Lab: Week 0 (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 Box
8. Device-Type Selection Box
9. Device - Specific Selection Box
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 Tiled Background and Viewport.
While as in the logical 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 realtime.

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 tab 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 connection, 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 Tracer in simulation mode.
7. In real time mode, open command-prompt and send ping using commands & destination IP address.

10/11/22

Topology: