CISCO PACKET TRACER TESTING

ASSIGNMENT 6

SAURABH MUKHERJEE
JADAVPUR UNIVERSITY
001910501006
BCSE III

Overview

Packet Tracer is a cross-platform visual simulation tool designed by Cisco Systems that allows users to create network topologies and imitate modern computer networks. The software allows users to simulate the configuration of Cisco routers and switches using a simulated command line interface. Packet Tracer makes use of a drag and drop user interface, allowing users to add and remove simulated network devices as they see fit. The software is mainly focused towards Certified Cisco Network Associate Academy students as an educational tool for helping them learn fundamental CCNA concepts. Previously students enrolled in a CCNA Academy program could freely download and use the tool free of charge for educational use.

Specifications

1.Windows 10

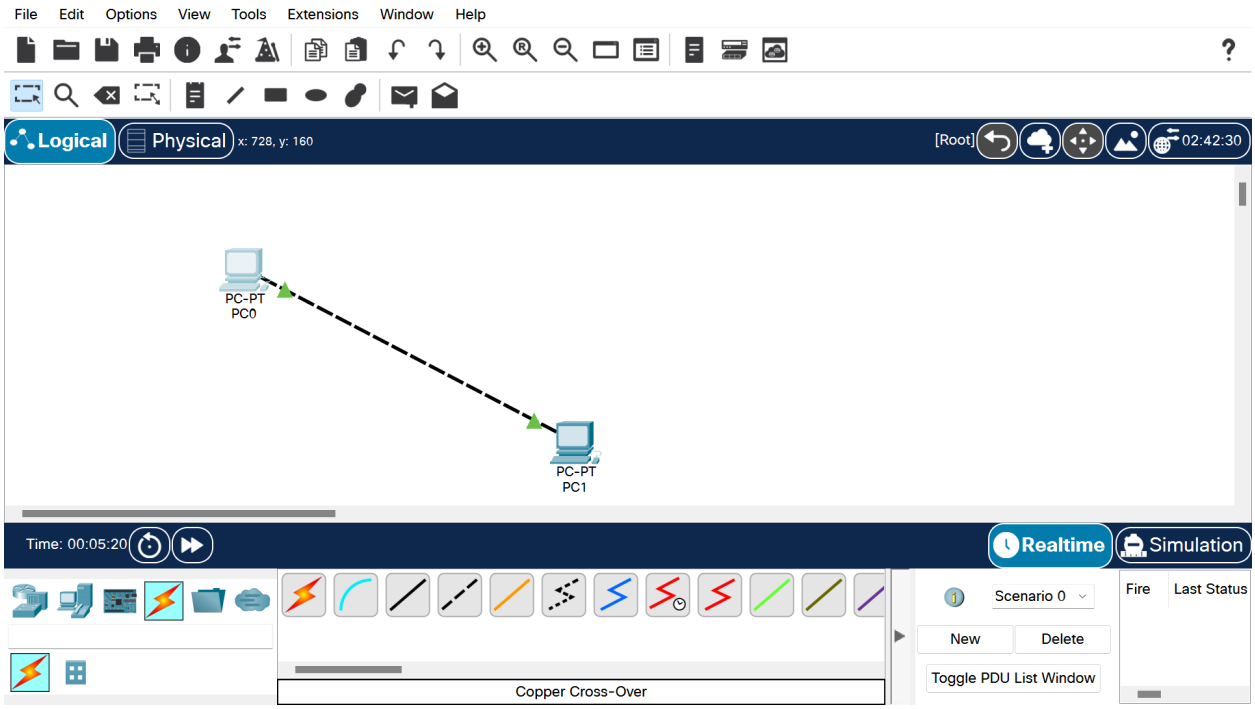
2.Cisco Packet Tracer (Version 8.0.3)

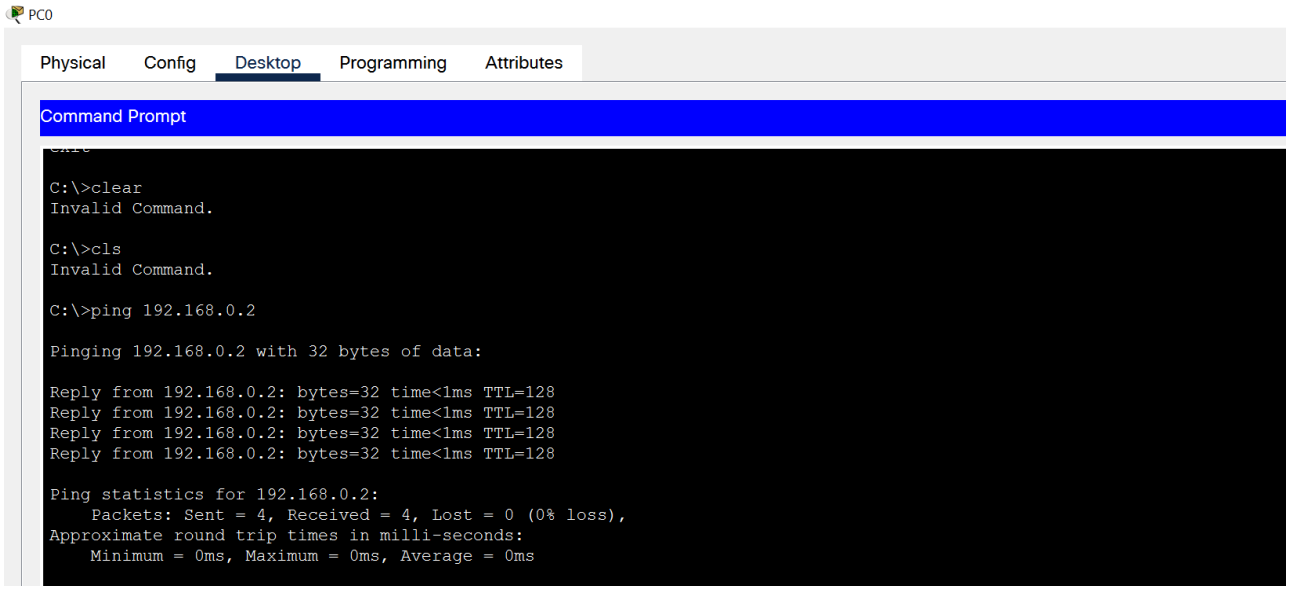
Tasks

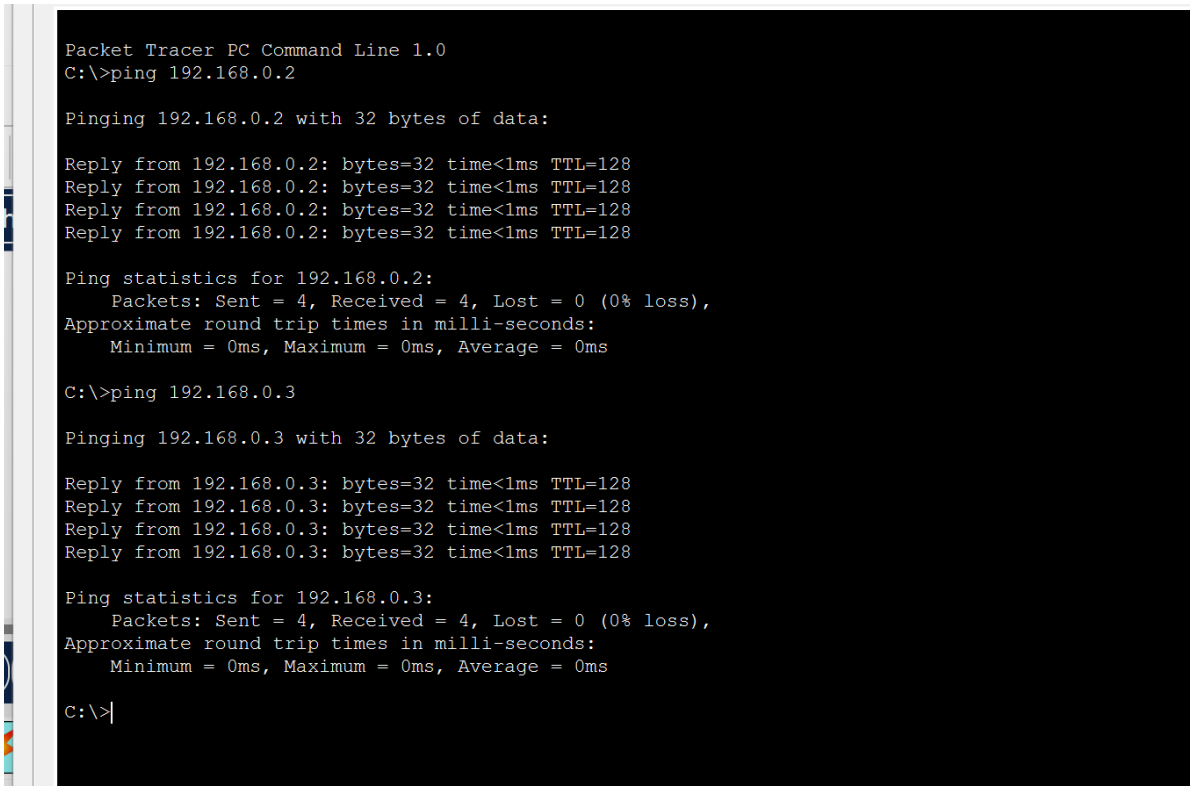
Using Cisco Packet Tracer software to do the following experiments and network simulation.

Questions and Solutions

1. Connect two hostsback-to-back with a cross -over cable. Assign IP addresses, and see whether they are able to ping each other.


