

CEL 51, DCCN, Monsoon 2020  
Lab 3: Learn usage of Packet Tracer

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**Aim :**

- Install Packet Tracer from <https://www.ciscopods.com/install-packet-tracer-ubuntu/>
- Develop an understanding of the basic functions of Packet Tracer.
- Create/model a simple Ethernet network using two hosts and a hub.
- Observe traffic behavior on the network.
- Observer data flow of ARP broadcasts and pings.

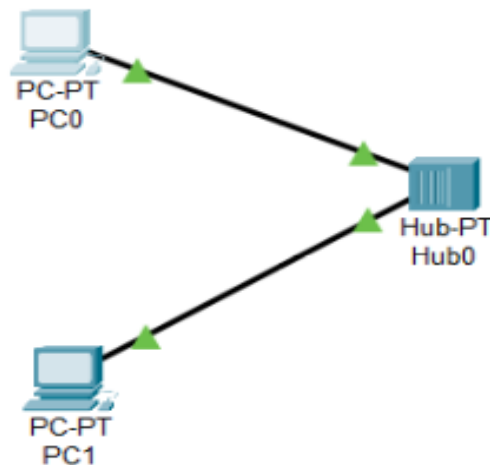
**Step 1: Create a logical network diagram with two PCs and a hub**

The bottom left-hand corner of the Packet Tracer screen displays eight icons that represent device categories or groups, such as Routers, Switches, or End Devices.

Moving the cursor over the device categories will show the name of the category in the box. To select a device, first select the device category. Once the device category is selected, the options within that category appear in the box next to the category listings. Select the device option that is required.

- a) Select **End Devices** from the options in the bottom left-hand corner. Drag and drop two generic PCs onto your design area.
- b) Select **Hubs** from the options in the bottom left-hand corner. Add a hub to the prototype network by dragging and dropping a generic hub onto the design area.
- c) Select **Connections** from the bottom left-hand corner. Choose a **Copper Straight-through** cable type. Click the first host, **PC0**, and assign the cable to the **FastEthernet** connector. Click the hub, **Hub0**, and select a connection port, **Port 0**, to connect to **PC0**.
- d) Repeat Step c for the second PC, **PC1**, to connect the PC to **Port 1** on the hub.

\*There should be green dots at both ends of each cable connection. If not, check the cable type selected.

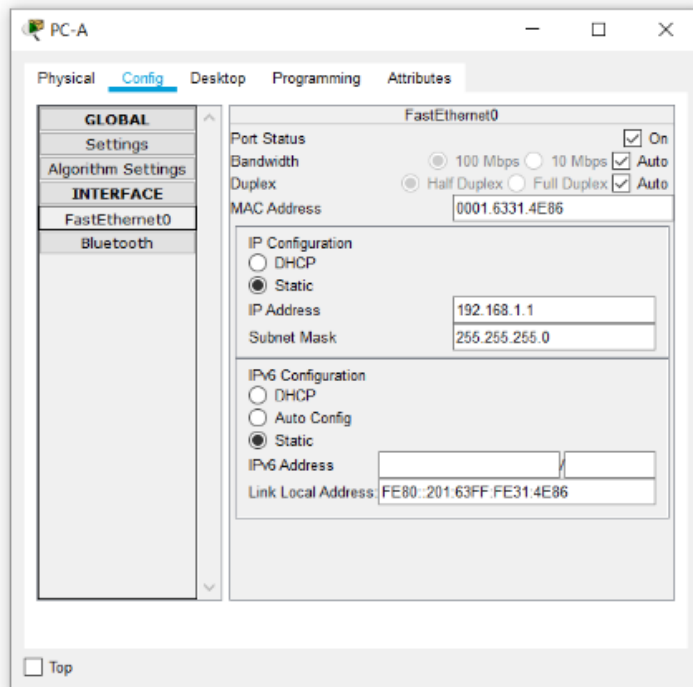
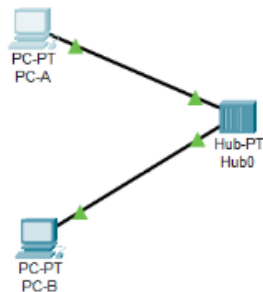


The two end devices have been connected by a hub.

