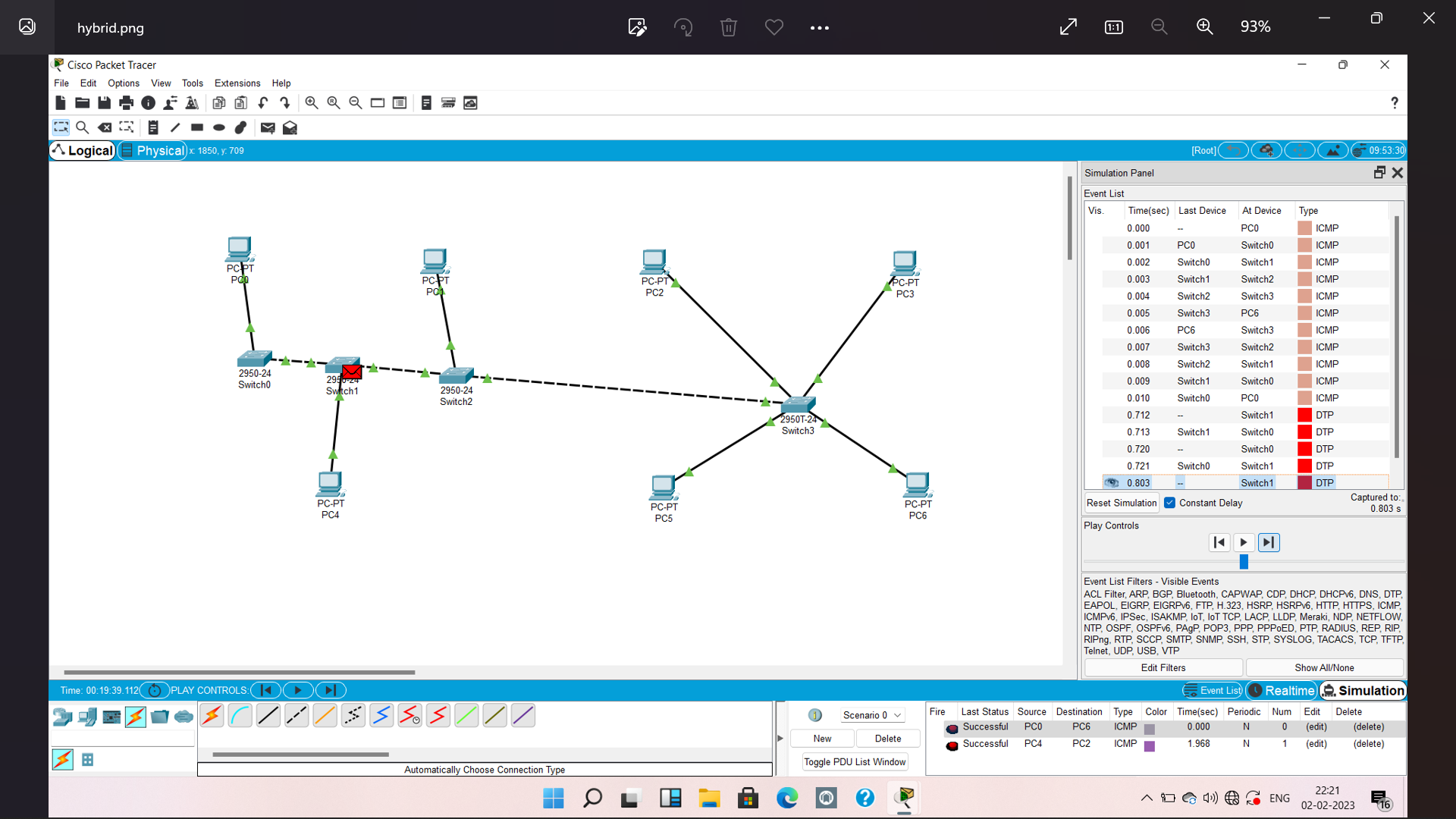
5. MESH TOPOLOGIES



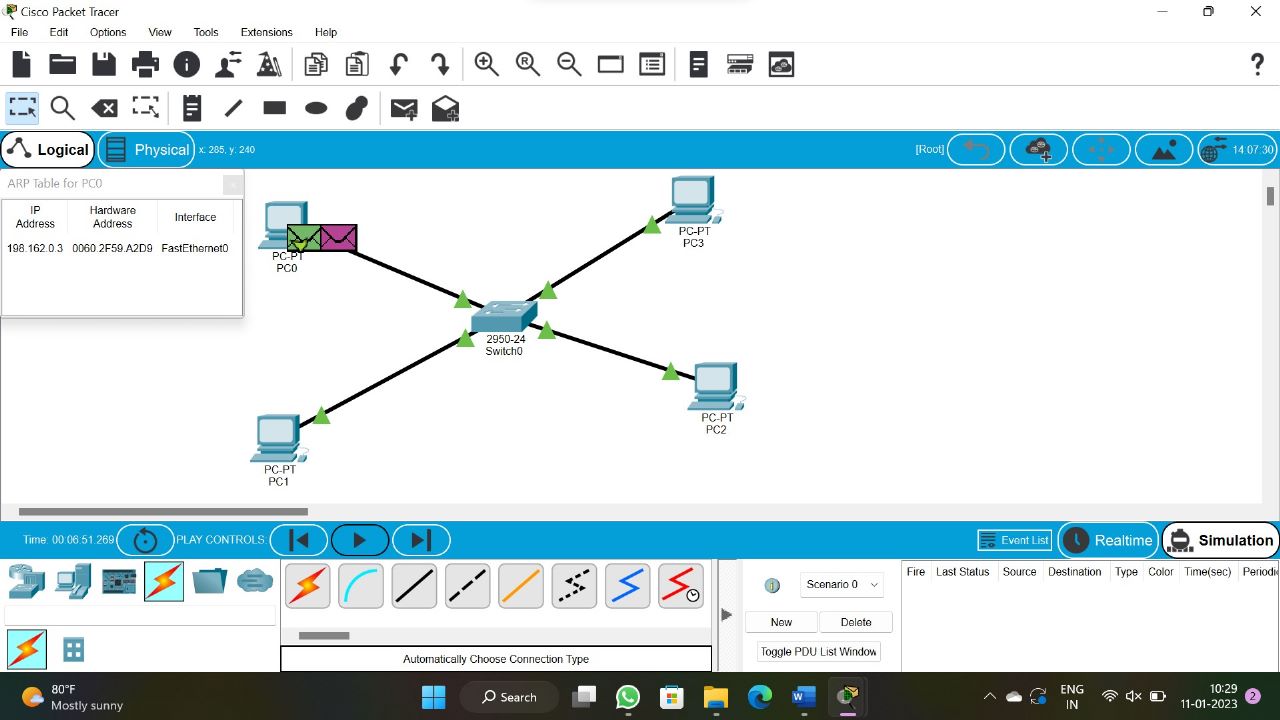
6.TREE TOPOLOGIES



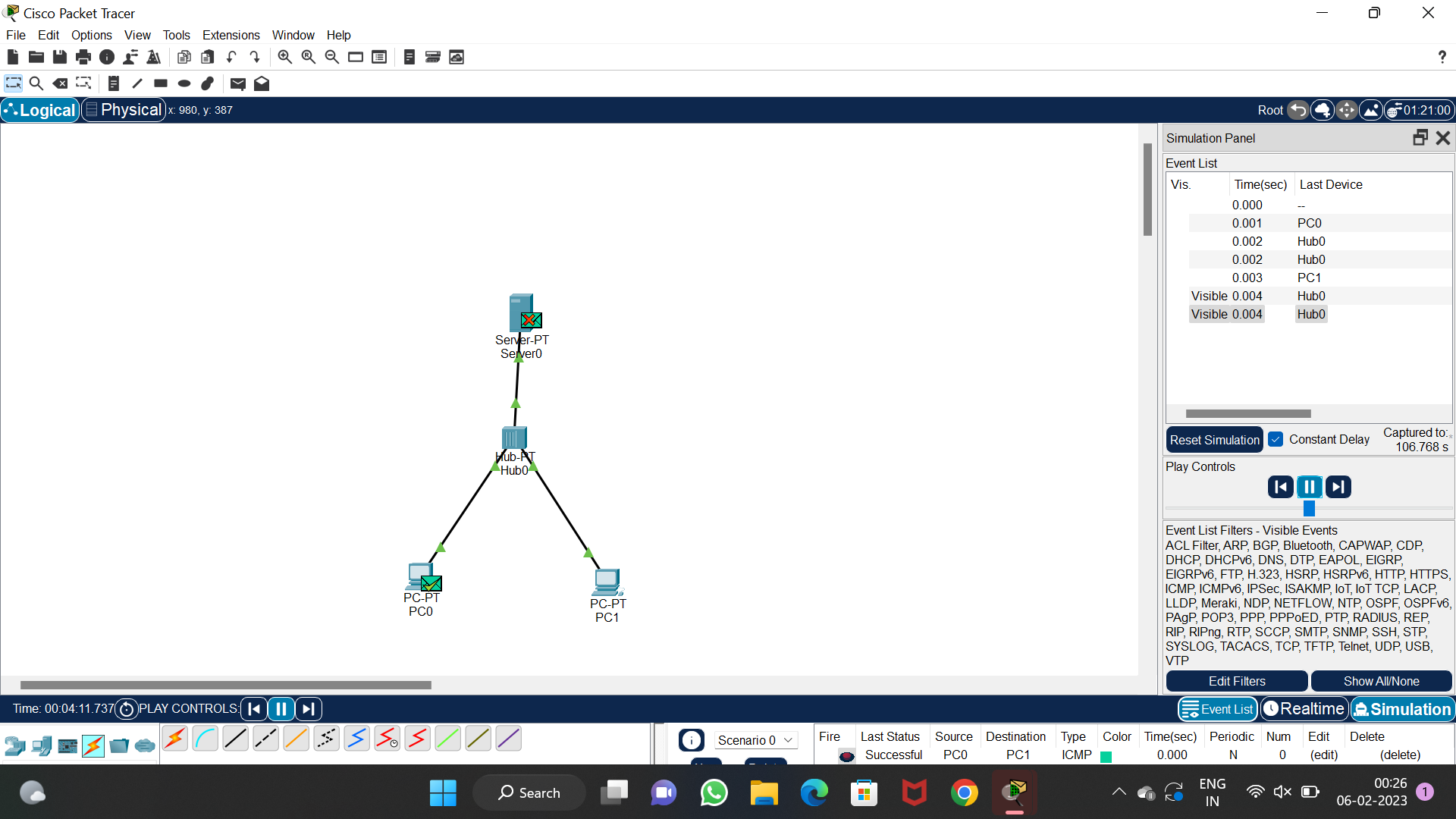