File Edit Options View Tools Extensions Window Help
Logical
Physical
x: 728, y: 160
[Root]
02:42:30
PC-PT
PC0
PC-PT
PC1
Time: 00:05:20
Realtime
Simulation
Copper Cross-Over
Scenario 0
New
Delete
Toggle PDU List Window
Fire
Last Status


PC0
Physical
Config
Desktop
Programming
Attributes
Command Prompt
C:\>clear
Invalid Command.
C:\>cls
Invalid Command.
C:\>ping 192.168.0.2
Pinging 192.168.0.2 with 32 bytes of data:
Reply from 192.168.0.2: bytes=32 time<1ms TTL=128
Reply from 192.168.0.2: bytes=32 time<1ms TTL=128
Reply from 192.168.0.2: bytes=32 time<1ms TTL=128
Reply from 192.168.0.2: bytes=32 time<1ms TTL=128
Ping statistics for 192.168.0.2:
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 0ms, Average = 0ms

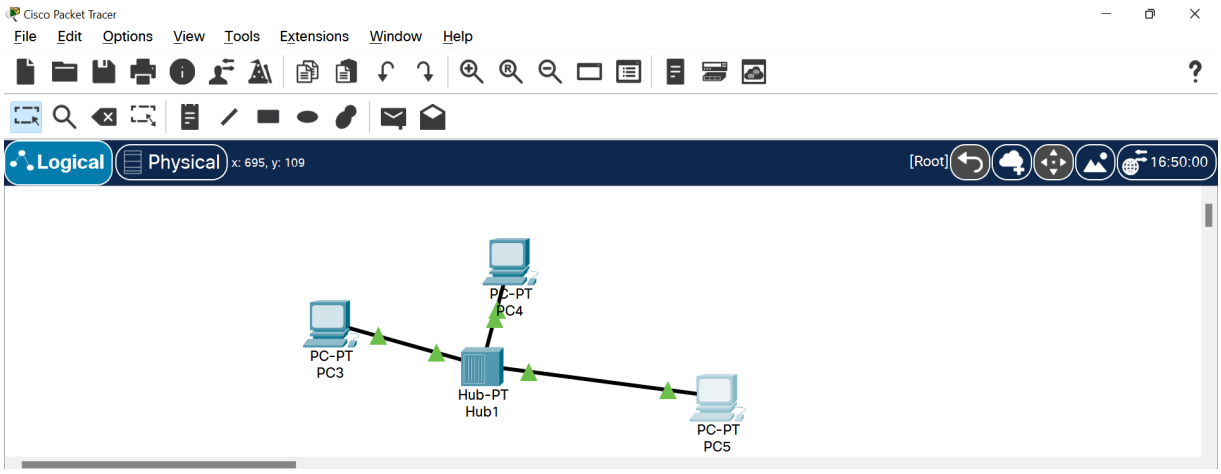


We can see that the two hosts are connected end-to-end by a cross-over cable and are pinged by each other , successful transmission of packets can be seen .

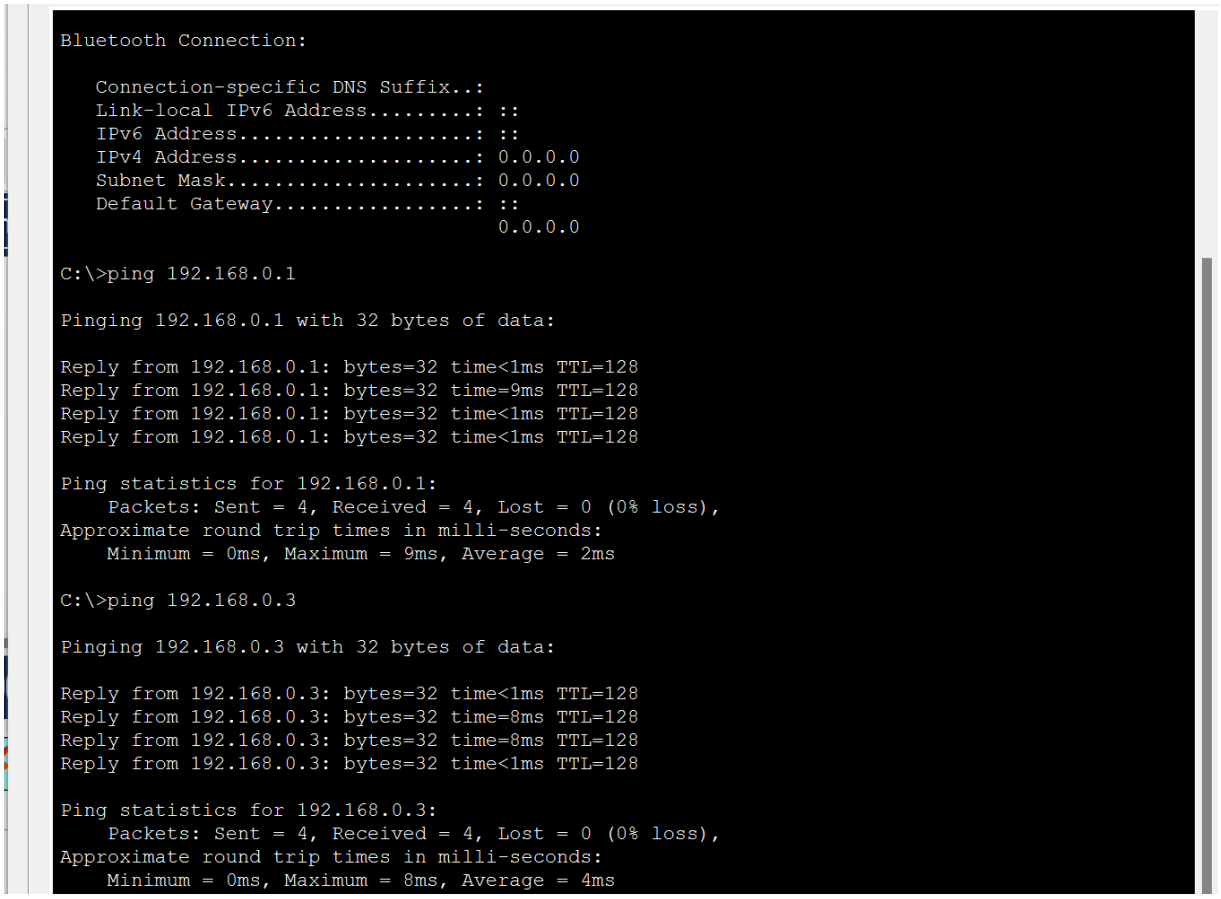
Q2. Create a LAN (named LAN-A) with 3 hosts using a hub. Ping each pair of nodes.

Three PCs have been connected together using a HUB to create LAN A.

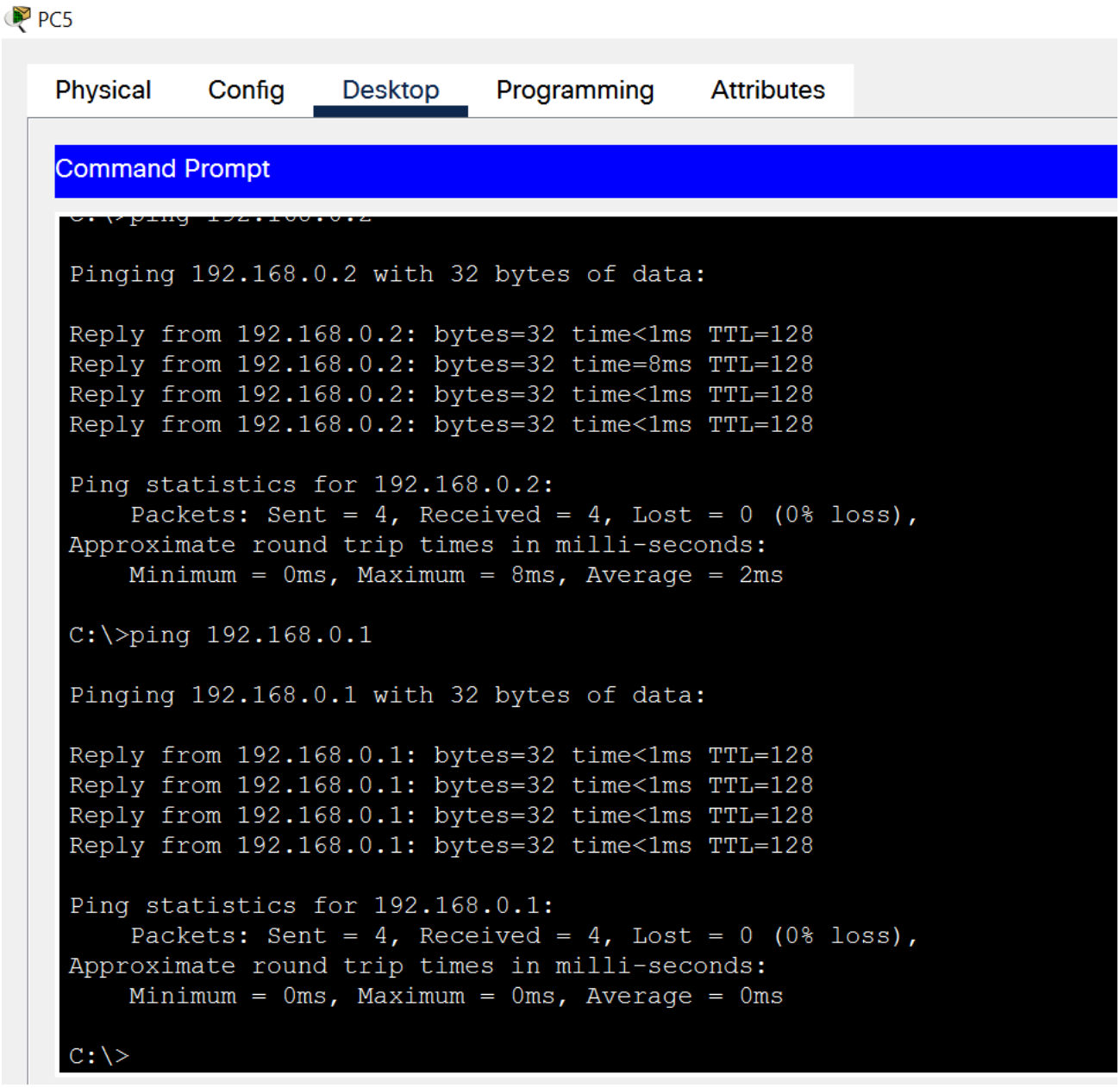
Each of them has been assigned a unique IP address .




```
Packet Tracer PC Command Line 1.0
C:\>ping 192.168.0.2

Pinging 192.168.0.2 with 32 bytes of data:

Reply from 192.168.0.2: bytes=32 time<1ms TTL=128
Reply from 192.168.0.2: bytes=32 time<1ms TTL=128
Reply from 192.168.0.2: bytes=32 time<1ms TTL=128
Reply from 192.168.0.2: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.0.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>ping 192.168.0.3

Pinging 192.168.0.3 with 32 bytes of data:

Reply from 192.168.0.3: bytes=32 time<1ms TTL=128
Reply from 192.168.0.3: bytes=32 time<1ms TTL=128
Reply from 192.168.0.3: bytes=32 time<1ms TTL=128
Reply from 192.168.0.3: bytes=32 time<1ms 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 = 0ms, Average = 0ms

C:\>ipconfig

FastEthernet0 Connection:(default port)

   Connection-specific DNS Suffix..:
   Link-local IPv6 Address.....: FE80::260:3EFF:FEAA:ABB0
   IPv6 Address.....: ::
   IPv4 Address.....: 192.168.0.1
   Subnet Mask.....: 255.255.255.0
```