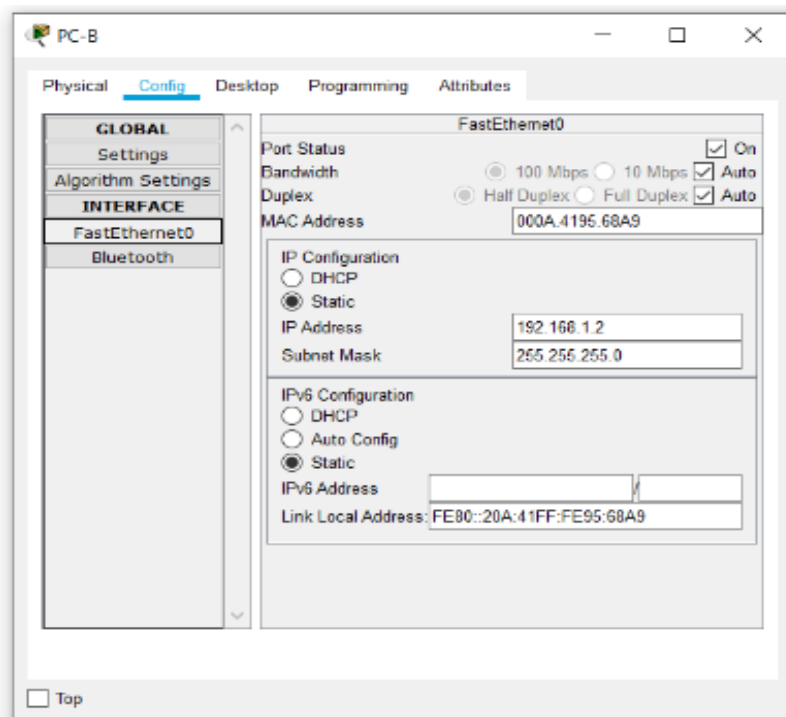
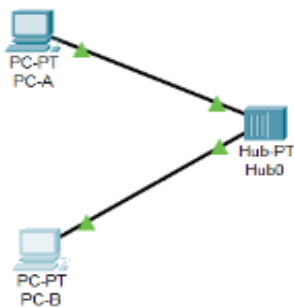
### Step 1 : Completed

### Step 2: Configure host names and IP addresses on the PCs

- a) Click PC0. A PC0 window will appear.
- b) From the PC0 window, select the **Config** tab. Change the PC **Display Name** to **PC-A**. (An error message window will appear warning that changing the device name may affect scoring of the activity. Ignore this error message.) Select the **FastEthernet** tab on the left and add the IP address of **192.168.1.1** and subnet mask of **255.255.255.0**. Close the PC-A configuration window by selecting the **x** in the upper righthand corner.
- c) Click PC1.
- d) Select the **Config** tab. Change the PC **Display Name** to **PC-B**. Select the **FastEthernet** tab on the left and add the IP address of **192.168.1.2** and subnet mask of **255.255.255.0**. Close the PC-B configuration window.



Configuration tab for PC - A after entering the IP address and subnet mask.



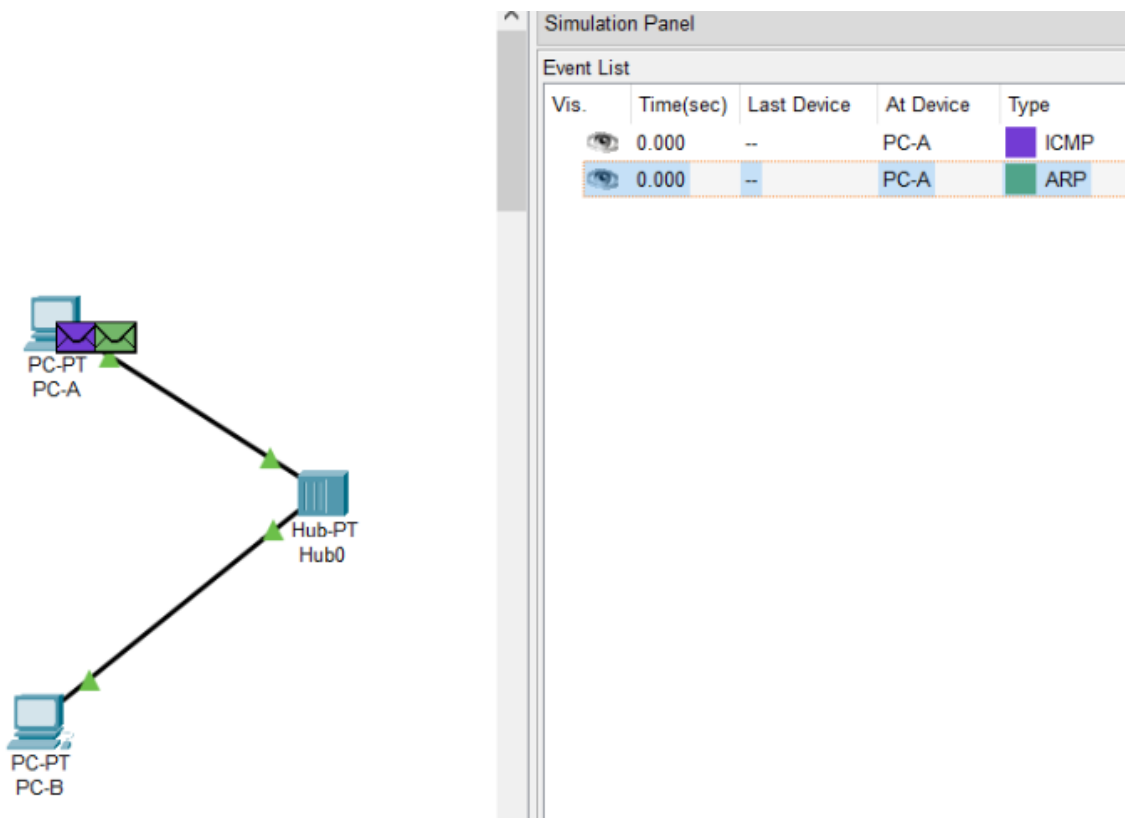
Configuration tab for PC - B after entering the IP address and subnet mask.