7.HYBRID TOPOLOGIES



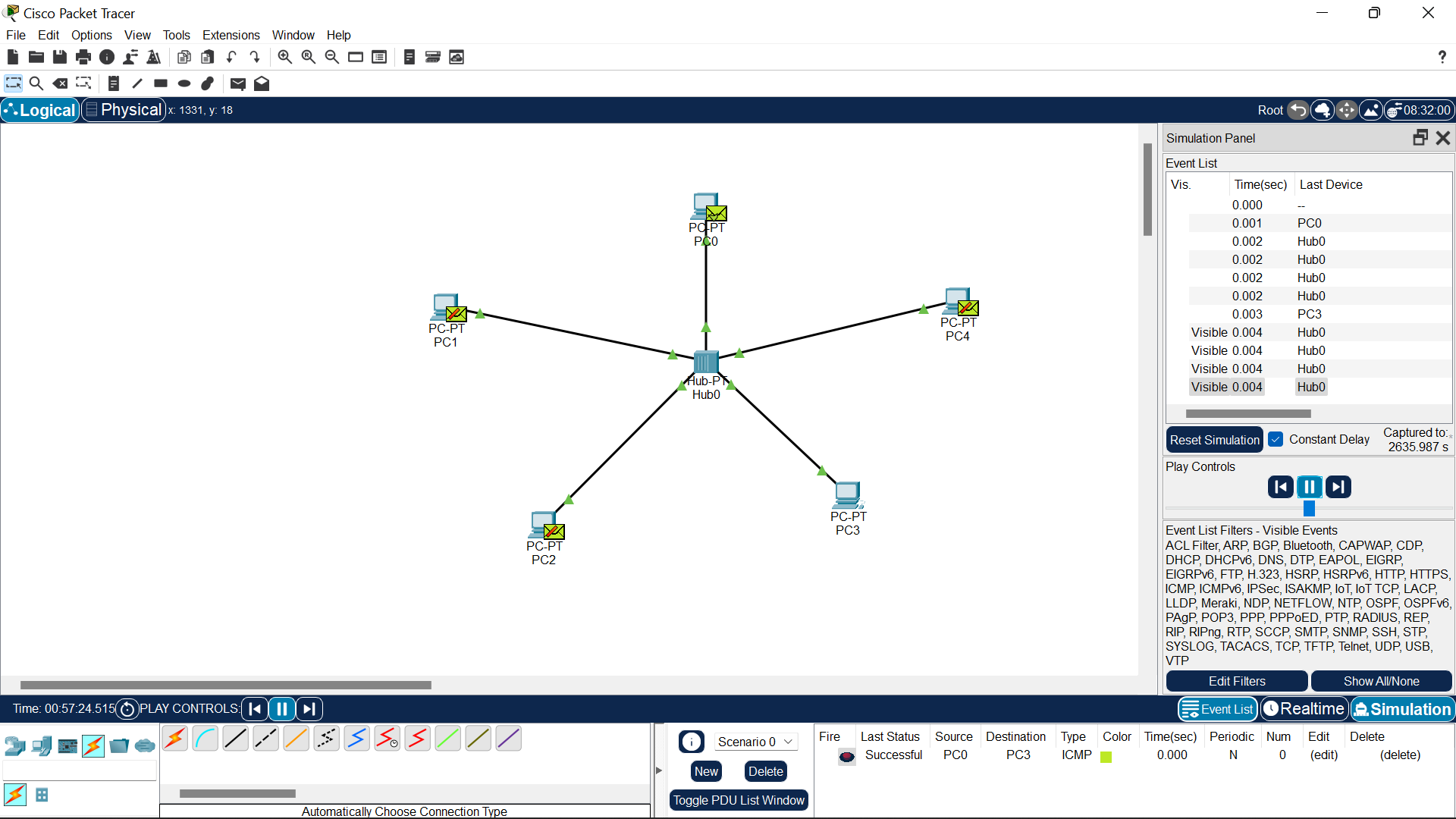
8.traffic simulation using ARP



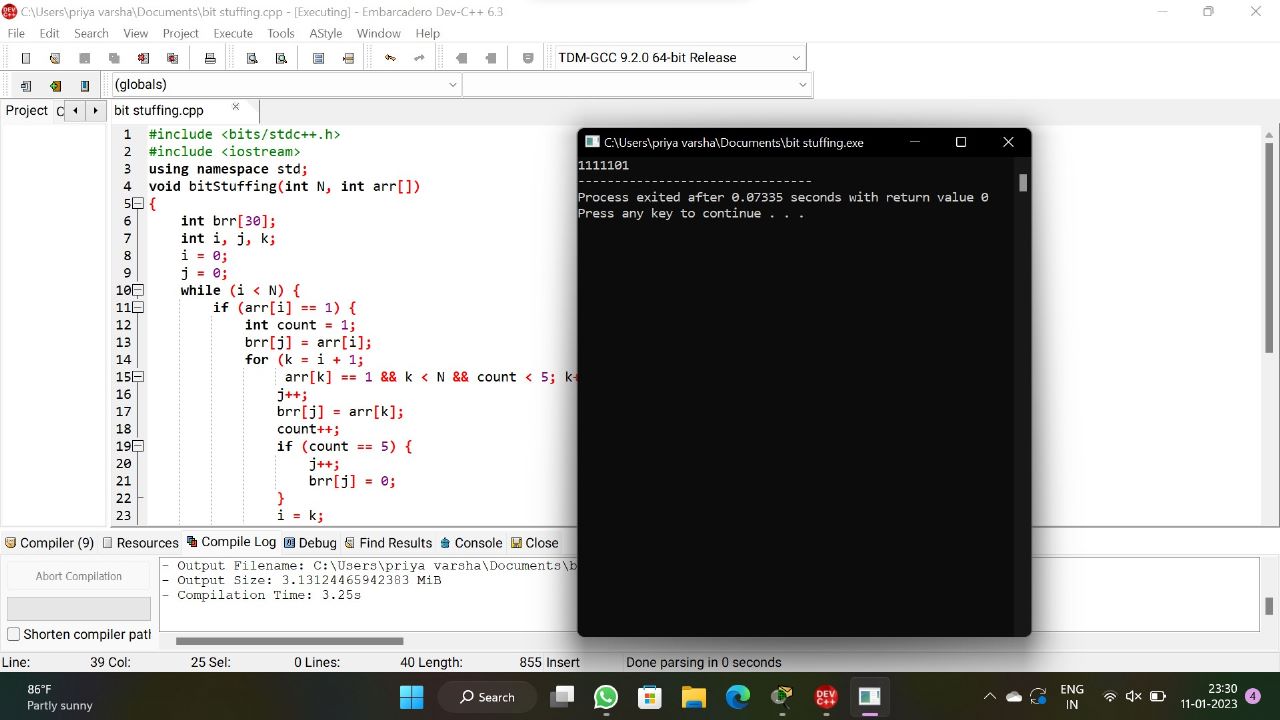
9. TRAFFIC SIMULATION USING LLDP