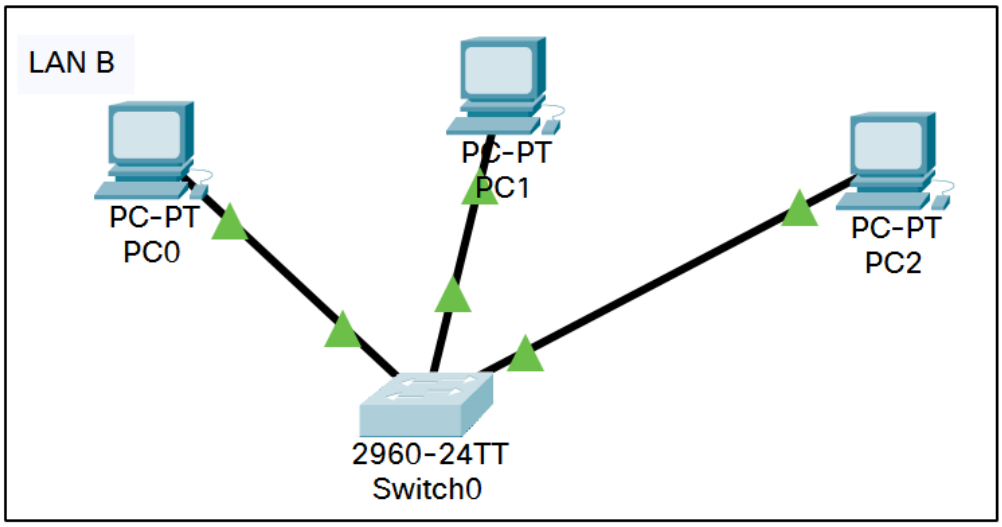


```
Bluetooth Connection:

   Connection-specific DNS Suffix..:
   Link-local IPv6 Address.....: ::
   IPv6 Address.....: ::
   IPv4 Address.....: 0.0.0.0
   Subnet Mask.....: 0.0.0.0
   Default Gateway.....: ::
                                 0.0.0.0

C:\>ping 192.168.0.1

Pinging 192.168.0.1 with 32 bytes of data:

Reply from 192.168.0.1: bytes=32 time<1ms TTL=128
Reply from 192.168.0.1: bytes=32 time=9ms TTL=128
Reply from 192.168.0.1: bytes=32 time<1ms TTL=128
Reply from 192.168.0.1: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.0.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 9ms, Average = 2ms

C:\>ping 192.168.0.3

Pinging 192.168.0.3 with 32 bytes of data:

Reply from 192.168.0.3: bytes=32 time<1ms TTL=128
Reply from 192.168.0.3: bytes=32 time=8ms TTL=128
Reply from 192.168.0.3: bytes=32 time=8ms TTL=128
Reply from 192.168.0.3: bytes=32 time<1ms 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 = 8ms, Average = 4ms
```



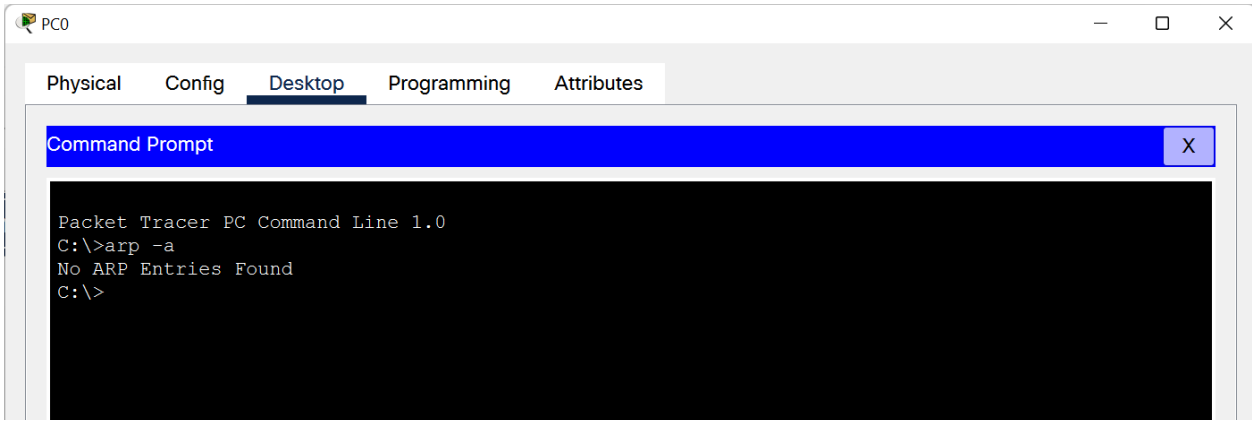
It can be seen that three PCs have been connected using a HUB and are pinged by each other to check the connection by transfer of packets amongst each other.

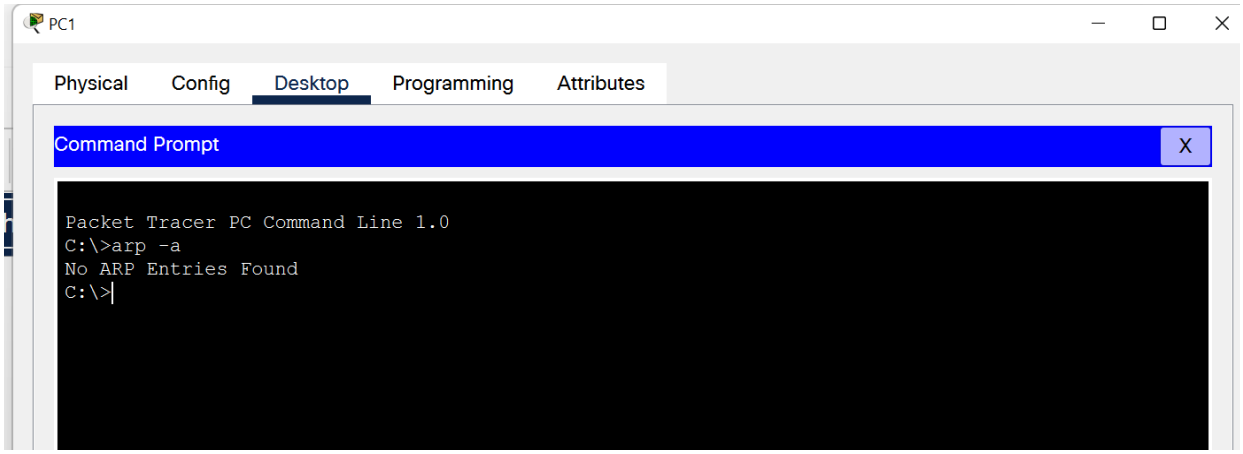
Q3. Create a LAN (named LAN-B) with 3 hosts using a switch. Record contents of the ARP Table of end hosts and the MAC Forwarding Table of the switch. Ping each pair of nodes. Now record the contents of the ARP Table of end hosts and the MAC Forwarding Table of the switch again.

