# COMPUTER NETWORK PRACTICUM PRACTICUM 2



# Writed by:

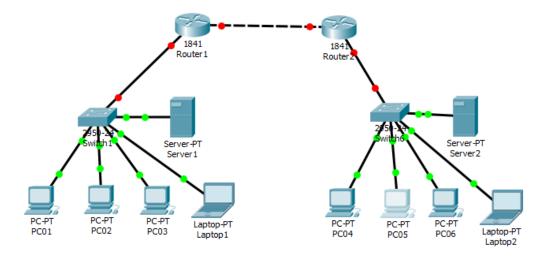
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# INFORMATION TECHNOLOGY FACULTY OF COMMUNICATION AND INFORMATICS MUHAMMADIYAH UNIVERSITY OF SURAKARTA 2020

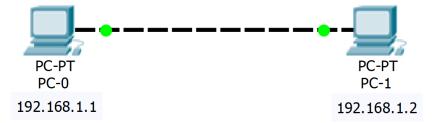
### 1. Activity 1



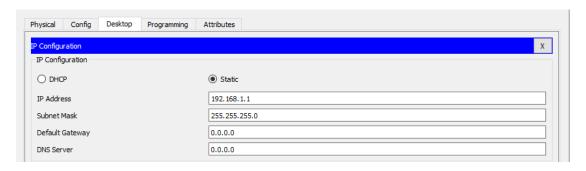
In the first activity there are router components, switches, and devices that are connected by connectors. Each connector has a lamp that symbolizes that the connector is connected. The red color represents the connector is not connected, the orange color represents the connector is being installed / the connection process, the green color represents the connector is connected.

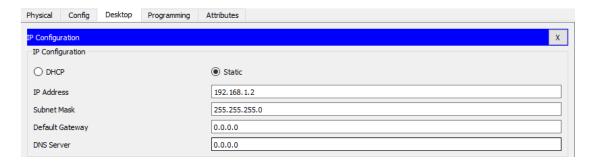
### 2. Activity 2. Creating a Peer to Peer Network

Creating a network design



Set IP





• Check the connection by pinging from one PC and entering another PC's IP

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Physical Config Desktop Programming Attributes