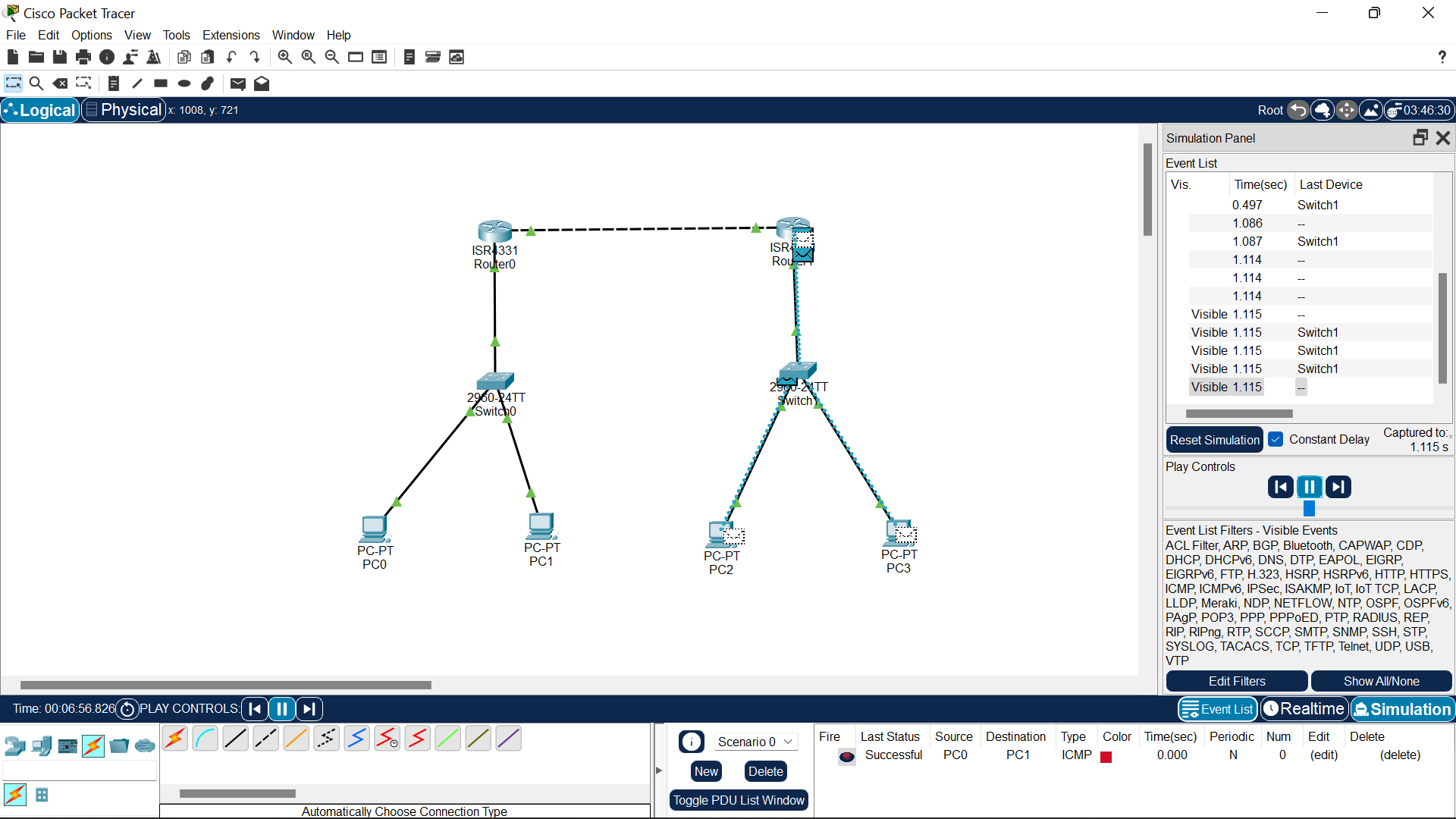
10. CSMA



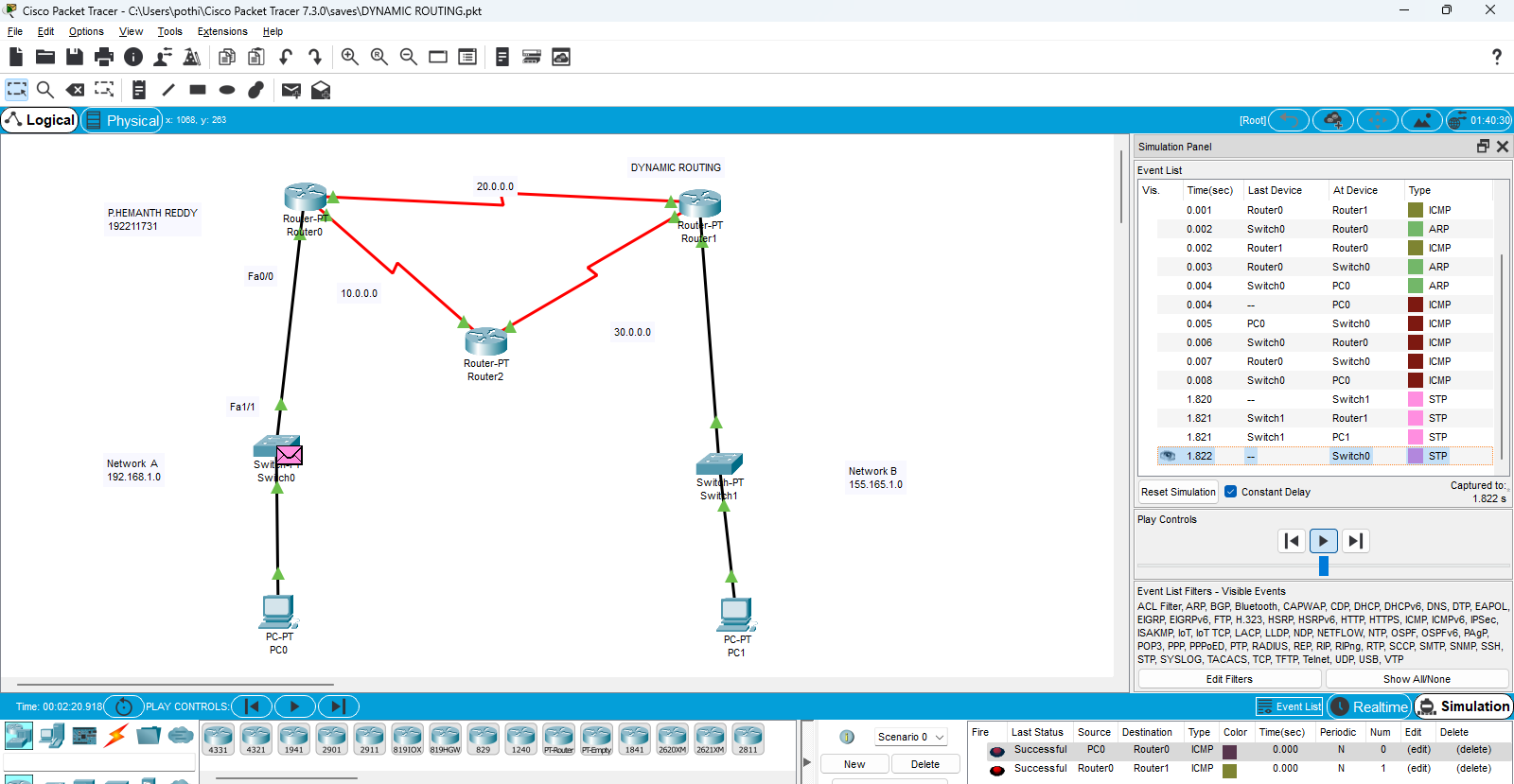
11. BIT STUFFING MECHANSIM USING C



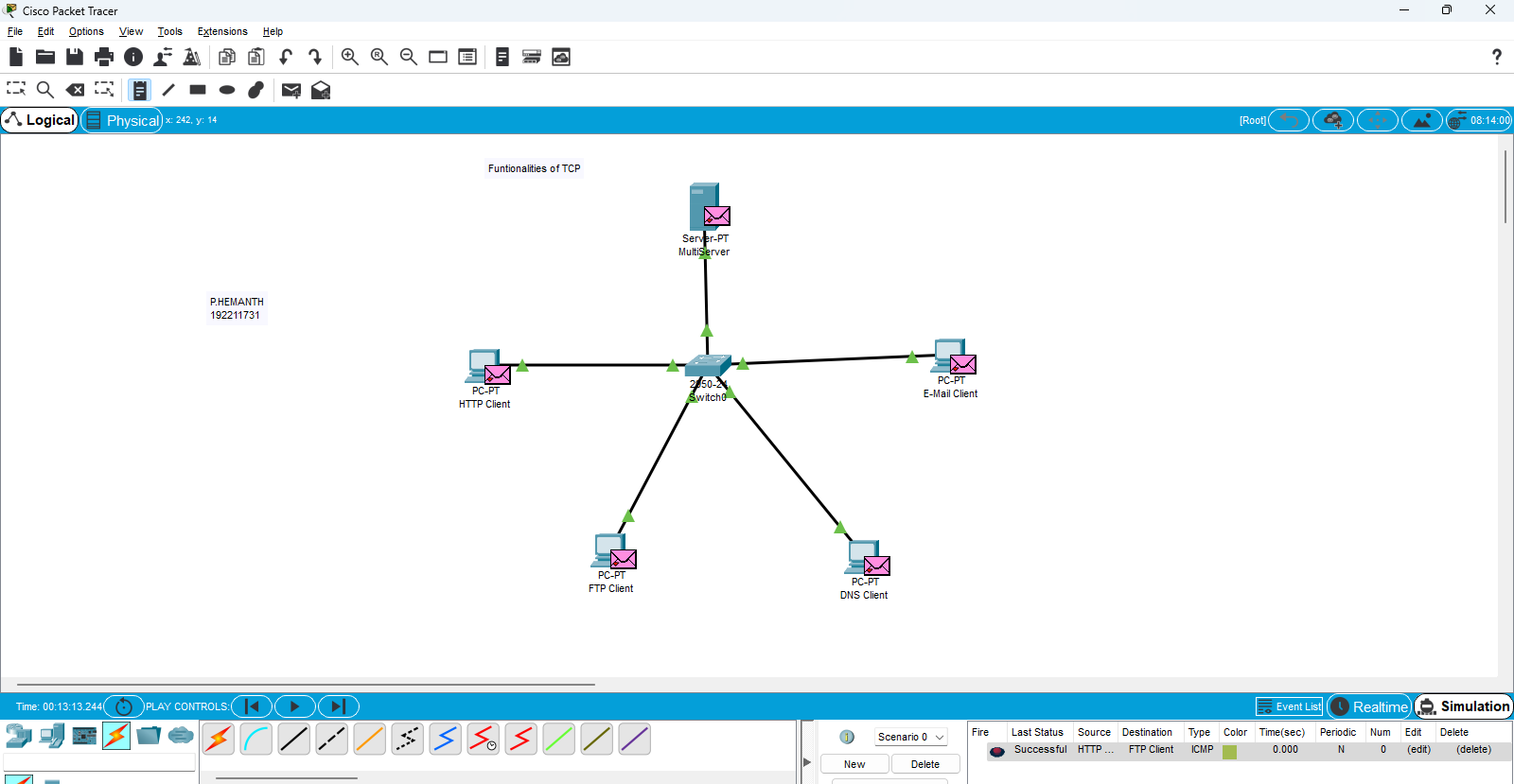