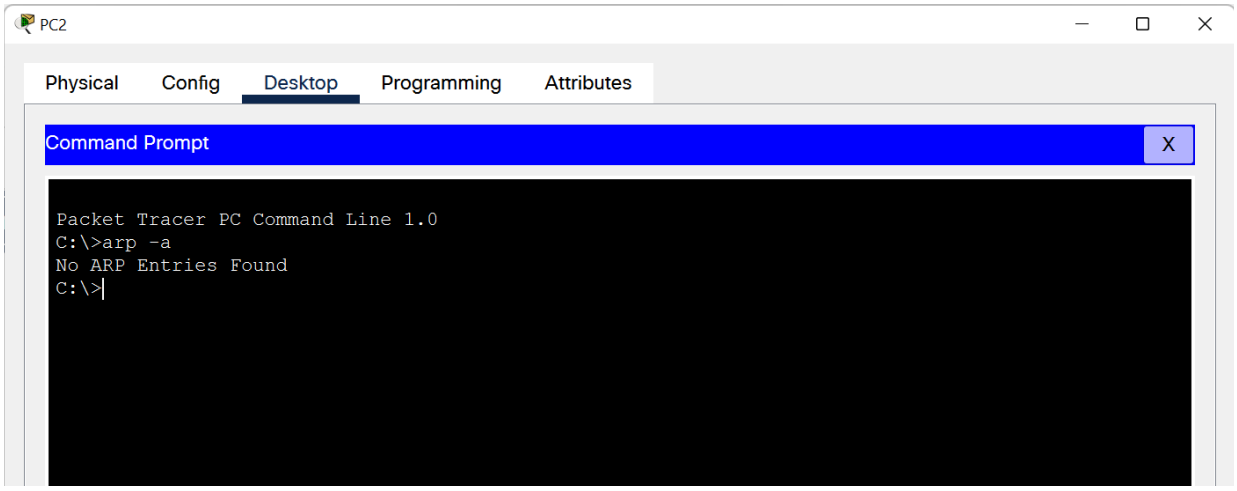


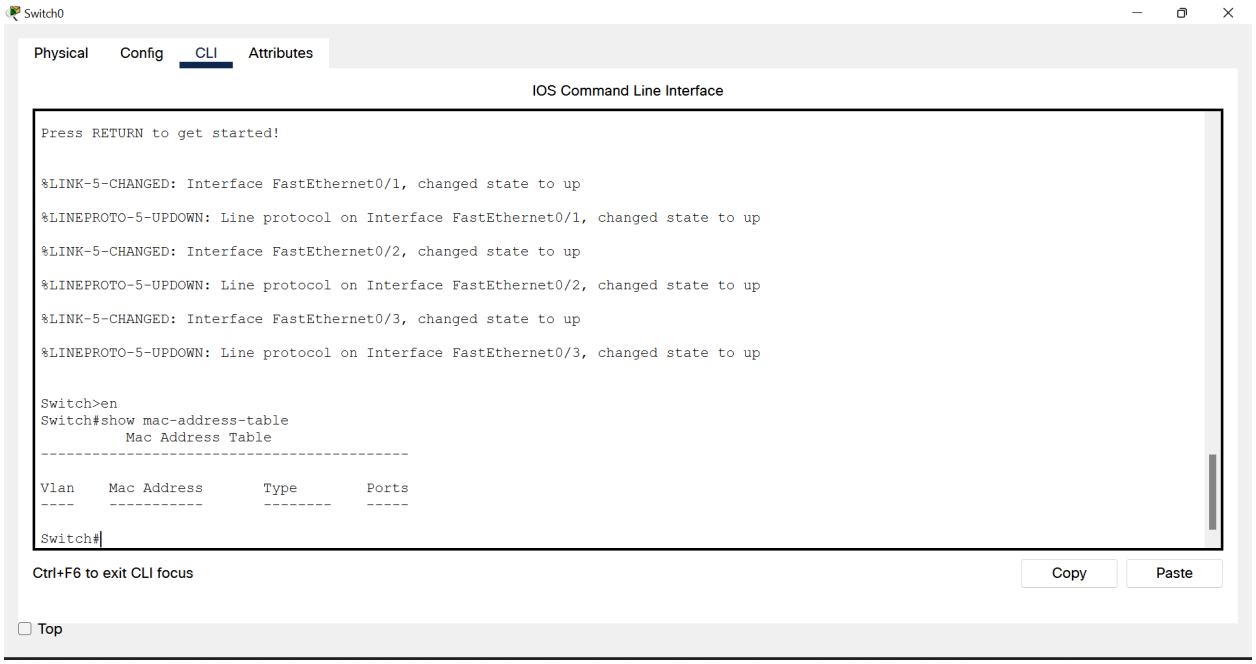
The three PCs have now been connected via a switch .

Initially the ARP tables of the PCs and the MAC table of the switch is empty as can be seen below .After the ping , the tables get modified and contains the details of the other connected devices to it .

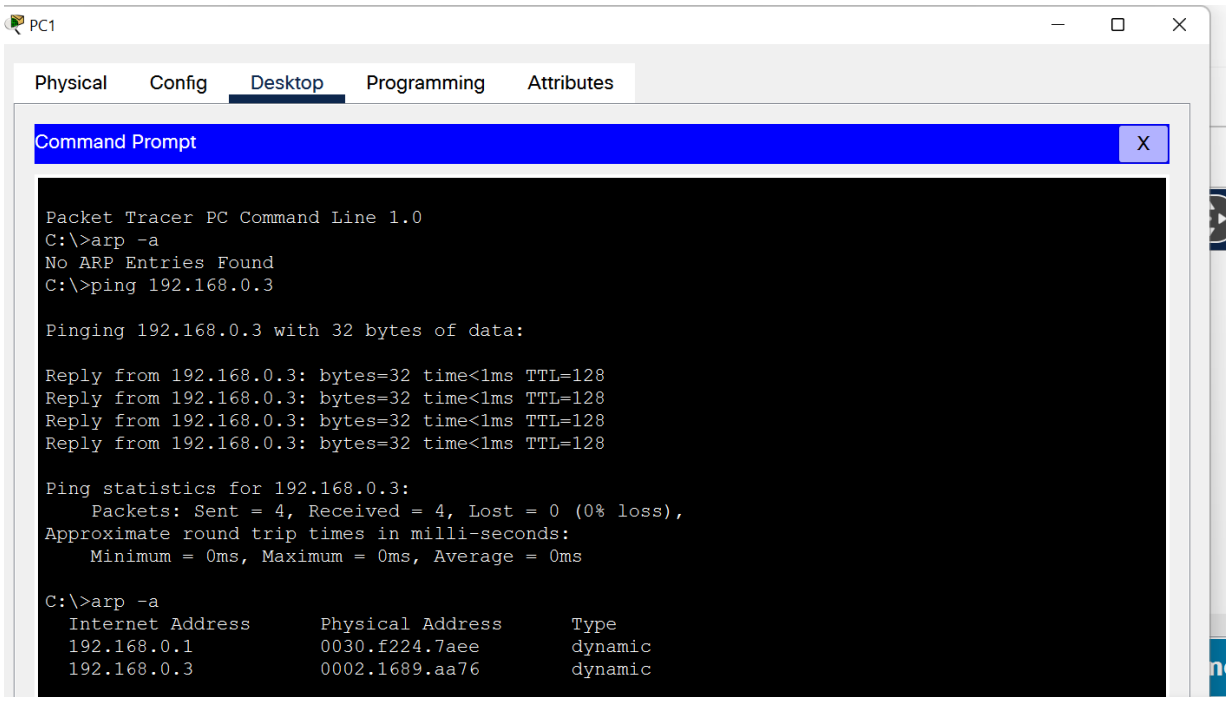

PC0
Physical
Config
Desktop
Programming
Attributes
Command Prompt
X
Packet Tracer PC Command Line 1.0
C:\>arp -a
No ARP Entries Found
C:\>

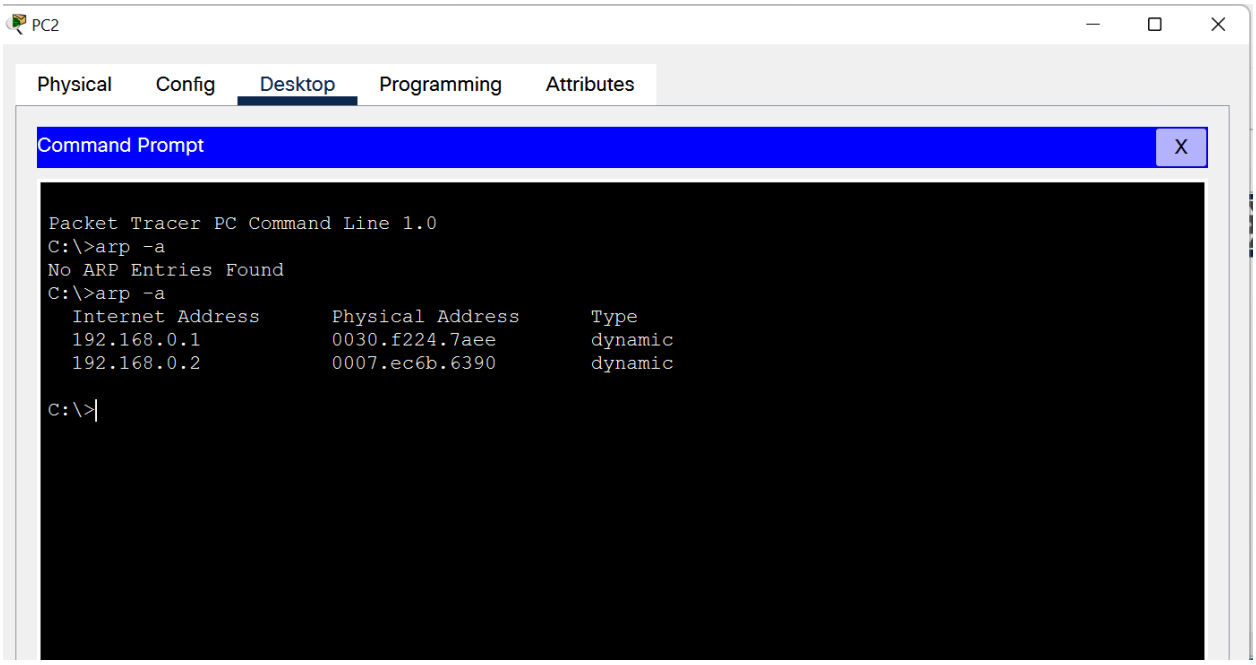

PC1
Physical
Config
Desktop
Programming
Attributes
Command Prompt
X
Packet Tracer PC Command Line 1.0
C:\>arp -a
No ARP Entries Found
C:\>