**Step 2 : Completed**

### Step 3: Observe the flow of data from PC-A to PC-B by creating network traffic

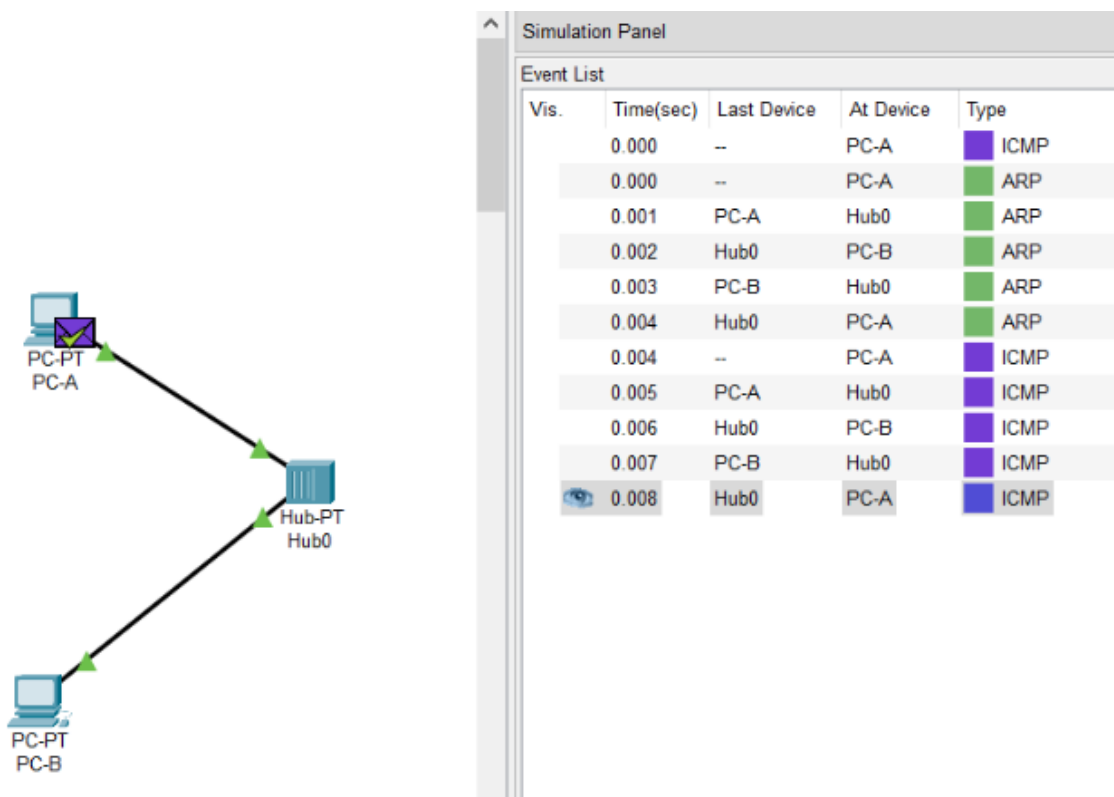
- Switch to **Simulation** mode by selecting the tab that is partially hidden behind the **Realtime** tab in the bottom right-hand corner. The tab has the icon of a stopwatch on it.
- Click the **Edit Filters** button in the **Edit List Filters** area. Clicking the **Edit Filters** button will create a pop-up window. In the pop-up window, click the **Show All/None** box to deselect every filter. Select just the **ARP** and **ICMP** filters.
- Select a **Simple PDU** by clicking the closed envelope on the right vertical toolbar. Move your cursor to the display area of your screen. Click **PC-A** to establish the source. Move your cursor to **PC-B** and click to establish the destination.