12. STATIC ROUTING



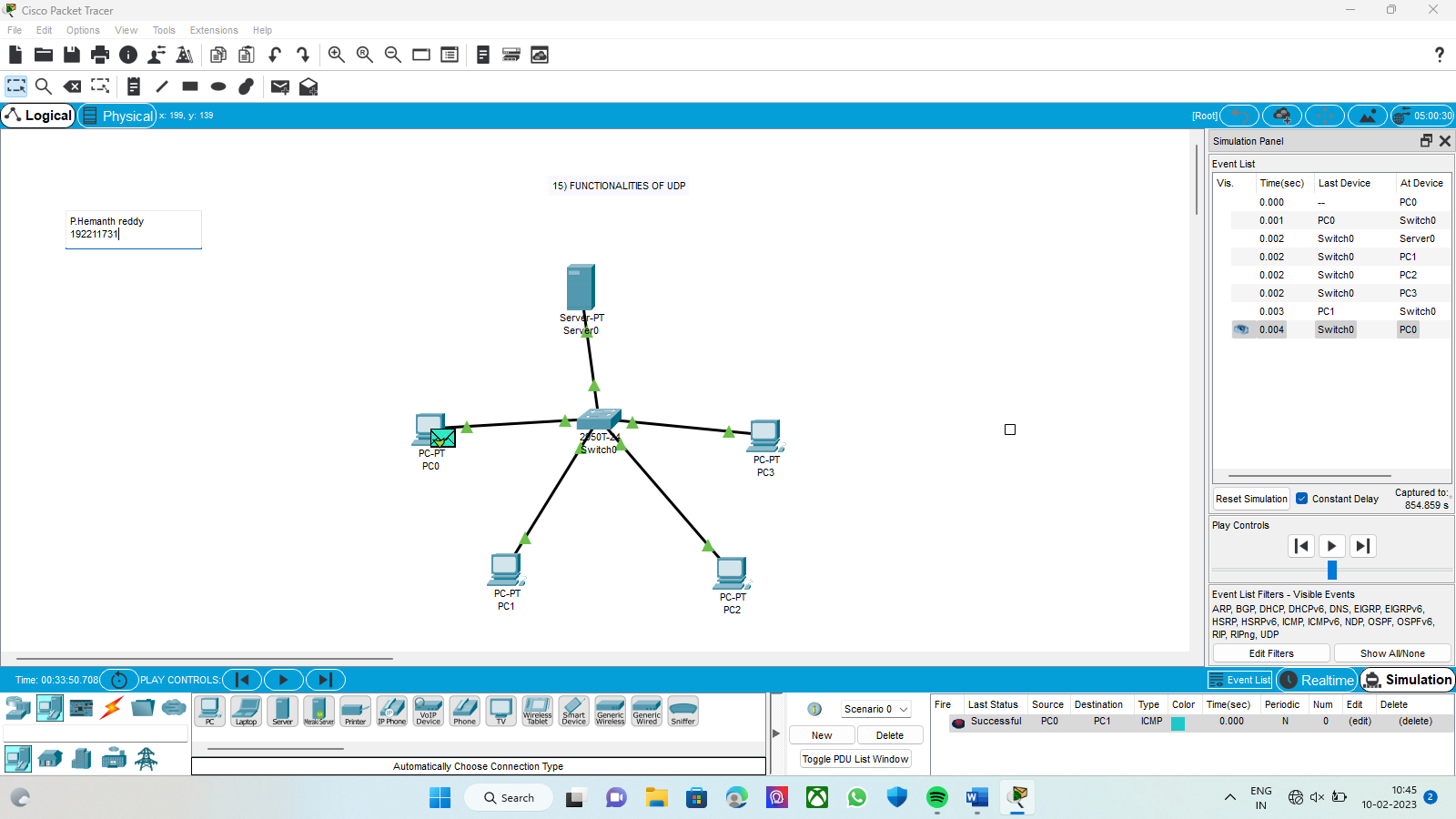
13.DYNAMIC ROUTING



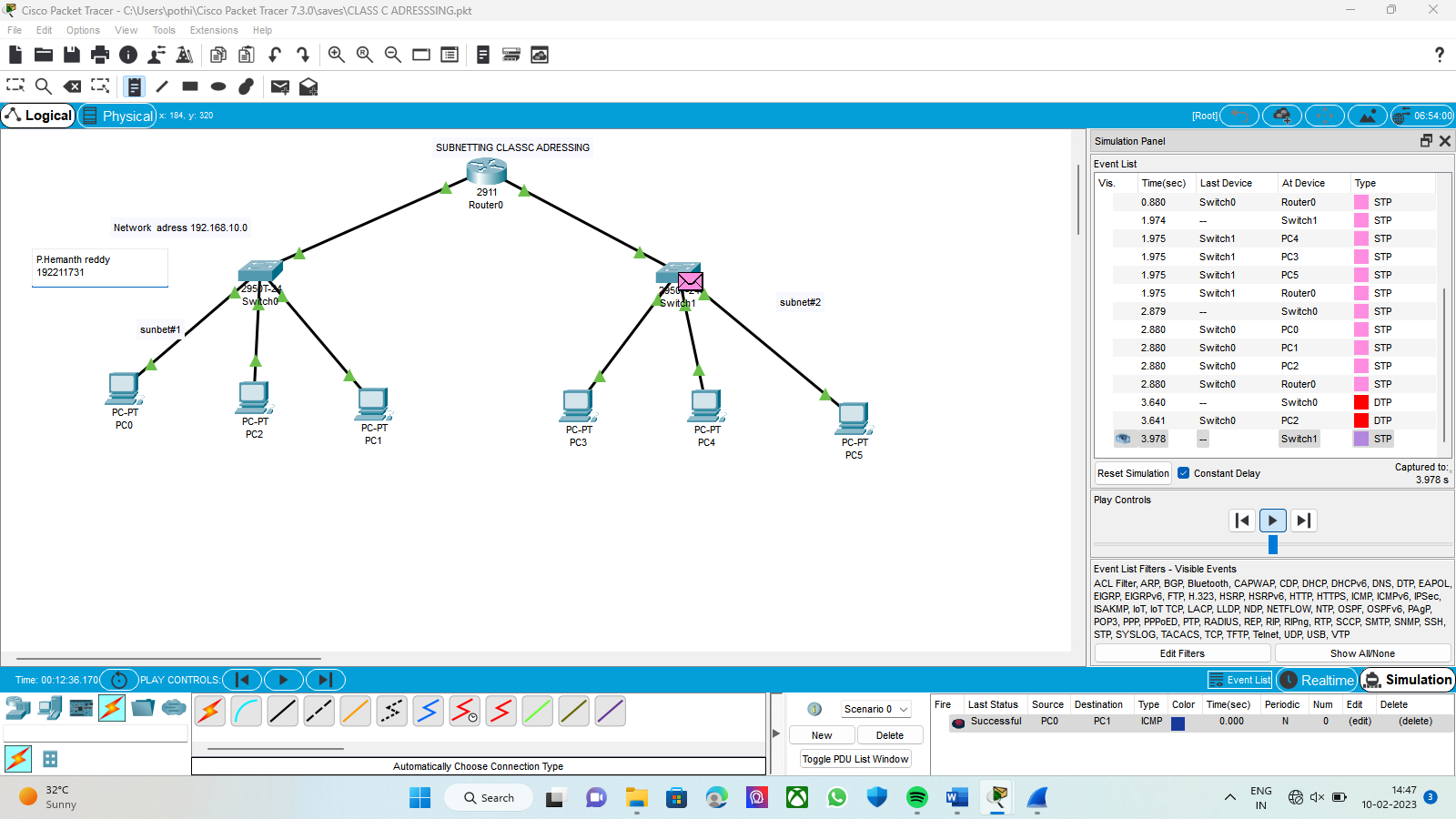
14. FUNCTIONALITIES OF TCP



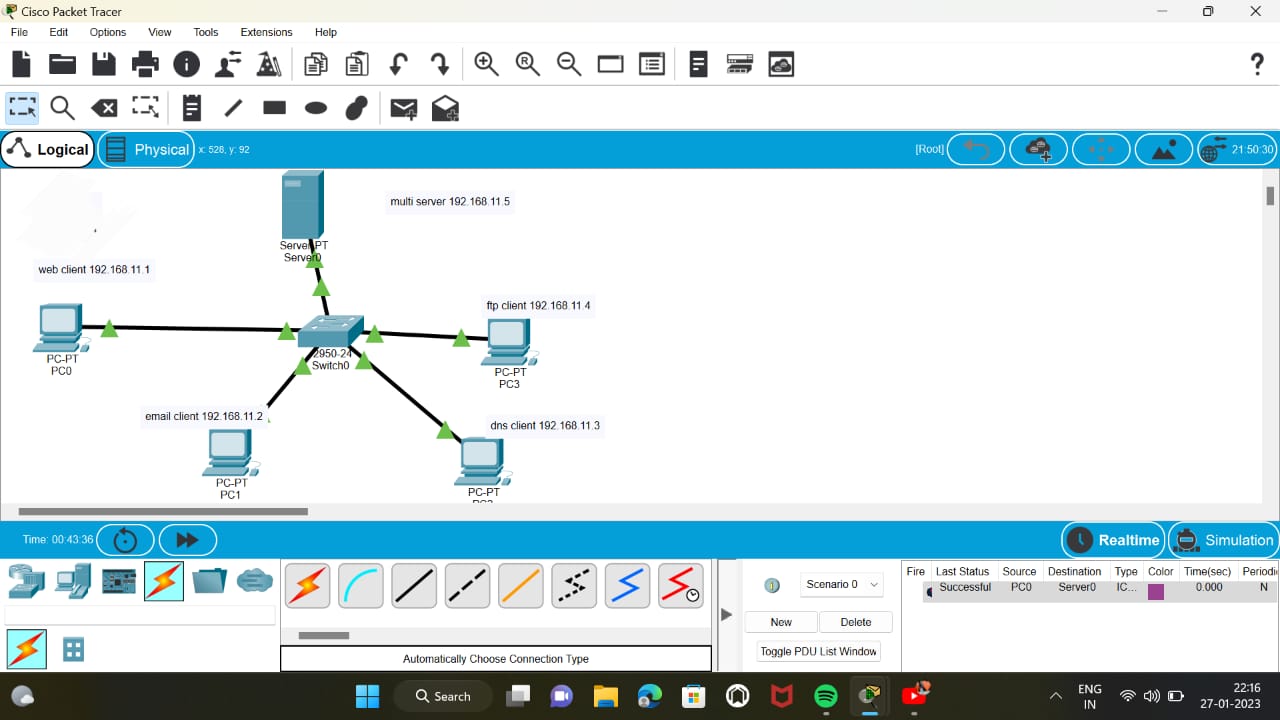