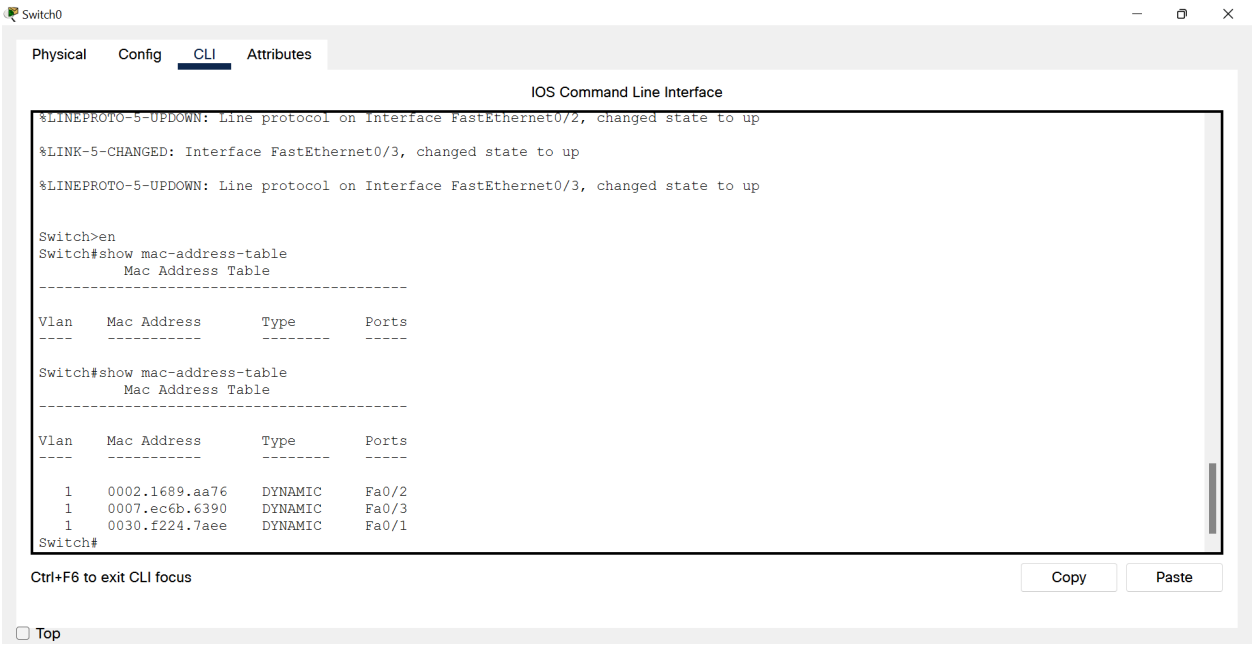

PC2
Physical
Config
Desktop
Programming
Attributes
Command Prompt
X
Packet Tracer PC Command Line 1.0
C:\>arp -a
No ARP Entries Found
C:\>


Switch0
Physical
Config
CLI
Attributes
IOS Command Line Interface
Press RETURN to get started!
%LINK-5-CHANGED: Interface FastEthernet0/1, changed state to up
%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/1, changed state to up
%LINK-5-CHANGED: Interface FastEthernet0/2, changed state to up
%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/2, changed state to up
%LINK-5-CHANGED: Interface FastEthernet0/3, changed state to up
%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/3, changed state to up
Switch>en
Switch#show mac-address-table
Mac Address Table
Vlan Mac Address Type Ports
Switch#
Ctrl+F6 to exit CLI focus
Copy
Paste
Top

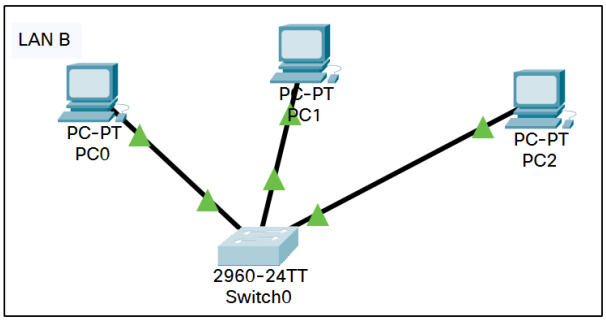
```
Packet Tracer PC Command Line 1.0
C:\>arp -a
No ARP Entries Found
C:\>ping 192.168.0.3

Pinging 192.168.0.3 with 32 bytes of data:

Reply from 192.168.0.3: bytes=32 time<1ms TTL=128
Reply from 192.168.0.3: bytes=32 time<1ms TTL=128
Reply from 192.168.0.3: bytes=32 time<1ms TTL=128
Reply from 192.168.0.3: bytes=32 time<1ms 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 = 0ms, Average = 0ms

C:\>arp -a
  Internet Address      Physical Address      Type
  192.168.0.1           0030.f224.7aee        dynamic
  192.168.0.3           0002.1689.aa76        dynamic

C:\>
```







Q4. Connect LAN-A and LAN-B by connecting the hub and switch using a crossover cable. Ping between each pair of hosts of LAN-A and LAN-B. Now record the contents of the ARP Table of end hosts and the MAC Forwarding Table of the switch again



Lan B created

PC0

Physical | Config | Desktop | Programming | Attributes

Command Prompt

```
Ping statistics for 192.168.0.5:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>ping 192.168.0.6

Pinging 192.168.0.6 with 32 bytes of data:

Reply from 192.168.0.6: bytes=32 time<1ms TTL=128
Reply from 192.168.0.6: bytes=32 time<1ms TTL=128
Reply from 192.168.0.6: bytes=32 time<1ms TTL=128
Reply from 192.168.0.6: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.0.6:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>arp -a
  Internet Address      Physical Address      Type
  192.168.0.2           0007.ec6b.6390        dynamic
  192.168.0.3           0002.1689.aa76        dynamic
  192.168.0.4           00d0.9785.111e        dynamic
  192.168.0.5           0060.3ee0.736b        dynamic
  192.168.0.6           00d0.ff39.d228        dynamic
```

PC1

Physical | Config | Desktop | Programming | Attributes

Command Prompt

```
Ping statistics for 192.168.0.5:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 10ms, Average = 2ms

C:\>ping 192.168.0.6

Pinging 192.168.0.6 with 32 bytes of data:

Reply from 192.168.0.6: bytes=32 time<1ms TTL=128
Reply from 192.168.0.6: bytes=32 time<1ms TTL=128
Reply from 192.168.0.6: bytes=32 time<1ms TTL=128
Reply from 192.168.0.6: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.0.6:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>arp -a
  Internet Address      Physical Address      Type
  192.168.0.1           0030.f224.7aee        dynamic
  192.168.0.3           0002.1689.aa76        dynamic
  192.168.0.4           00d0.9785.111e        dynamic
  192.168.0.5           0060.3ee0.736b        dynamic
  192.168.0.6           00d0.ff39.d228        dynamic
```

PC2

Physical | Config | Desktop | Programming | Attributes

Command Prompt

```
Ping statistics for 192.168.0.5:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 2ms, Average = 0ms

C:\>ping 192.168.0.6

Pinging 192.168.0.6 with 32 bytes of data:

Reply from 192.168.0.6: bytes=32 time<1ms TTL=128
Reply from 192.168.0.6: bytes=32 time<1ms TTL=128
Reply from 192.168.0.6: bytes=32 time=1ms TTL=128
Reply from 192.168.0.6: bytes=32 time=1ms TTL=128

Ping statistics for 192.168.0.6:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 1ms, Average = 0ms

C:\>arp -a
  Internet Address      Physical Address      Type
  192.168.0.1           0030.f224.7aee        dynamic
  192.168.0.2           0007.ec6b.6390        dynamic
  192.168.0.4           00d0.9785.111e        dynamic
  192.168.0.5           0060.3ee0.736b        dynamic
  192.168.0.6           00d0.ff39.d228        dynamic
```

PC5

Physical | Config | Desktop | Programming | Attributes

Command Prompt

```
   IPv4 Address.....................: 0.0.0.0
   Subnet Mask.....................: 0.0.0.0
   Default Gateway.................: ::
                                     0.0.0.0

C:\>ping 192.168.0.5

Pinging 192.168.0.5 with 32 bytes of data:

Reply from 192.168.0.5: bytes=32 time<1ms TTL=128
Reply from 192.168.0.5: bytes=32 time<1ms TTL=128
Reply from 192.168.0.5: bytes=32 time<1ms TTL=128
Reply from 192.168.0.5: bytes=32 time=11ms TTL=128

Ping statistics for 192.168.0.5:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 11ms, Average = 2ms

C:\>arp -a
  Internet Address      Physical Address      Type
  192.168.0.1           0030.f224.7aee        dynamic
  192.168.0.2           0007.ec6b.6390        dynamic
  192.168.0.3           0002.1689.aa76        dynamic
  192.168.0.4           00d0.9785.111e        dynamic
  192.168.0.5           0060.3ee0.736b        dynamic

C:\>
```

PC4

Physical Config Desktop Programming Attributes

Command Prompt

```
Packet Tracer PC Command Line 1.0
C:\>arp -a
  Internet Address      Physical Address      Type
  192.168.0.1           0030.f224.7aee        dynamic
  192.168.0.2           0007.ec6b.6390        dynamic
  192.168.0.3           0002.1689.aa76        dynamic
  192.168.0.4           00d0.9785.111e        dynamic
  192.168.0.6           00d0.ff39.d228        dynamic

C:\>
```

