

Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

Logical Physical x 1232 y 231

Root

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	2.999	Switch0
	2.999	Switch0
	3.000	Laptop2
	3.001	Switch0
	3.001	--
	3.002	Laptop1
	3.003	Switch0
	3.004	Laptop2
	3.005	Switch0
	3.040	--
	3.041	Switch0
Visible	4.996	--

Reset Simulation Constant Delay Captured to: 4.996 s

Play Controls

Event List Filters - Visible Events

ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, IoT, IoT TCP, LACP, LLDP, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PaGP, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RIPv2, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters Show All/None

Time: 00:09:36.626 PLAY CONTROLS

Scenario 6

New Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	Laptop1	Laptop2	ICMP		2.997	N	0	(edit)	(delete)

Automatically Choose Connection Type

32°C Mostly sunny

Search

ENG IN

13:55 17-09-2025

Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

Logical Physical x 500, p 280

Root 08:27:00

**PDU Information at Device: Switch0**

OSI Model Outbound PDU Details

At Device: Switch0  
Source: Switch0  
Destination: STP Multicast Address

**In Layers**

- Layer7
- Layer6
- Layer5
- Layer4
- Layer3
- Layer2
- Layer1

**Out Layers**

- Layer7
- Layer6
- Layer5
- Layer4
- Layer3
- Layer2: IEEE 802.3 Header  
000C.CF44.4003 >> 0180.C200.0000 LLC  
STP BPDU
- Layer1: Port(s): FastEthernet0/1  
FastEthernet0/2 FastEthernet0/3

1. The STP process sends out a configuration BPDU.  
2. The device encapsulates the PDU into an Ethernet frame.  
3. The Switch uncasts the frame out to the access port.  
4. The STP process sends out a configuration BPDU.  
5. The device encapsulates the PDU into an Ethernet frame.  
6. The Switch uncasts the frame out to the access port.  
7. The STP process sends out a configuration BPDU.  
8. The device encapsulates the PDU into an Ethernet frame.  
9. The Switch uncasts the frame out to the access port.

Challenge Me << Previous Layer Next Layer >>

**Simulation Panel**

Event List

Vis	Time(sec)	Last Device
	1.000	-
	1.001	Switch0
	1.001	Switch0
	1.001	Switch0
Visible	2.997	

Reset Simulation Constant Delay Captured to: 2.997 s

Play Controls

Event List Filters - Visible Events

ACL Filter, ARP, BGP, Bluetooth, CAPWAP, COP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, IoT, IoT TCP, LACP, LLDP, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PaGP, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RIPv2, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters Show All/None

Event List Realtime Simulation

Time: 00:09:34.627 PLAY CONTROLS

Scenario 6 Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete

New Delete Toggle PDU List Window

Automatically Choose Connection Type

32°C Mostly sunny 13:51 17-09-2025