15. FUNCTIONALITIES OF UDP



16. SUBNETTING C CLASS ADRESSING



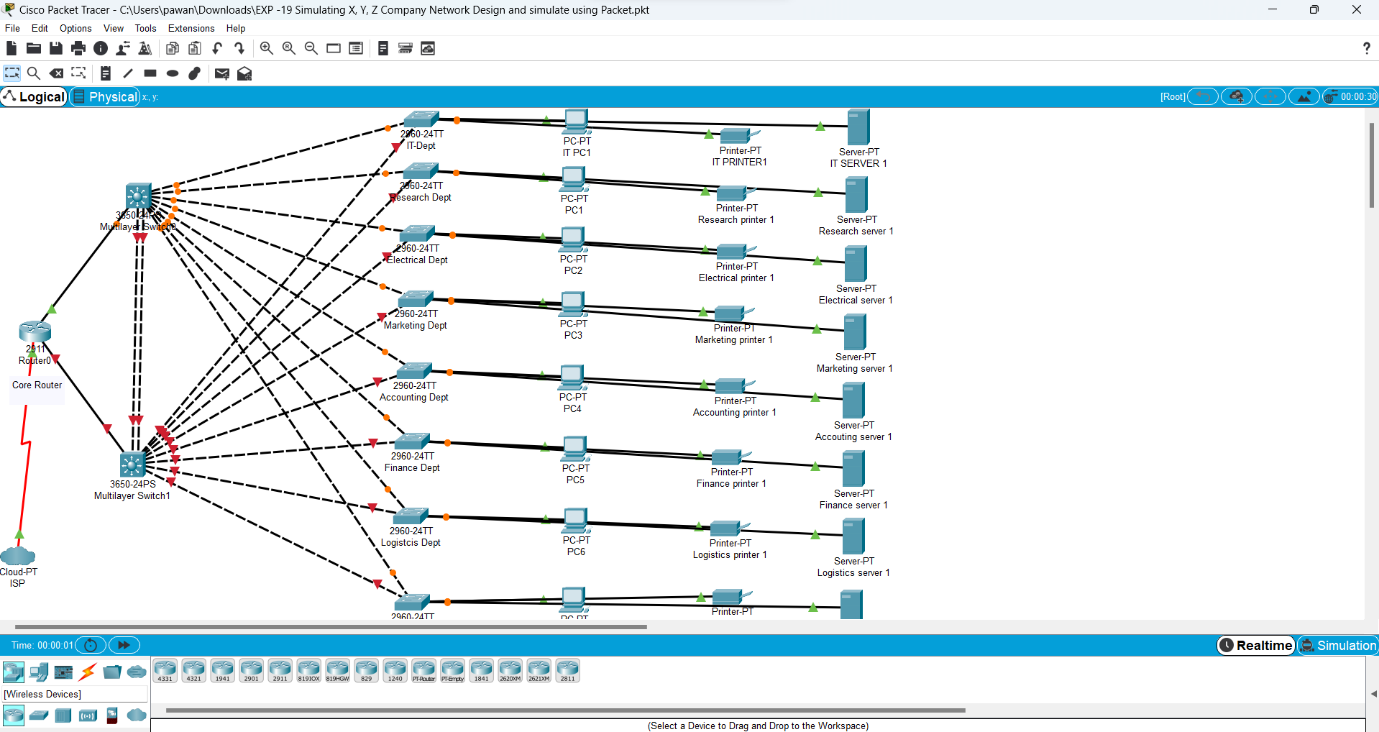
17.SERVER – CLIENT USING TCP