Switch0

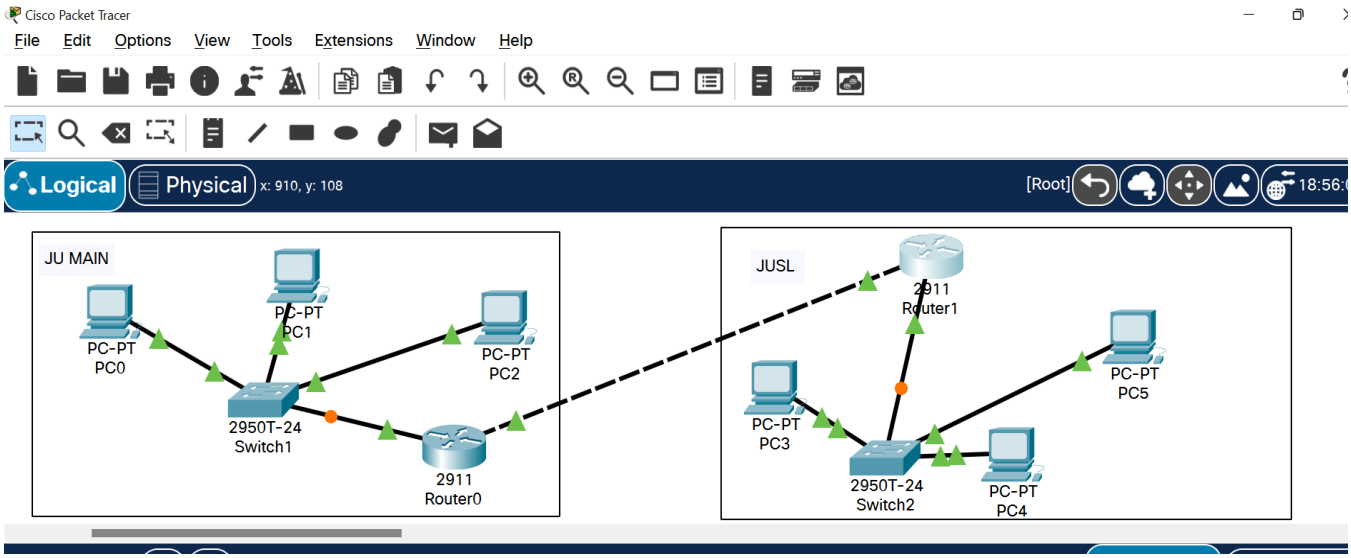
Physical Config CLI Attributes

IOS Command Line Inter

```
Press RETURN to get started.



Switch>en
Switch#show mac-address-table
          Mac Address Table
-------------------------------------------

Vlan    Mac Address       Type        Ports
----    -----------       --------    -----

   1    00d0.9785.111e    DYNAMIC     Fa0/4
   1    00d0.ff39.d228    DYNAMIC     Fa0/4
   1    00e0.8f48.eb04    DYNAMIC     Fa0/4
Switch#
```

Q5. Create a LAN (named JU-Main) with three hosts connected via a layer-2 switch (Cisco 2950 switch PC-LAB1-Switch). Connect the switch to a router (Cisco 1818). Assign IP addresses to all the hosts and the router interface connected to this LAN from network 192.168.148.0/24. Configure default gateway of each host as the IP address of the interface of the router which is connected to the LAN. Create another LAN (named JU-SL) with three hosts connected via a layer-2 switch (Cisco 2950 switch PC-LAB2-Switch). Connect this switch to another router (Cisco 1818). Assign IP addresses to all the hosts and the router interface connected to this LAN from network 192.168.149.0/24. Configure default gateway of each host as the IP address of the interface of the router which is connected to the LAN. Connect the two routers through appropriate WAN interfaces. Assign IP addresses to the WAN interfaces from network 192.168.150.0/24. Add static route in both of the routers to route packets between two LANs.

The two networks JU MAIN and JUSL have been connected using routers .The routers have been connected among themselves and assigned the given IP addresses and the host from one of the network is pinged from the other as can been seen below.



```
Press RETURN to get started.




Router>enable
Router#show ip route
Codes: L - local, C - connected, S - static, R - RIP, M - mobile, B - BGP
       D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area
       N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2
       E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP
       i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS inter area
       * - candidate default, U - per-user static route, o - ODR
       P - periodic downloaded static route

Gateway of last resort is not set

     192.168.148.0/24 is variably subnetted, 2 subnets, 2 masks
C       192.168.148.0/24 is directly connected, GigabitEthernet0/0
L       192.168.148.4/32 is directly connected, GigabitEthernet0/0
S    192.168.149.0/24 [1/0] via 192.168.150.2
     192.168.150.0/24 is variably subnetted, 2 subnets, 2 masks
C       192.168.150.0/24 is directly connected, GigabitEthernet0/1
L       192.168.150.1/32 is directly connected, GigabitEthernet0/1

Router#
```

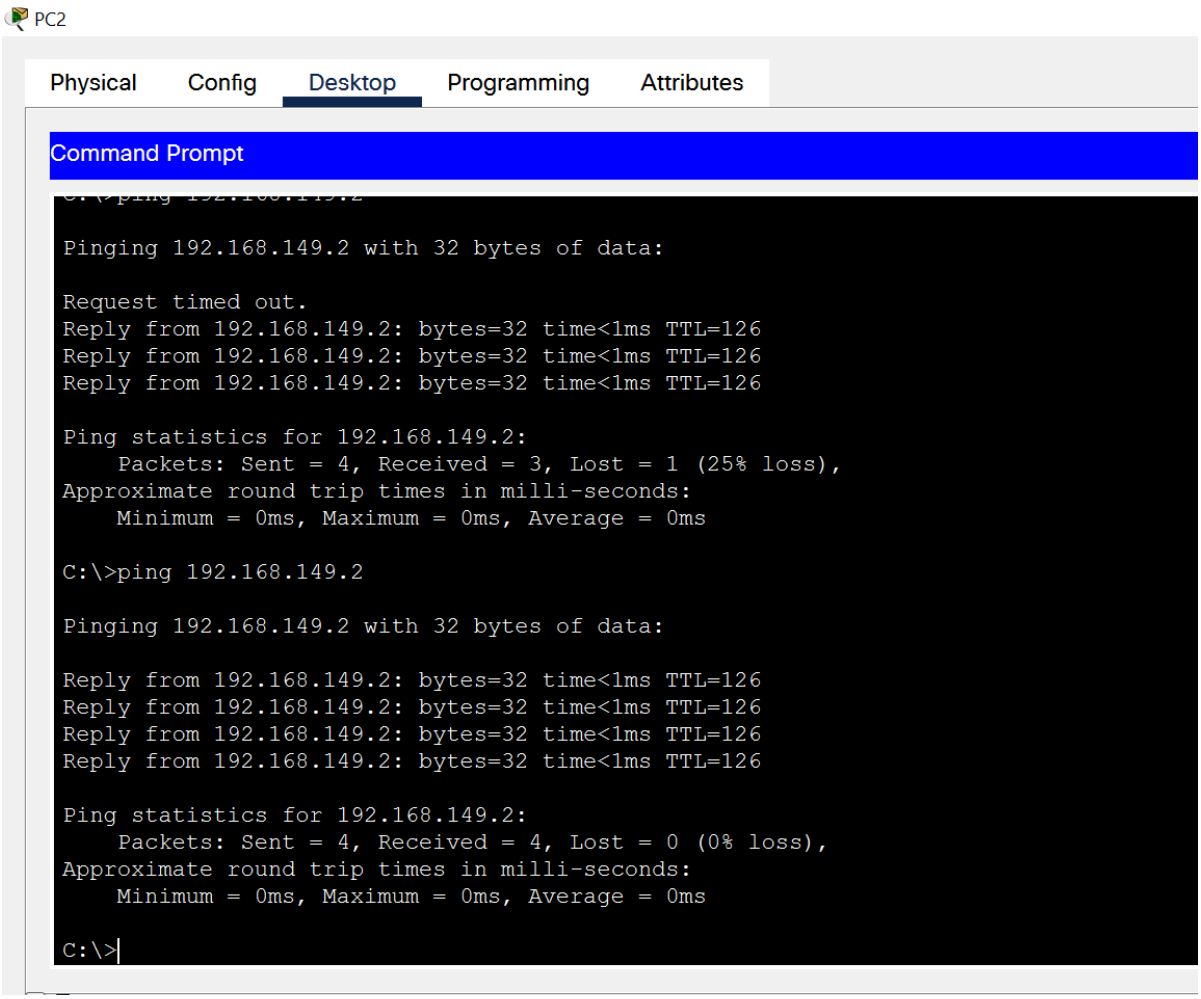
```
Press RETURN to get started.



Router>enable
Router#show ip route
Codes: L - local, C - connected, S - static, R - RIP, M - mobile, B - BGP
       D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area
       N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2
       E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP
       i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS inter area
       * - candidate default, U - per-user static route, o - ODR
       P - periodic downloaded static route

Gateway of last resort is not set

S    192.168.148.0/24 [1/0] via 192.168.150.1
     192.168.149.0/24 is variably subnetted, 2 subnets, 2 masks
C       192.168.149.0/24 is directly connected, GigabitEthernet0/0
L       192.168.149.4/32 is directly connected, GigabitEthernet0/0
     192.168.150.0/24 is variably subnetted, 2 subnets, 2 masks
C       192.168.150.0/24 is directly connected, GigabitEthernet0/1
L       192.168.150.2/32 is directly connected, GigabitEthernet0/1
```