\*\*Notice that two envelopes are now positioned beside PC-A. One envelope is ICMP, while the other is ARP. The Event List in the Simulation Panel will identify exactly which envelope represents ICMP and which represents ARP.



One envelope indicates ICMP packet while the other indicates ARP packet

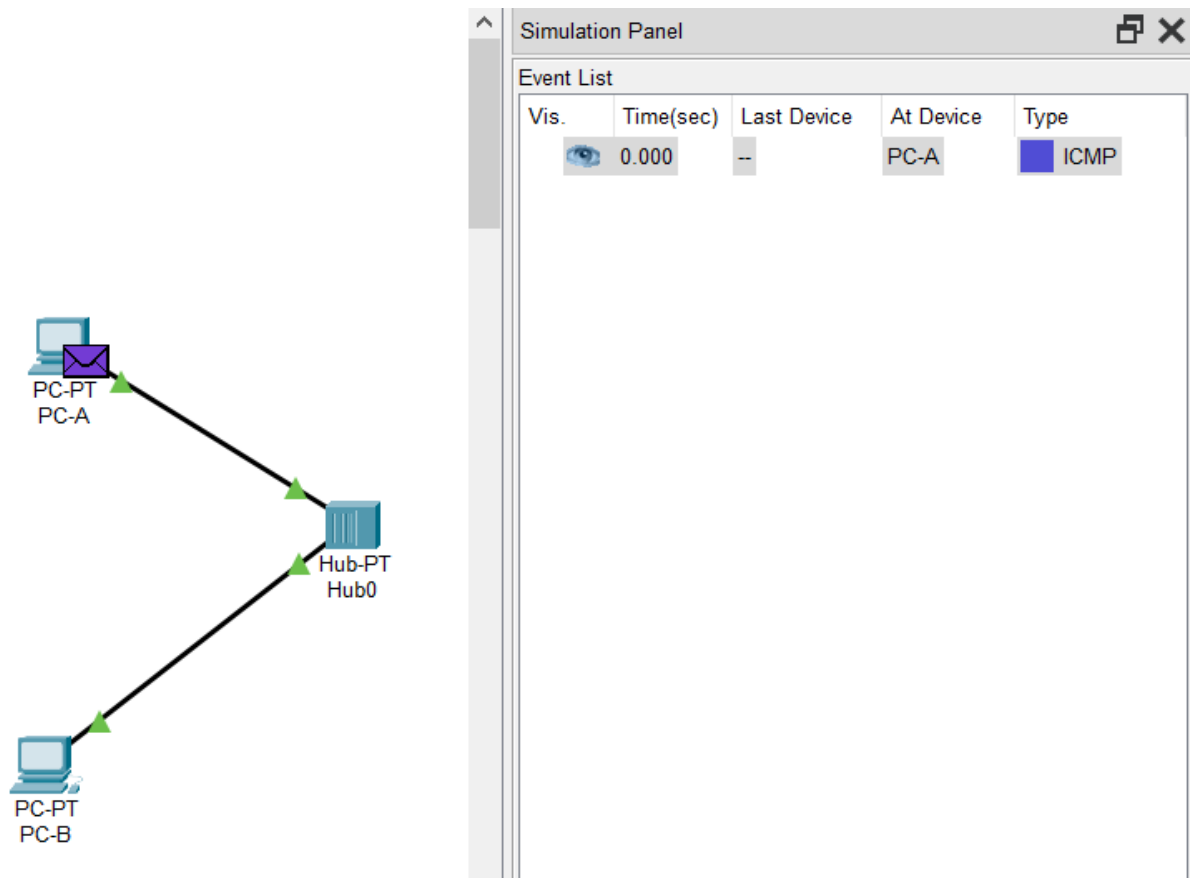
- d) Select **Auto Capture / Play** from the **Play Controls** area of the Simulation Panel. Below the **Auto Capture / Play** button is a horizontal bar, with a vertical button that controls the speed of the simulation. Dragging the button to the right will speed up the simulation, while dragging is to the left will slow down the simulation.