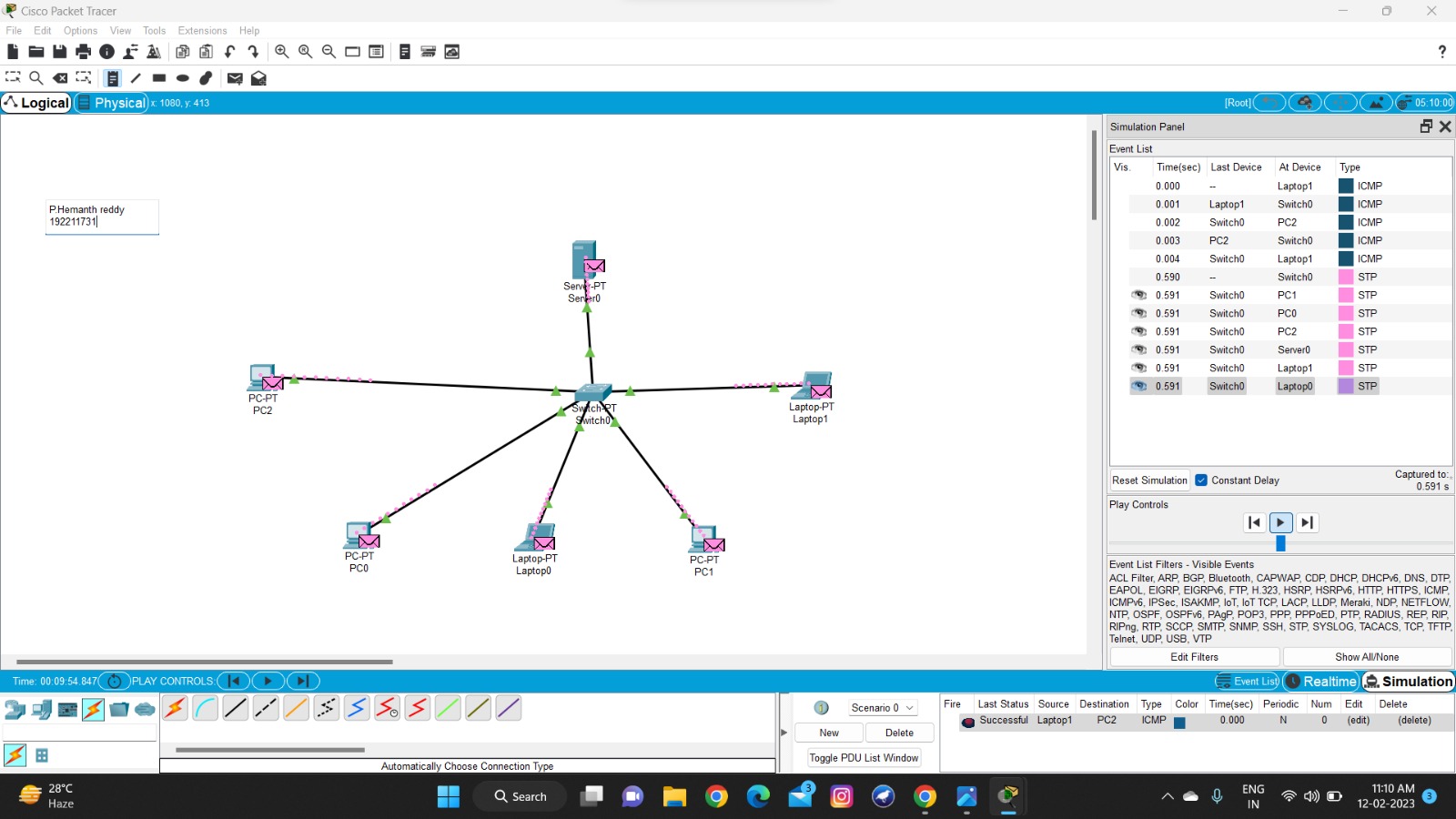
18.SERVER – CLIENT USING UDP



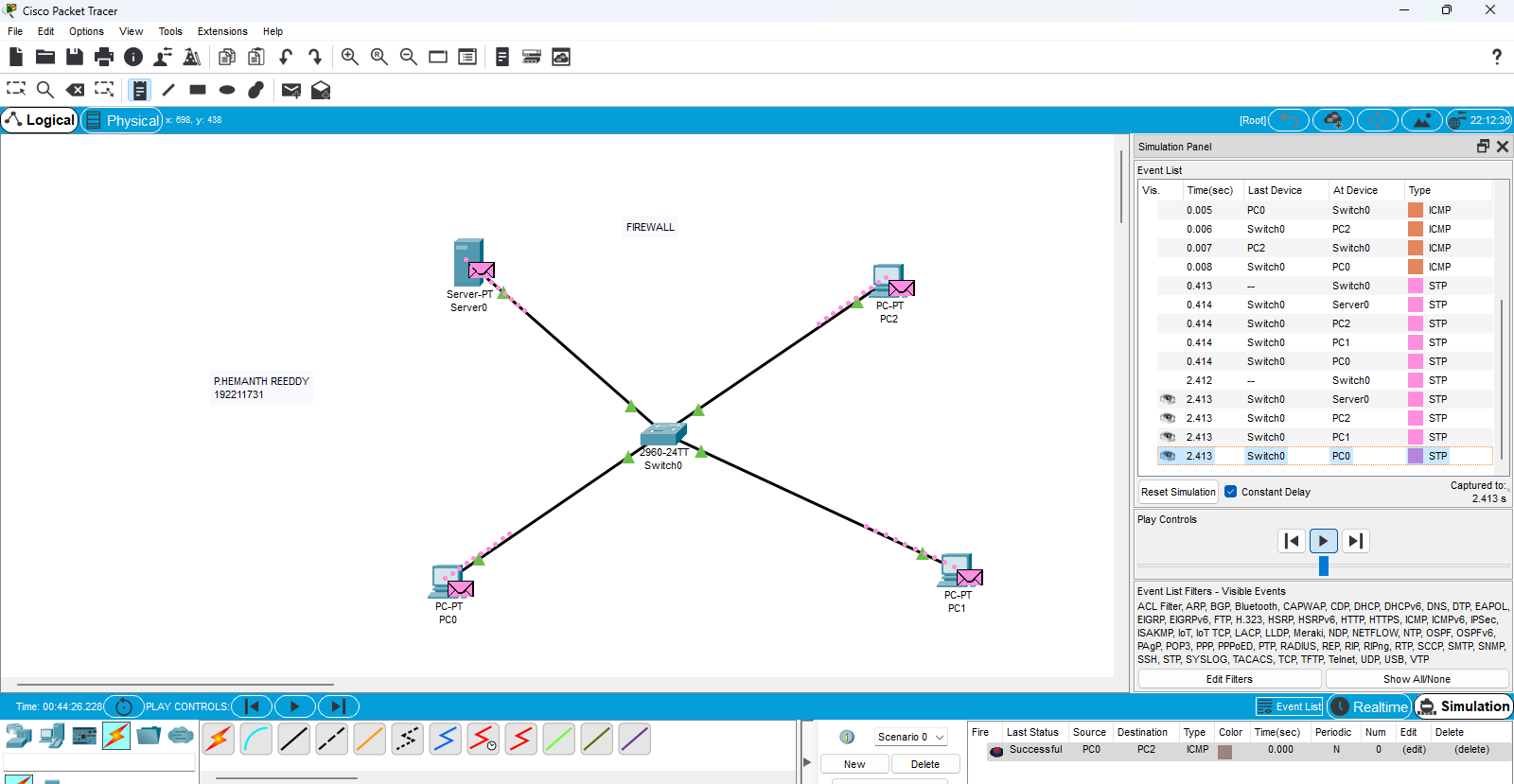
19. X,Y, Z COMPANY NETWORK



20. DHCP



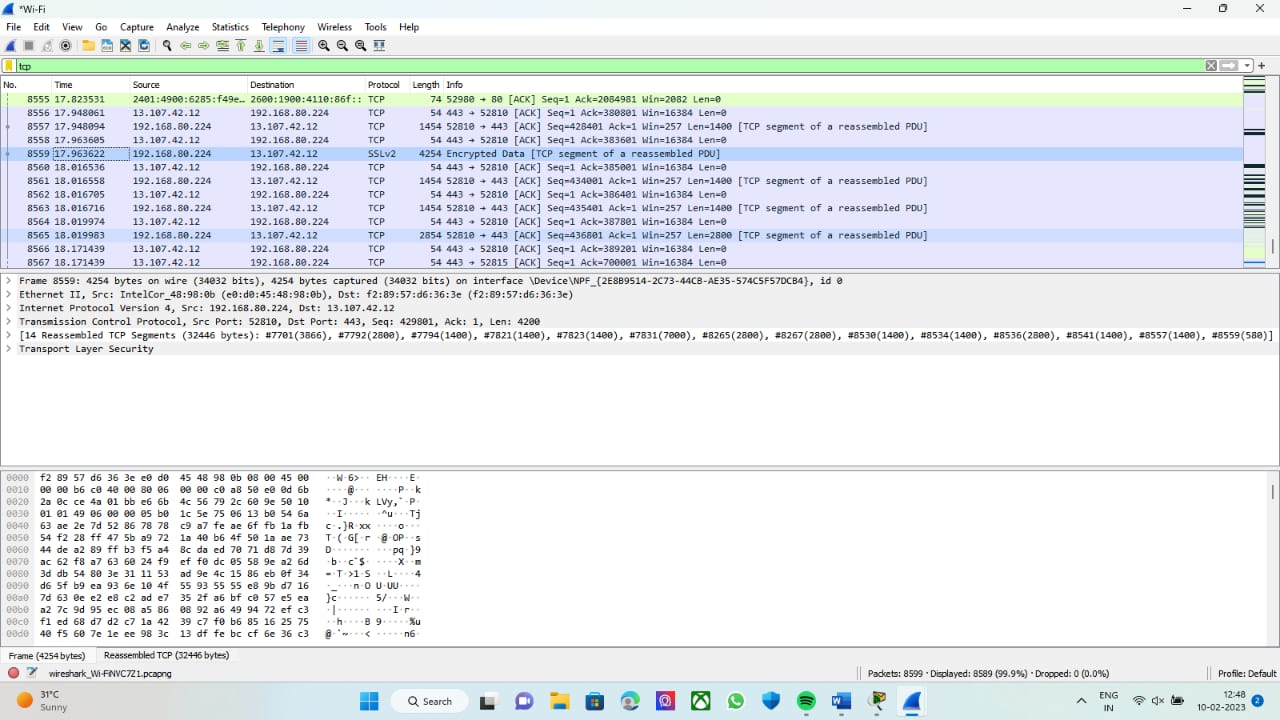