PC2

Physical Config Desktop Programming Attributes

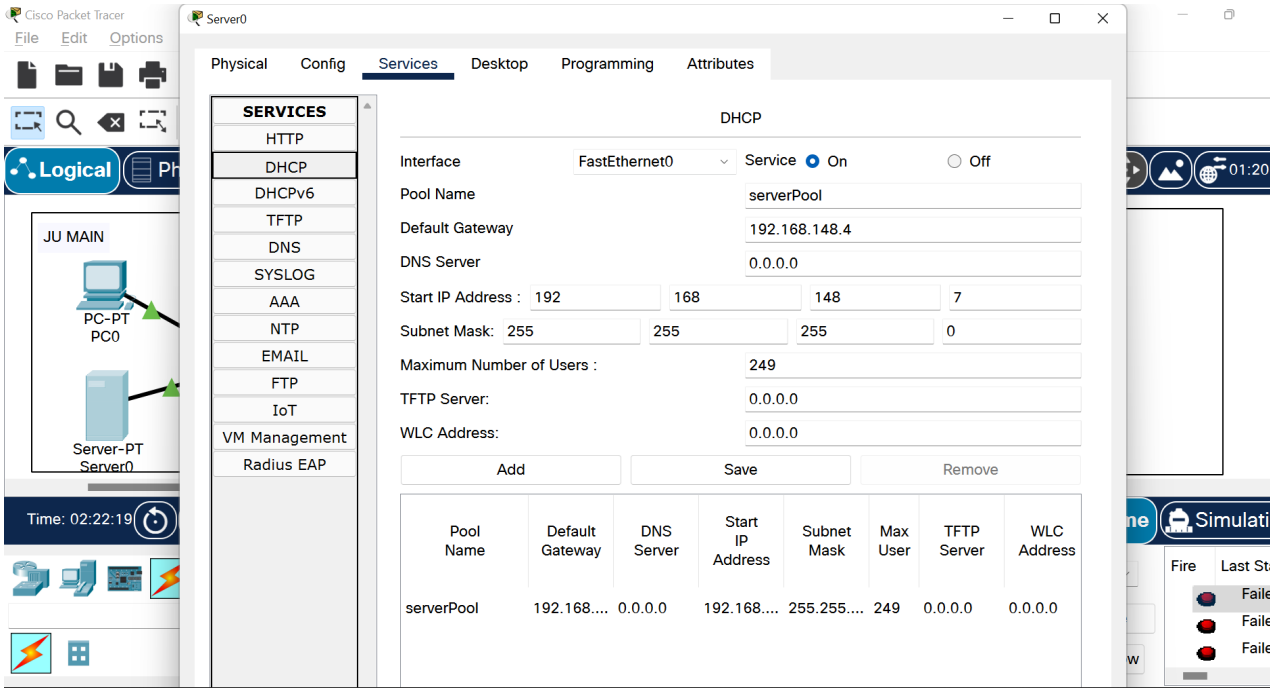
Command Prompt

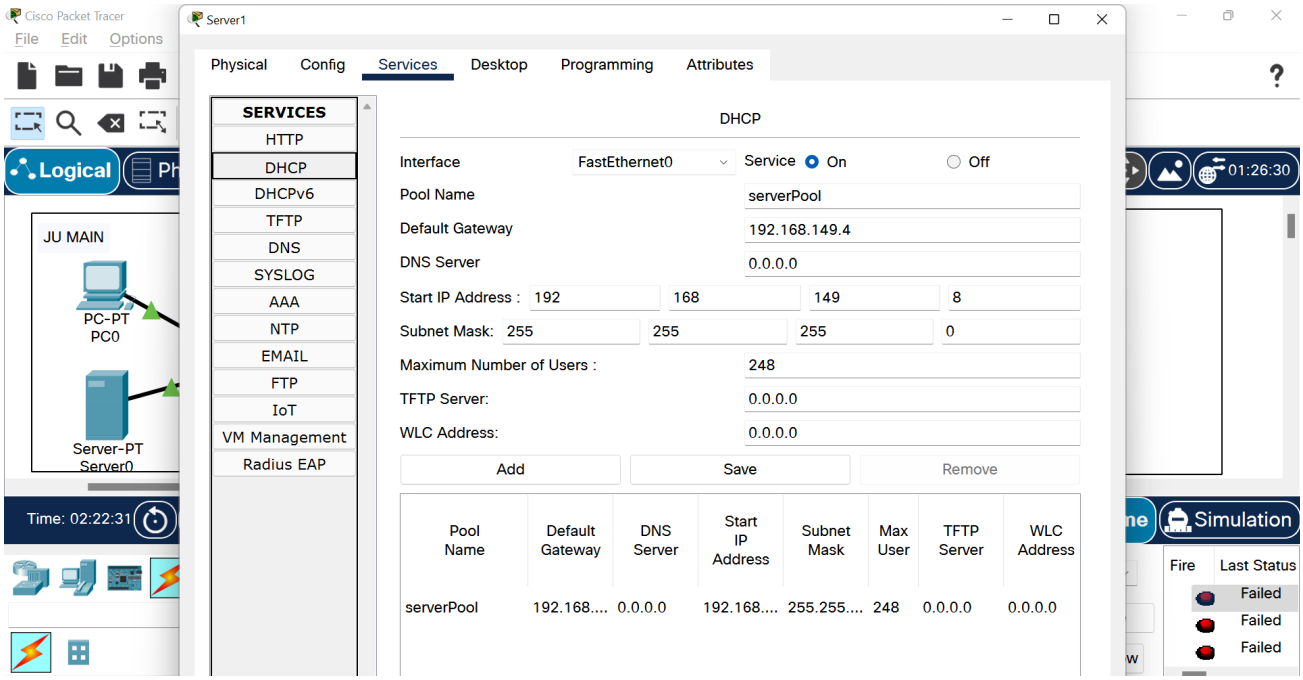
```
C:\>ping 192.168.149.3

Pinging 192.168.149.3 with 32 bytes of data:

Request timed out.
Reply from 192.168.149.3: bytes=32 time<1ms TTL=126
Reply from 192.168.149.3: bytes=32 time<1ms TTL=126
Reply from 192.168.149.3: bytes=32 time<1ms TTL=126

Ping statistics for 192.168.149.3:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>ping 192.168.149.3

Pinging 192.168.149.3 with 32 bytes of data:

Reply from 192.168.149.3: bytes=32 time<1ms TTL=126
Reply from 192.168.149.3: bytes=32 time<1ms TTL=126
Reply from 192.168.149.3: bytes=32 time<1ms TTL=126
Reply from 192.168.149.3: bytes=32 time=1ms TTL=126

Ping statistics for 192.168.149.3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 1ms, Average = 0ms

C:\>
```

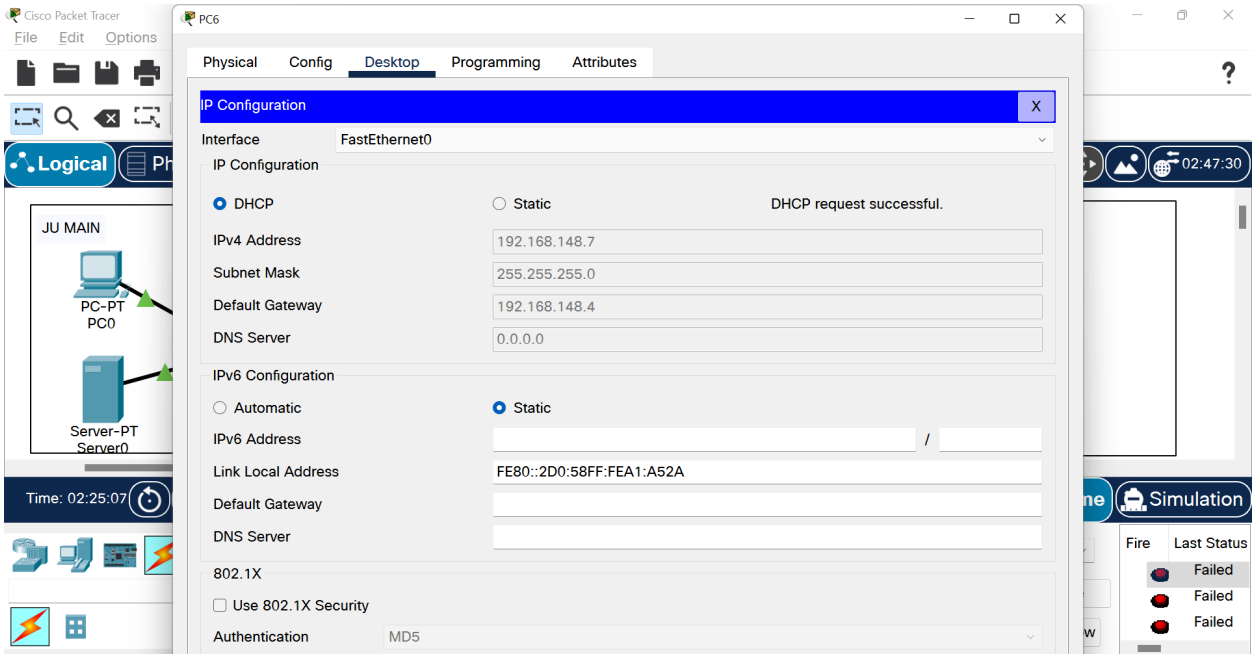


Q6. Add servers to the individual LANs (in problem 5) and configure them as a DHCP server. Configure the hosts in the individual LAN to obtain IP addresses and addresses of the default gateway via this DHCP server.

Adding one DHCP server in each of the networks so that any new host can be dynamically assigned an IP address from it .