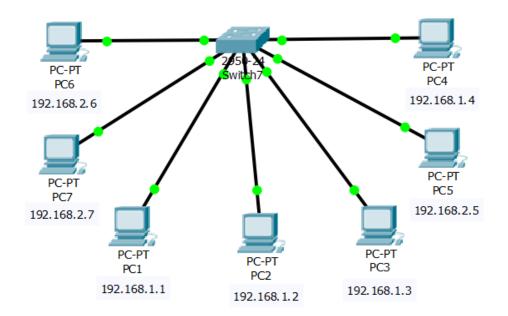
Command Prompt

Recket Tracer PC Command Line 1.0
C:\>ping 192.168.1.1 with 32 bytes of data:
Reply from 192.168.1.1: bytes=32 time=13lms TTL=128
Reply from 192.168.1.1: bytes=32 time<1ms TTL=128
Right from 192.168.1.1: bytes=32 time<1ms TTL=128
Ri
```

Peer to peer two workstations there are no obstacles. Each connection can be proven by pinging each other successfully and there is no RTO as shown in the message column.

### 3. Activity 3. Make a network with a switch

Picture of network design by division of IP



 Check the ping connection from PC 1 to PC 2. And the connection can be connected

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Physical Config Desktop Programming Attributes

Command Prompt

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=lms TTL=128
Reply from 192.168.1.2: bytes=32 time<lms TTL=128
Reply from 192.168.1.2: bytes=32 time=2ms TTL=128
Reply from 192.168.1.2: bytes=32 time=2ms TTL=128
Reply from 192.168.1.2: bytes=32 time=2ms 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
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 Check ping connections from PC 3 to PC 3. And RTO connections due to differences in different networks.

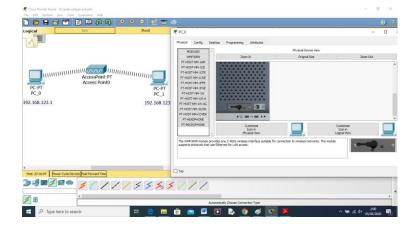


After the circuit is complete, ping between:

- a. PC1 to PC2: is clear without any constraints.
- b. PC3 to PC5: experiences RTO due to differences in network ID.

### 4. Activity 4. Wireless Network

Network design using Access points with IP divisions.





• Ping to check and the connection results are connected

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Physical Config Desktop Programming Attributes

Command Prompt

Packet Tracer PC Command Line 1.0
C:\>PING 192.168.123.2

Pinging 192.168.123.2 with 32 bytes of data:

Reply from 192.168.123.2: bytes=32 time=42ms TTL=128
Reply from 192.168.123.2: bytes=32 time=14ms TTL=128
Reply from 192.168.123.2: bytes=32 time=10ms TTL=128
Reply from 192.168.123.2: bytes=32 time=0fms TTL=128
Reply from 192.168.123.2: bytes=32 time=26ms TTL=128

Ping statistics for 192.168.123.2:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:

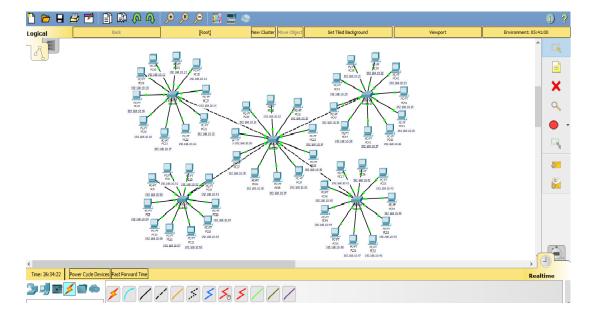
Minimum = 10ms, Maximum = 42ms, Average = 23ms

C:\>
```

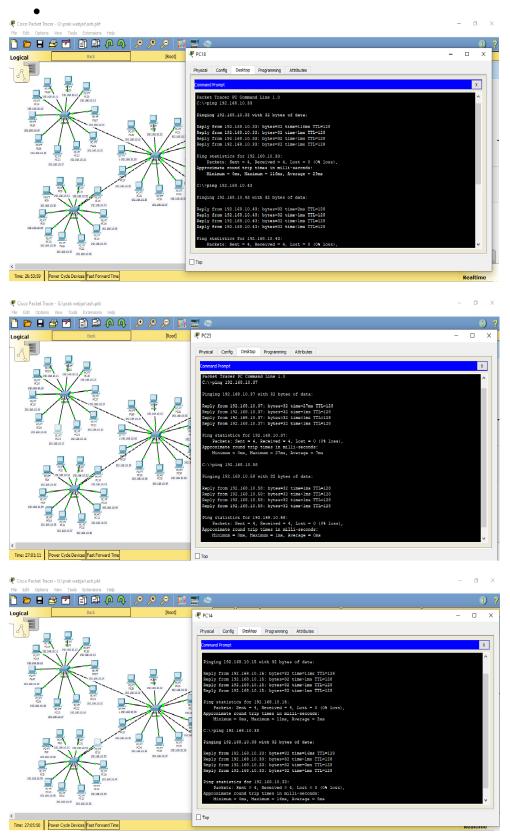
Replacing computer components into wireless components and connecting 2 computers with wireless components. There are 1 access point and 2 workstations. Ping clearly without any problems.

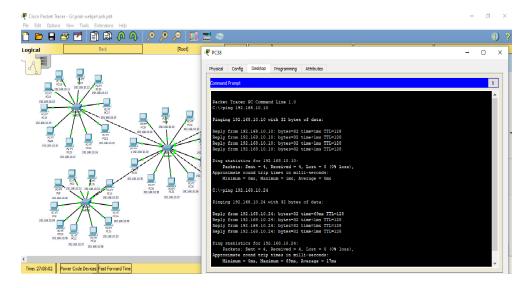
### **ASSIGNMENT**

Network Design



• Check the connection by pinging from IP computer 192.168.10.10 to another computer that has a different connection switch





# Information:

5 switches. Each switch consists of 10 workstations. Each of which has an IP 192.168.10.10-192.168.10.60

Can be seen all workstations connected succesfull (ping).

It would be more effective if there is a router device, so that IP can be configured via DHCP.