21.FIREWALL



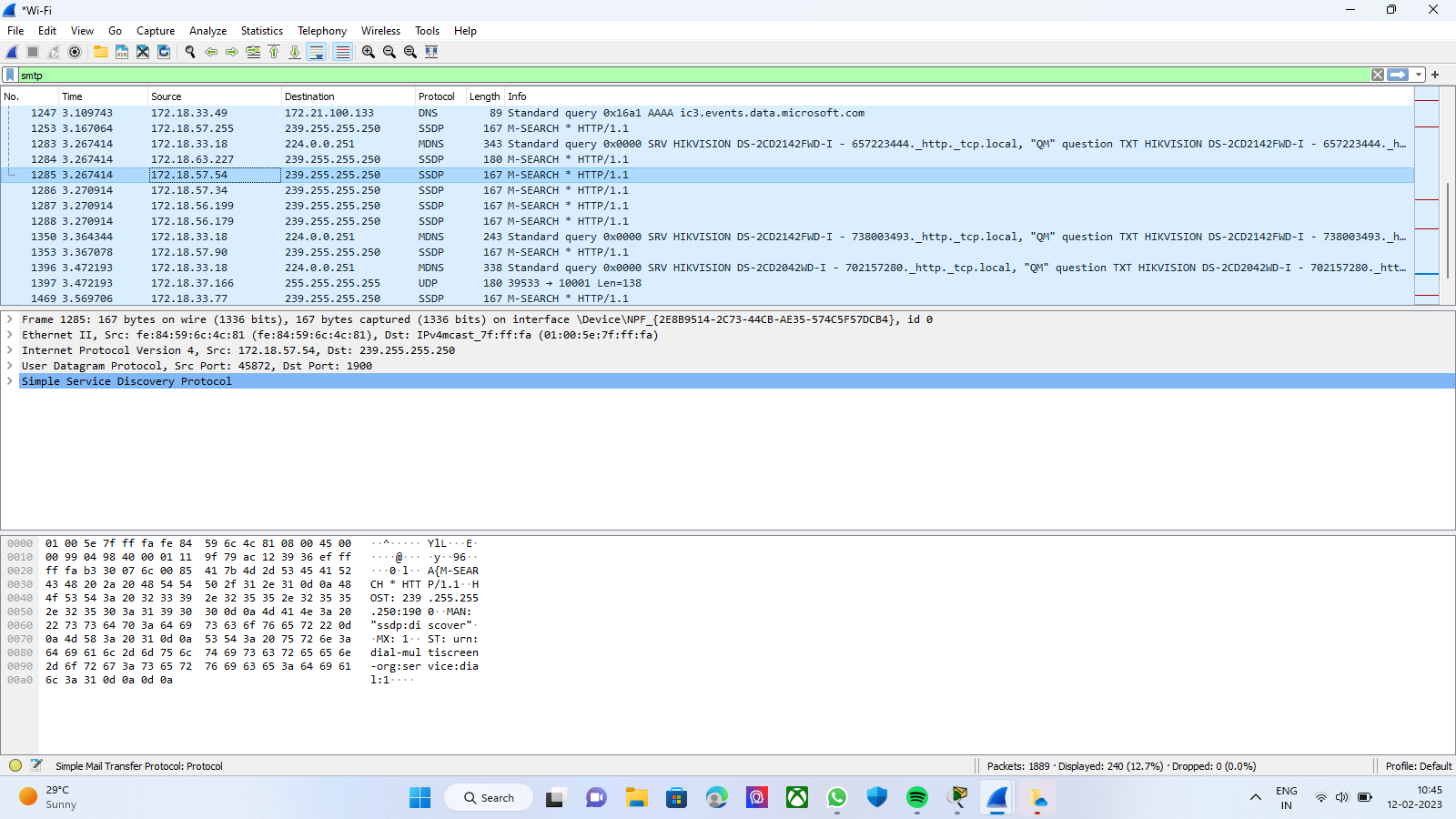
22. COMPUTING LAB



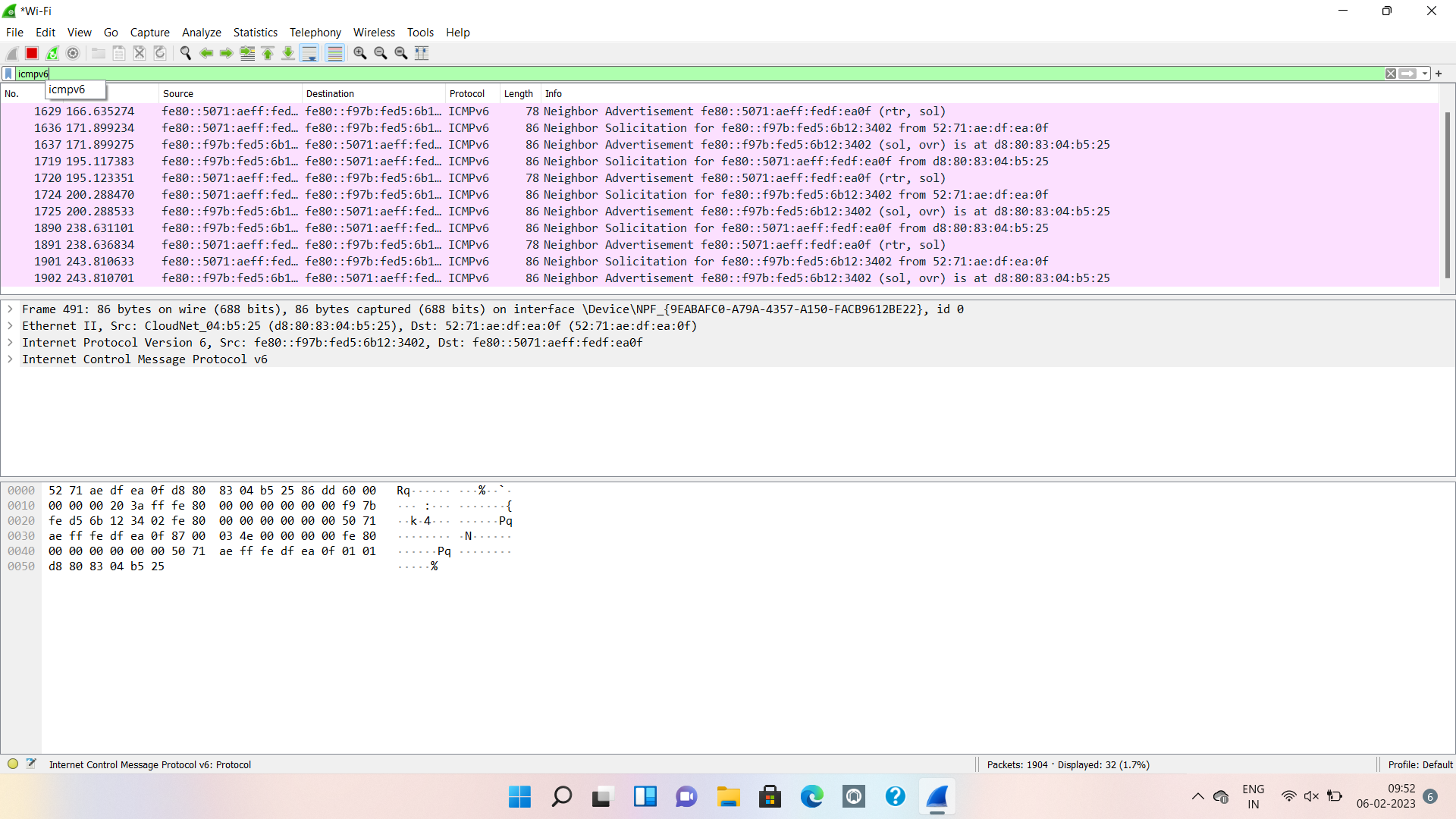
23. WIRESHARK -TCP



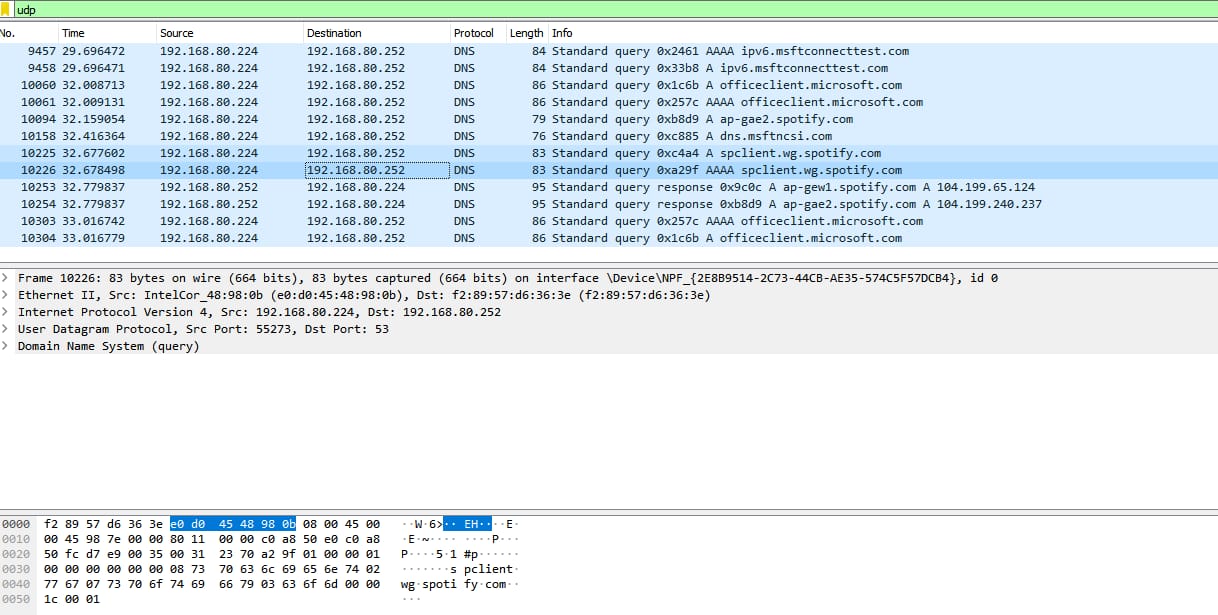
