

Prac -2 Setup a wired LAN using Layer 2 Switch. It includes preparation of cable, testing of cable using line tester, configuration machine using IP addresses, testing using PING utility and demonstrating the PING packets captured traces using Wireshark Packet Analyzer Tool.

### Aim

- To set up a wired LAN using a Layer 2 switch.
  - To assign IP addresses to PCs and test connectivity using **PING**.
  - To capture and analyze network packets using **Packet Tracer Simulation Mode** (similar to Wireshark).
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### Materials Required

- Cisco Packet Tracer software
  - PCs (3–4)
  - Layer 2 Switch
  - Copper Straight-Through Cables
  - Line Tester (for real hardware setups)
  - IP Configuration knowledge
  - ICMP utility (PING)
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### Learning Objectives

After completing this experiment, you will be able to:

1. Understand and configure a **Layer 2 switch LAN**.
  2. Assign **IP addresses** to network devices.
  3. Test connectivity using the **PING** command.
  4. Capture and analyze network packets using **Packet Tracer Simulation Mode**.
  5. Understand **how switches forward frames based on MAC addresses**.
  6. Distinguish between wired LAN, IP addressing, and packet flow in a network.
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### Theory

- **Layer 2 Switch:** Operates at the **Data Link Layer** of the OSI model and forwards frames based on **MAC addresses**.
- **LAN (Local Area Network):** A network that connects devices within a limited area such as a building.
- **IP Address:** Unique network layer address assigned to each device to enable communication.

- **PING Command:** Utility to test network connectivity using **ICMP protocol**.
- **Packet Capture (Simulation Mode in Packet Tracer):** Allows visualization of data packets, their source and destination MAC addresses, IP addresses, and protocol type.
- **Cabling:**
  - **PC → Switch:** Use straight-through cable.
  - **PC → PC (if direct):** Use crossover cable.
- **Line Tester (for real networks):** Ensures cable continuity and correct wiring.

#### Steps in Theory Context:

1. Connect PCs to the switch with proper cables.
2. Assign IP addresses and subnet masks to PCs.
3. Test connectivity using PING.
4. Capture and analyze packet transmission in simulation mode to observe MAC and IP-based forwarding.

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#### Conclusion

- The **Layer 2 switch successfully connects multiple devices** in a LAN.
- **IP configuration and PING tests** verify network connectivity.
- **Simulation mode** in Packet Tracer allows observation of packet flow, showing **ICMP requests and replies**.
- Layer 2 switches forward data frames based on **MAC addresses**, not IP addresses.
- This experiment helps understand **wired LAN design, troubleshooting, and network monitoring**.

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File Edit Options View Tools Extensions Help

Logical [Root] New Cluster Move Object Set Tiled Background Viewport

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Time: 04:14:09 Power Cycle Devices Fast Forward Time

Connections Automatically Choose Connection Type

Scenario 0 New Delete Toggle PDU List Window

Fire Last Status Source Destination Type Color Time(se Periodic Num Edit Delete

ENG IN 22:40 09-11-2025

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Logical [Root] New Cluster Move Object Set Tiled Background Viewport

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Time: 04:16:01 Power Cycle Devices Fast Forward Time

Connections Automatically Choose Connection Type

Scenario 0 New Delete Toggle PDU List Window

Fire Last Status Source Destination Type Color Time(se Periodic Num Edit Delete

ENG IN 22:42 09-11-2025

PC2

Physical Config Desktop Custom Interface

Command Prompt

Packet Tracer PC Command Line 1.0

PC>ping 192.168.0.3

Pinging 192.168.0.3 with 32 bytes of data:

Reply from 192.168.0.3: bytes=32 time=21ms TTL=128

Reply from 192.168.0.3: bytes=32 time=0ms TTL=128

Reply from 192.168.0.3: bytes=32 time=0ms TTL=128

Reply from 192.168.0.3: bytes=32 time=0ms TTL=128

Ping statistics for 192.168.0.3:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

Approximate round trip times in milli-seconds:

Minimum = 0ms, Maximum = 21ms, Average = 1ms

PC>

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192.168.0.1

PC-PT  
PC1

192.168.0.2

PC-PT  
PC2

2950-24  
Switch0

192.168.0.3

PC-PT  
PC0

Simulation Panel

Event List

Vis.	Time(sec)	Last Devi	At Devi	Type	Info
0.000	--	PC1	Switch0	ICMP	
0.001		PC1	Switch0	ICMP	
0.002		Switch0	PC0	ICMP	
0.003		PC0	Switch0	ICMP	
0.004		Switch0	PC1	ICMP	

Reset Simulation ☒ Constant Delay Captured to: 0.004 s

Play Controls

Back Auto Capture / Play Capture / Forward

Event List Filters - Visible Events

ICMP

Edit Filters Show All/None

Time: 04:16:29.791 Power Cycle Devices PLAY CONTROLS: Back Auto Capture / Play Capture / Forward

Connections

Automatically Choose Connection Type

Scenario 0

New Delete

Toggle PDU List Window

Fire Last Status Source Destination Type Color Time(sei Periodic Num Edit Delete

Successful PC1 PC0 ICMP 0.000 N 0 (edit) (delete)

ENG IN

22:43

09-11-2025