

Cisco

Progressive

Packet Tracer

Réseau

Basic & Switch

1.1 Bravo vous avez fini le basique. Montrez-nous que vous avez compris ! Pouvez-vous me dire quelle est la différence entre Fast Ethernet 0/1 et 1/1 ?

Il s'agit de deux différent ports, (prise permettant de brancher des périphériques sur un matériel informatique)

1.2 Entrez la commande ping

The screenshot shows a Packet Tracer interface with a network topology. A central switch, labeled 'Switch0', is connected to two PCs: 'PC-PT PC0' and 'PC-PT PC1'. The switch has a '250-24TT' label. The PC-PT PC0 is connected to the switch via a 'Fa0/24' port. The PC-PT PC1 is connected to the switch via a 'Fa0/24' port. A 'Command Prompt' window is open on PC0, showing the following output:

```
Packet Tracer PC Command Line 1.0
C:\>ping 192.168.1.2

Pinging 192.168.1.2 with 32 bytes of data:

Reply from 192.168.1.2: bytes=32 time=1ms TTL=128
Reply from 192.168.1.2: bytes=32 time=3ms TTL=128
Reply from 192.168.1.2: bytes=32 time=1ms TTL=128
Reply from 192.168.1.2: bytes=32 time=1ms TTL=128

Ping statistics for 192.168.1.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 3ms, Average = 1ms

C:\>
```

1.3 Ping du PC portable relié en Wifi , vers les deux autres PC.

The screenshot shows a Packet Tracer interface with a network topology. A central switch, labeled 'Switch0', is connected to two PCs: 'PC-PT PC0' and 'PC-PT PC1'. The switch has a '250-24TT' label. The PC-PT PC0 is connected to the switch via a 'Fa0/24' port. The PC-PT PC1 is connected to the switch via a 'Fa0/24' port. An 'AccessPoint-PT' is connected to the switch via a 'Fa0/24' port. A 'Laptop-PT' is connected to the AccessPoint-PT via a wireless connection. A 'Command Prompt' window is open on the Laptop-PT, showing the following output:

```
Control-C
^C
C:\>ping 192.168.1.1

Pinging 192.168.1.1 with 32 bytes of data:

Reply from 192.168.1.1: bytes=32 time=50ms TTL=128
Reply from 192.168.1.1: bytes=32 time=27ms TTL=128
Reply from 192.168.1.1: bytes=32 time=15ms TTL=128
Reply from 192.168.1.1: bytes=32 time=25ms TTL=128

Ping statistics for 192.168.1.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 15ms, Maximum = 50ms, Average = 28ms

C:\>ping 192.168.1.2

Pinging 192.168.1.2 with 32 bytes of data:

Reply from 192.168.1.2: bytes=32 time=64ms TTL=128
Reply from 192.168.1.2: bytes=32 time=24ms TTL=128
Reply from 192.168.1.2: bytes=32 time=24ms TTL=128
Reply from 192.168.1.2: bytes=32 time=22ms TTL=128

Ping statistics for 192.168.1.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 22ms, Maximum = 64ms, Average = 33ms

C:\>
```

Idoine

2.1 Envoi d'un PDU simple ("simple PDU"), ping d'un device à l'autre.

The screenshot shows the Idoine simulation interface. On the left, a network diagram displays two PC-PT devices, PC0 and PC1, connected by a dashed line representing a network link. PC0 is labeled 'Fa0' and PC1 is labeled 'PC-PT PC1'. The main window on the right is the 'Simulation Panel'. It contains an 'Event List' table with the following data:

Vis.	Time(sec)	Last Device	At Device	Type
	0.000	--	PC0	ICMP
	0.001	PC0	PC1	ICMP
	0.002	PC1	PC0	ICMP

Below the event list, there are buttons for 'Reset Simulation', 'Constant Delay', and 'Capturing...'. The 'Play Controls' section includes play, pause, and stop buttons. At the bottom, there is a status bar with 'Time: 00:53:54.488', 'PLAY CONTROLS', and a 'Scenario 0' dropdown menu.

2.2 Un envoi répétitif de PDU complexe ("complex PDU"), ping d'un device à l'autre, toutes les 5 sec.

The screenshot shows the Idoine simulation interface. On the left, a network diagram displays two PC-PT devices, PC0 and PC1, connected by a dashed line representing a network link. PC0 is labeled 'Fa0' and PC1 is labeled 'PC-PT PC1'. The main window on the right is the 'Simulation Panel'. It contains an 'Event List' table with the following data:

Vis.	Time(sec)	Last Device	At Device	Type
	25.001	PC0	PC1	ICMP
	25.002	PC1	PC0	ICMP
	30.000	--	PC0	ICMP
	30.001	PC0	PC1	ICMP
	30.002	PC1	PC0	ICMP
	35.000	--	PC0	ICMP
	35.001	PC0	PC1	ICMP
	35.002	PC1	PC0	ICMP
	40.000	--	PC0	ICMP
	40.001	PC0	PC1	ICMP
	40.002	PC1	PC0	ICMP
	45.000	--	PC0	ICMP
	45.001	PC0	PC1	ICMP
	45.002	PC1	PC0	ICMP
	50.000	--	PC0	ICMP
	50.001	PC0	PC1	ICMP
	50.002	PC1	PC0	ICMP

Below the event list, there are buttons for 'Reset Simulation', 'Constant Delay', and 'Captured to 50.002'. The 'Play Controls' section includes play, pause, and stop buttons. At the bottom, there is a status bar with 'Time: 00:17:45.937', 'PLAY CONTROLS', and a 'Scenario 0' dropdown menu. The status bar also shows 'Fire: Successful', 'Last Status: Successful', 'Source: PC0', 'Destination: 192.168.1...', 'Type: ICMP', 'Color: Red', 'Time(sec): 5.000', 'Periodic: Y', 'Num: 0', and 'Delete: (delete)'.