24. WIRESHARK -SMTP



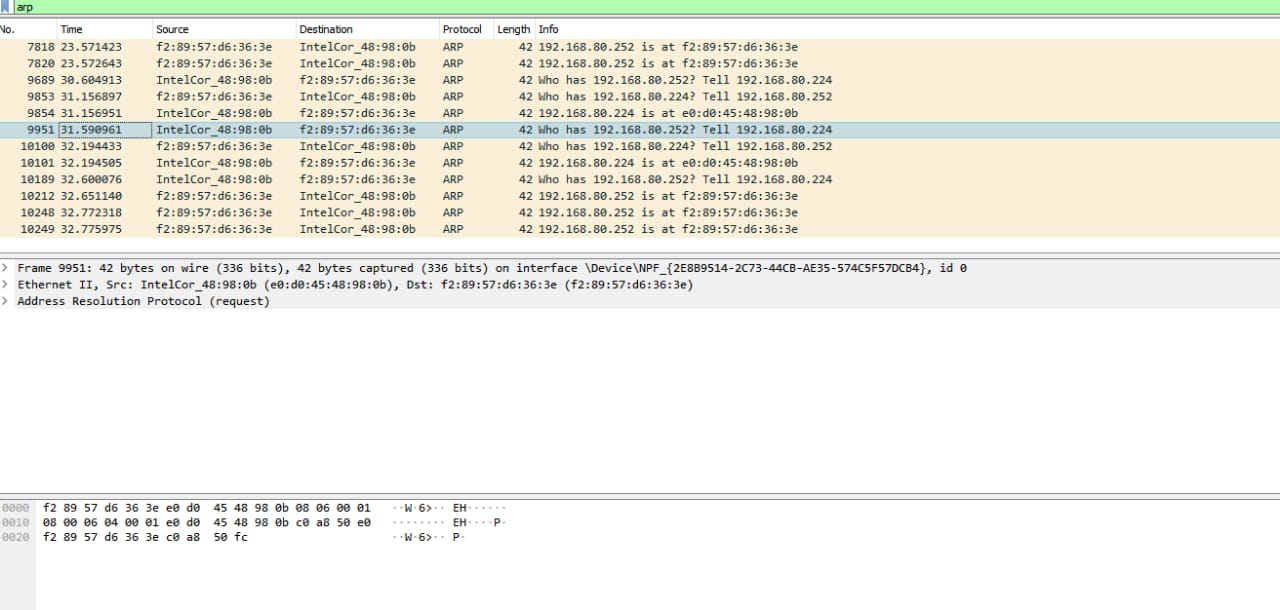
25. . WIRESHARK -ICMP



26.WIRESHARK – UDP



27. WIRESHARK – ARP



28.WIRESHARK – HTTP