After the simulation is completed

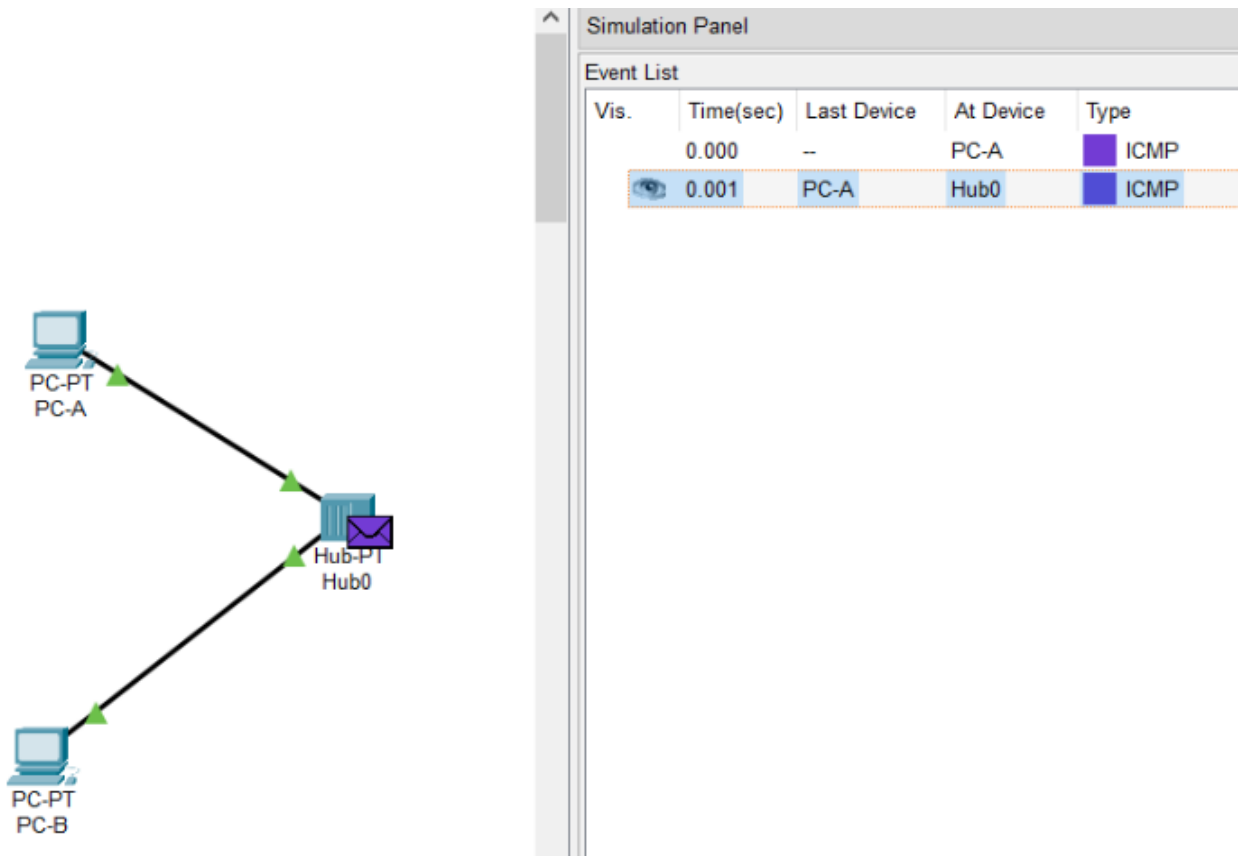
- e) The animation will run until the message window No More Events appears. All requested events have been completed. Select OK to close the message box.

- f) Choose the **Reset Simulation** button in the Simulation Panel. Notice that the ARP envelope is no longer present. This has reset the simulation but has not cleared any configuration changes or dynamic table entries, such as ARP table entries. The ARP request is not necessary to complete the **ping** command because PC-A already has the MAC address in the ARP table.



After resetting the simulation panel.

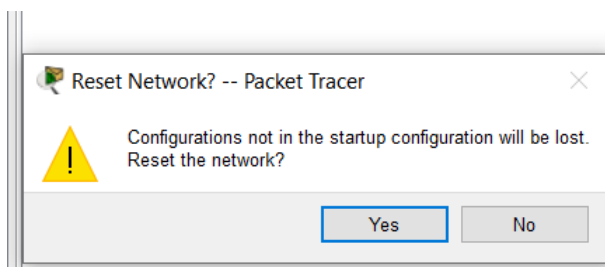
g) Choose the **Capture / Forward** button. The ICMP envelope will move from the source to the hub and stop. The **Capture / Forward** button allows you to run the simulation one step at a time. Continue selecting the **Capture / Forward** button until you complete the event.



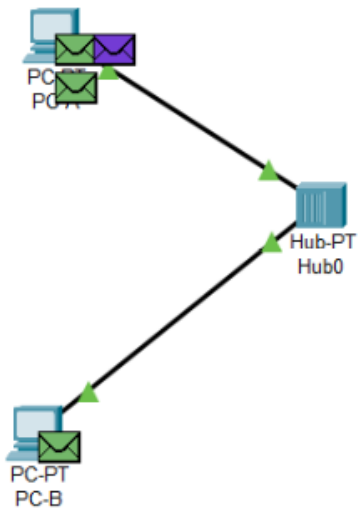
If we click on the forward button, the envelope comes to the hub.

h) Choose the **Power Cycle Devices** button on the bottom left, above the device icons.

i) An error message will appear asking you to confirm reset. Choose **Yes**.



