

Lab: Week D

(Cisco Packet Tracer)

↳ Interface Overview:

The ten main components of the main interface are as follows:

1. Menu Bar
2. Main Toolbar
3. Common Tools Bar
4. Logical / Physical Workspace and Navigation Bar
5. Workspace
6. Realtime / Simulation Bar
7. Network Component Bar
8. Device-Type Selection Bar
9. Device - Specific Selection Bar
10. User Created Packet Window

The Packet tracer has two workspaces (Logical and Physical) and two modes (Realtime and Simulation).

We can switch between the Physical Workspace and Logical Workspace with the tabs on this bar.

In the logical workspace, we can switch between various options like creating a New Cluster, Move Object, Set Titled Background and Viewport.

While as in the physical workspace, the bar will allow to navigate through various spaces and locations, like creating a new City, Home, Corporate office or a New Building. We can even move objects and set some background and go to the working Closet.

The two modes available in Packet Tracer Software include the Realtime and Simulation.

We can toggle or switch between realtime and simulation modes.

At the beginning, the Packet Tracer we work in real-time mode in which the networking protocols work in real-time.

Using the simulation mode, we can see packets flowing from one node to another and can also click on a packet to see detailed information categorized by OSI layers.

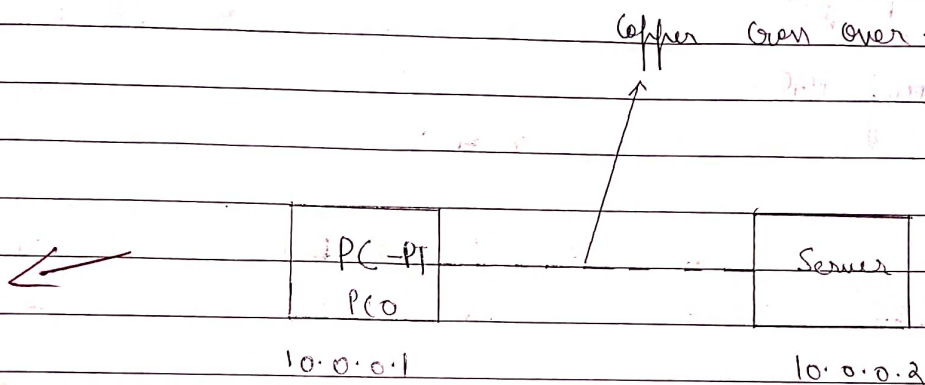
Using the realtime / simulation tabs we can switch from one mode to another.

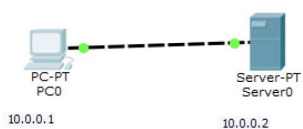
4 My First PT Lab:

1. Launch Packet Tracer.
2. Creating first network with the help of a generic PC and a generic server.
3. Under connections, select copper straight cable and connect PC & server.
4. Configure IP addresses.
5. Select simple PDU and click on both devices.
6. Finally click on Auto Capture / Play & hence animation can be viewed of the packet flow in simulation mode.

10/11/22 In real time mode, open command prompt and send ping using commands & destination IP address.

Topology:





USN: 1BM20CS059

PC0

Physical Config Desktop Custom Interface

Command Prompt

```
Packet Tracer PC Command Line 1.0
PC>ping 10.0.0.2

Pinging 10.0.0.2 with 32 bytes of data:

Reply from 10.0.0.2: bytes=32 time=0ms TTL=128
Reply from 10.0.0.2: bytes=32 time=0ms TTL=128
Reply from 10.0.0.2: bytes=32 time=1ms TTL=128
Reply from 10.0.0.2: bytes=32 time=2ms TTL=128

Ping statistics for 10.0.0.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 2ms, Average = 0ms

PC>
```

Logical

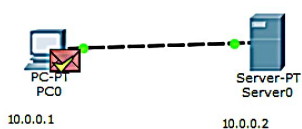
[Root]

New Cluster

Move Object

Set Tiled Background

Viewport



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Simulation Panel

Event List

Vis.	Time(sec)	Last Device	At Device	Type	Info
	0.000	--	PC0	ICMP	
	0.001	PC0	Server0	ICMP	
	0.002	Server0	PC0	ICMP	

Reset Simulation

☒ Constant Delay

Captured to: *

147.197 s

Play Controls

Back

Auto Capture / Play

Capture / Forward

Event List Filters - Visible Events

ACL Filter, ARP, BGP, CDP, DHCP, DHCPv6, DNS, DTP, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, LACP, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, RADIUS, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, VTP

Edit Filters

Show All/None

Time: 00:10:12.935

Power Cycle Devices

PLAY CONTROLS:

Back

Auto Capture / Play

Capture / Forward

Scenario 0

New

Delete

Toggle PDU List Window

Fire

Last Status

Source

Destination

Type

Color

Time(sec)

Successful

PC0

Server0

ICMP

0.000

Connections

Automatically Choose Connection Type

15°C
Haze

Q Search



ENG

IN



14:56

27-11-2022