- j) Now both the ICMP and ARP envelopes are present again. The **Reset Network** button will clear any configuration changes not saved and will clear all dynamic table entries, such as the ARP and MAC table entries.



Simulation Panel				
Event List				
Vis.	Time(sec)	Last Device	At Device	Type
	0.000	--	PC-A	ARP
	0.000	--	PC-B	ARP
	0.000	--	PC-A	ICMP
	0.000	--	PC-A	ARP

**Step 3: Completed**



## Step 4: View ARP Tables on each PC

- a) Choose the **Auto Capture / Play** button to repopulate the ARP table on the PCs. Click **OK** when the No More Events message appears.

The network diagram shows two PCs, PC-A and PC-B, connected to a central Hub (Hub0). PC-A is labeled 'PC-PT PC-A' and PC-B is labeled 'PC-PT PC-B'. The Hub is labeled 'Hub-PT Hub0'.

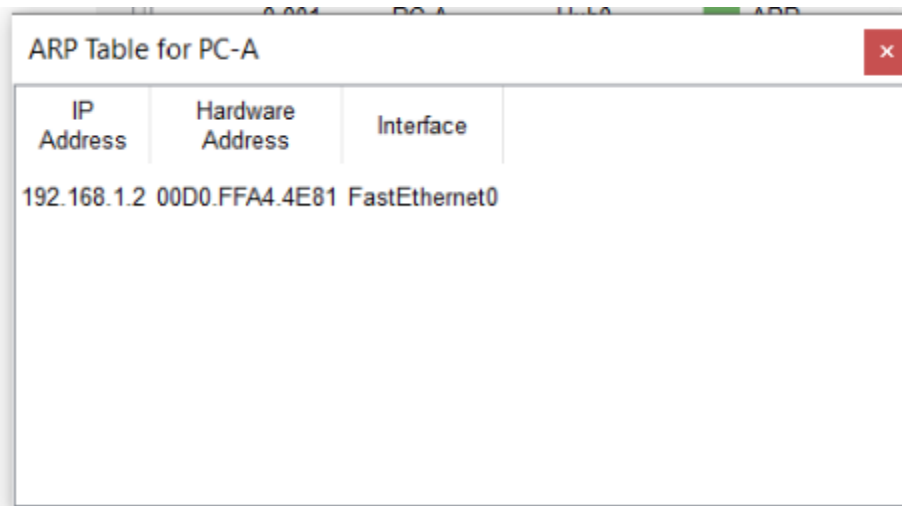
The Simulation Panel displays the Event List with the following data:

Vis.	Time(sec)	Last Device	At Device	Type
	0.000	--	PC-A	ARP
	0.000	--	PC-B	ARP
	0.000	--	PC-A	ICMP
	0.000	--	PC-A	ARP
	0.001	PC-A	Hub0	ARP
	0.001	PC-B	Hub0	ARP
	0.001	--	PC-A	ARP
	0.001	PC-A	Hub0	ARP
	0.002	Hub0	PC-A	ARP
	0.002	Hub0	PC-B	ARP
	0.004	--	PC-A	ARP
	0.005	PC-A	Hub0	ARP
	0.006	Hub0	PC-B	ARP
	0.007	PC-B	Hub0	ARP
	0.008	Hub0	PC-A	ARP
	0.008	--	PC-A	ICMP
	0.009	PC-A	Hub0	ICMP
	0.010	Hub0	PC-B	ICMP
	0.011	PC-B	Hub0	ICMP

The Simulation Panel also includes controls for 'Reset Simulation', 'Constant Delay' (checked), and 'Captured to: 10957.169 s'. The Play Controls section shows a play button. The Event List Filters section shows 'Visible Events: ARP, ICMP'.

ARP gets repopulated.

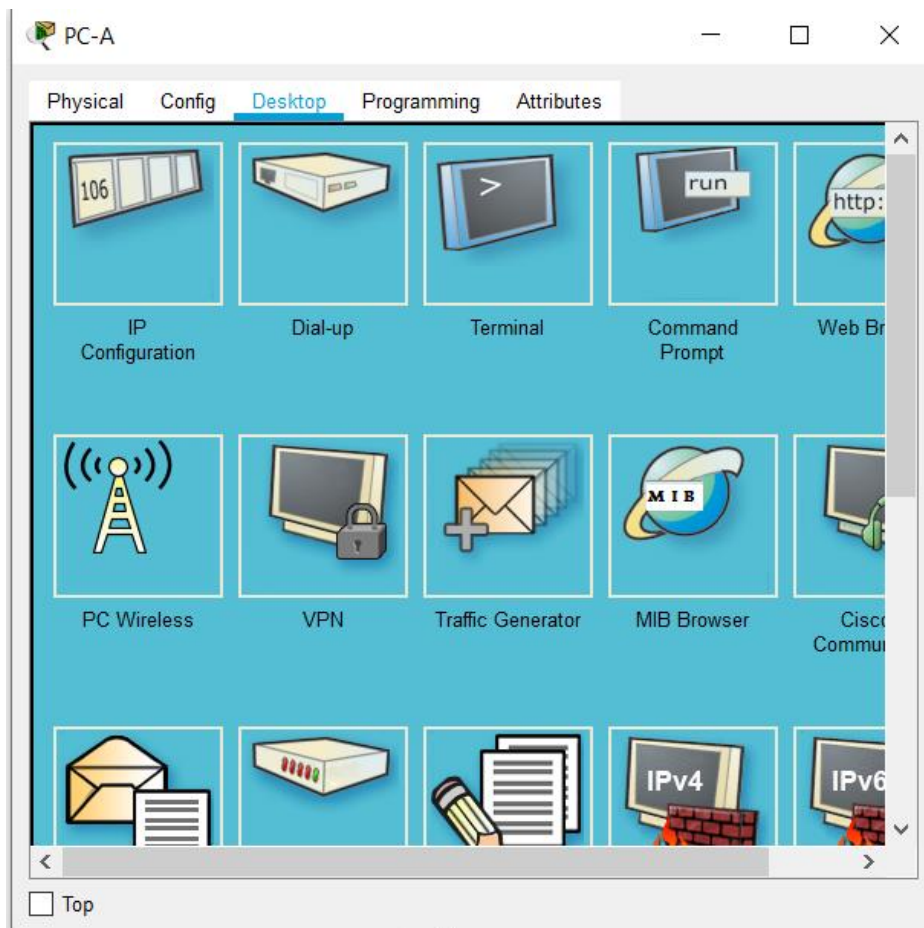
- b) Select the magnifying glass on the right vertical tool bar.
- c) Click **PC-A**. The ARP table for PC-A will appear. Notice that PC-A does have an ARP entry for PC-C. View the ARP tables for PC-B and PC-C as well. Close all ARP table windows.



IP Address	Hardware Address	Interface
192.168.1.2	00D0.FFA4.4E81	FastEthernet0

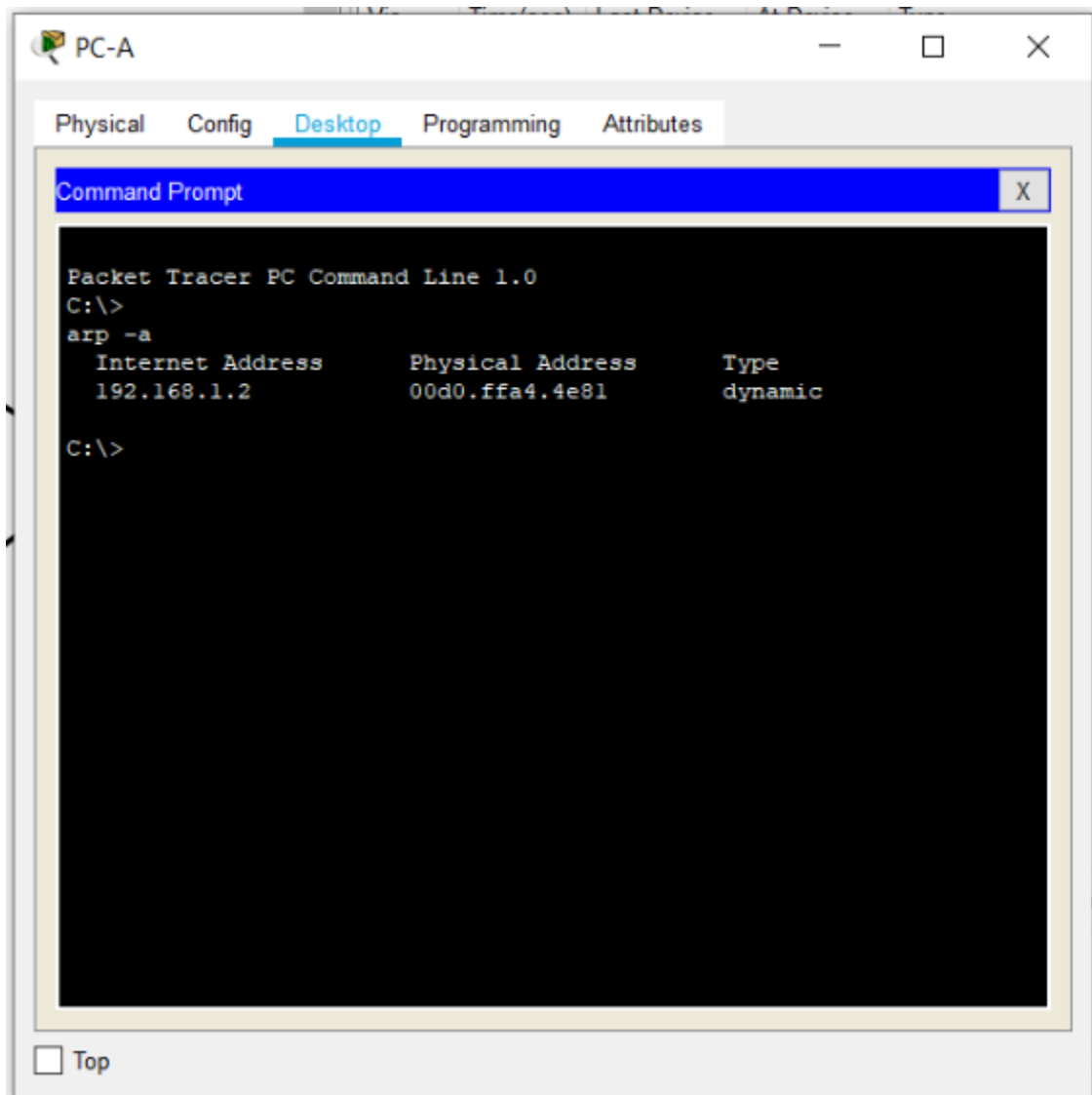
ARP table for PC-B which has the IP address and the Mac Address of PC-A.

- d) Click the **Select Tool** on the right vertical tool bar. (This is the first icon present in the toolbar.)
- e) Click **PC-A** and select the **Desktop** tab.



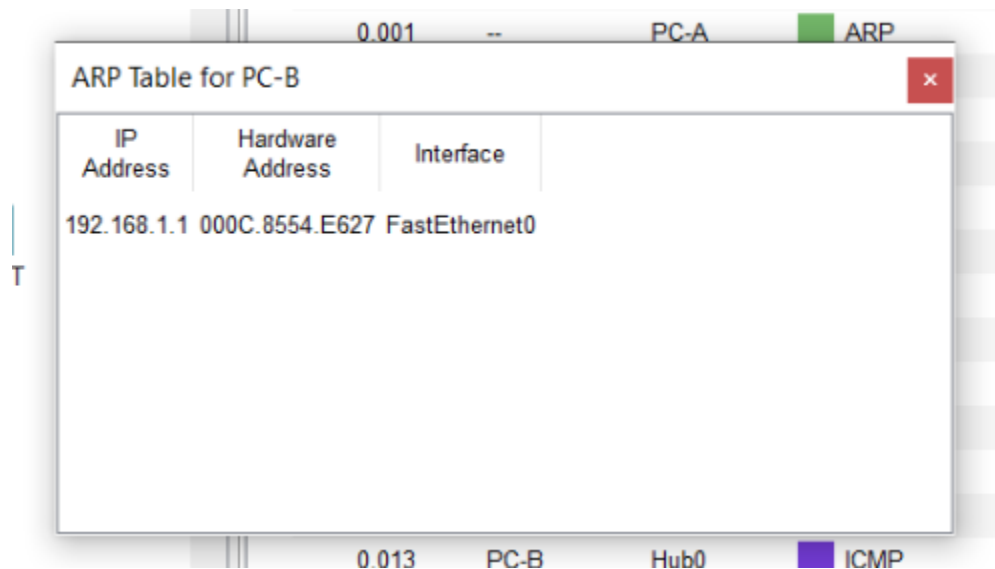
On clicking the Desktop tab.

- f) Select the **Command Prompt** and type the command **arp -a** and press enter to view the ARP table from the desktop view. Close the PC-A configuration window.



This shows recently resolved MAC addresses of Internet Protocol (IP) hosts on the network.

g) Examine the ARP table for **PC-B**.



IP Address	Hardware Address	Interface
192.168.1.1	000C.8554.E627	FastEthernet0

ARP table for PC-B which has the IP address and the Mac Address of PC-A.

h) Close the PC-B configuration window.

i) Click the **Check Results** button at the bottom of the instruction window to verify that the topology is correct.

Congratulations on completing this activity!

**Step 4: Completed**

**Conclusion:**

By performing the above experiment I developed the basic understanding of Packet Tracer and its functionalities.