Cisco Packet Tracer
File Edit Options
Logical
JU MAIN
PC-PT PC0
Server-PT Server0
Time: 02:22:19
Server0
Physical Config Services Desktop Programming Attributes
SERVICES
HTTP
DHCP
DHCPv6
TFTP
DNS
SYSLOG
AAA
NTP
EMAIL
FTP
IoT
VM Management
Radius EAP
DHCP
Interface FastEthernet0 Service On Off
Pool Name serverPool
Default Gateway 192.168.148.4
DNS Server 0.0.0.0
Start IP Address : 192 168 148 7
Subnet Mask: 255 255 255 0
Maximum Number of Users : 249
TFTP Server: 0.0.0.0
WLC Address: 0.0.0.0
Add Save Remove
Pool Name Default Gateway DNS Server Start IP Address Subnet Mask Max User TFTP Server WLC Address
serverPool 192.168.... 0.0.0.0 192.168.... 255.255.... 249 0.0.0.0 0.0.0.0
01:20
Simulati
Fire
Faile
Faile
Faile


Cisco Packet Tracer
File Edit Options
Logical
JU MAIN
PC-PT PC0
Server-PT Server0
Time: 02:22:31
Server1
Physical Config Services Desktop Programming Attributes
SERVICES
HTTP
DHCP
DHCPv6
TFTP
DNS
SYSLOG
AAA
NTP
EMAIL
FTP
IoT
VM Management
Radius EAP
DHCP
Interface FastEthernet0 Service On Off
Pool Name serverPool
Default Gateway 192.168.149.4
DNS Server 0.0.0.0
Start IP Address : 192 168 149 8
Subnet Mask: 255 255 255 0
Maximum Number of Users : 248
TFTP Server: 0.0.0.0
WLC Address: 0.0.0.0
Add Save Remove
Pool Name Default Gateway DNS Server Start IP Address Subnet Mask Max User TFTP Server WLC Address
serverPool 192.168.... 0.0.0.0 192.168.... 255.255.... 248 0.0.0.0 0.0.0.0
01:26:30
Simulation
Fire
Last Status
Failed
Failed
Failed

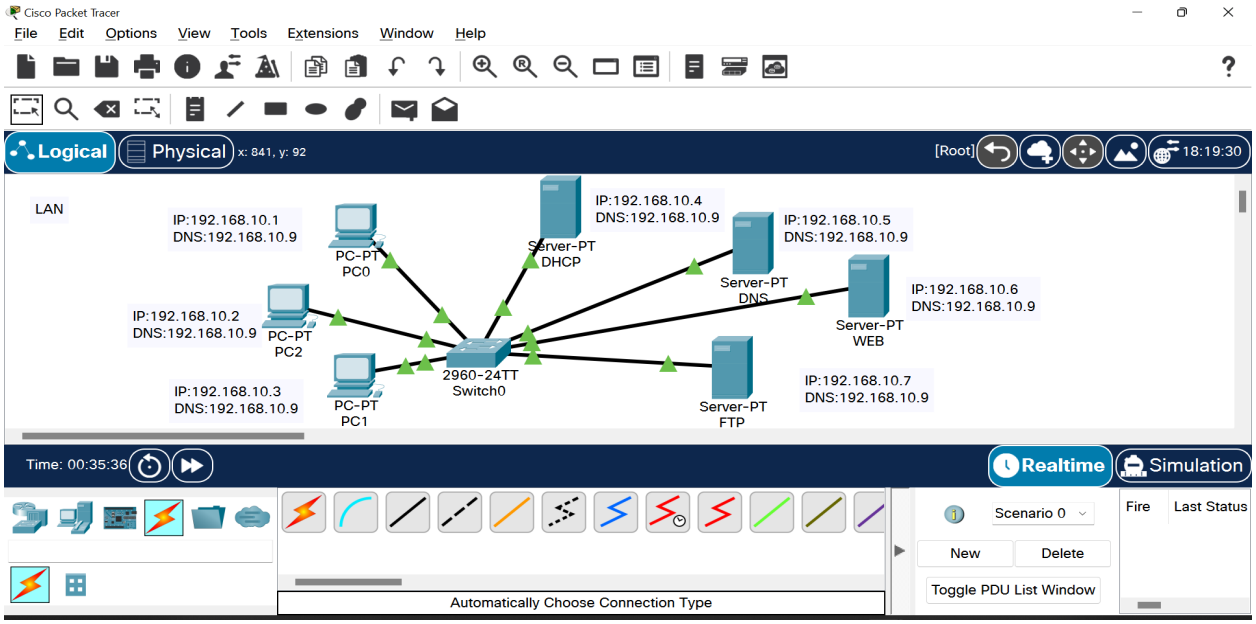


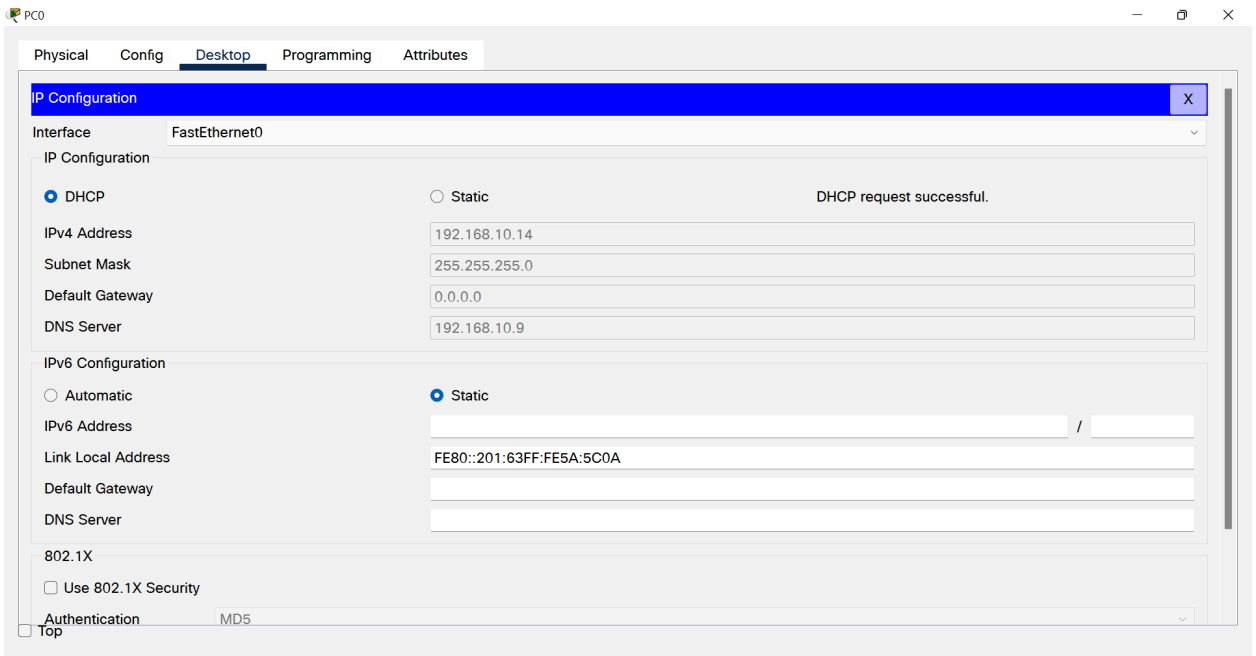
The above clip shows that PC6 has been assigned the address by the DHCP server which was added in the network to serve the purpose.The assigned IP address value is 192.168.148.7 assigned to the PC by the DHCP server present in its network.

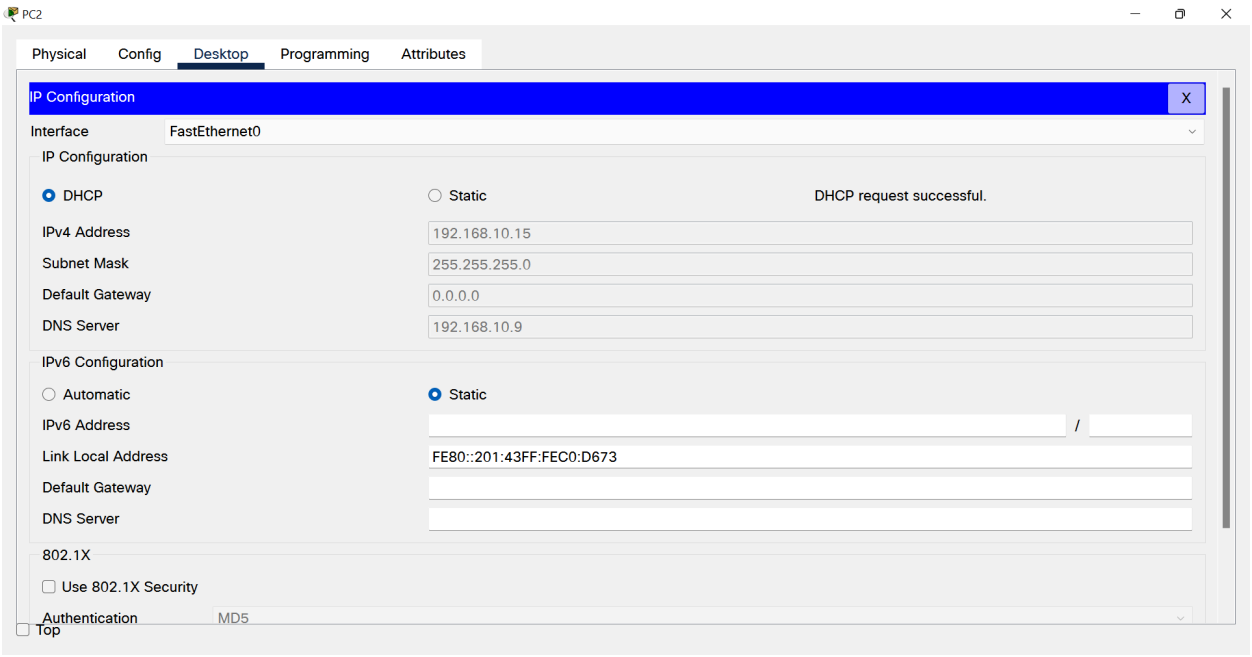
Q7. Create a LAN (CSE) with three hosts connected via a layer-2 switch (Cisco 2950 switch CSE-Switch). Also add a web server and a ftp server to this LAN. The hosts dynamically get their IP addresses from a local DHCP server. Servers are assigned fixed IP addresses. Configure the individual hosts to use the local DNS server for name resolution. Add a Domain Name Server (DNS) to this LAN. Create appropriate records in the DNS server for the individual servers in the LAN. The domain name of the LAN is cse.myuniv.edu. Configure the individual hosts to use the local DNS server for name resolution.

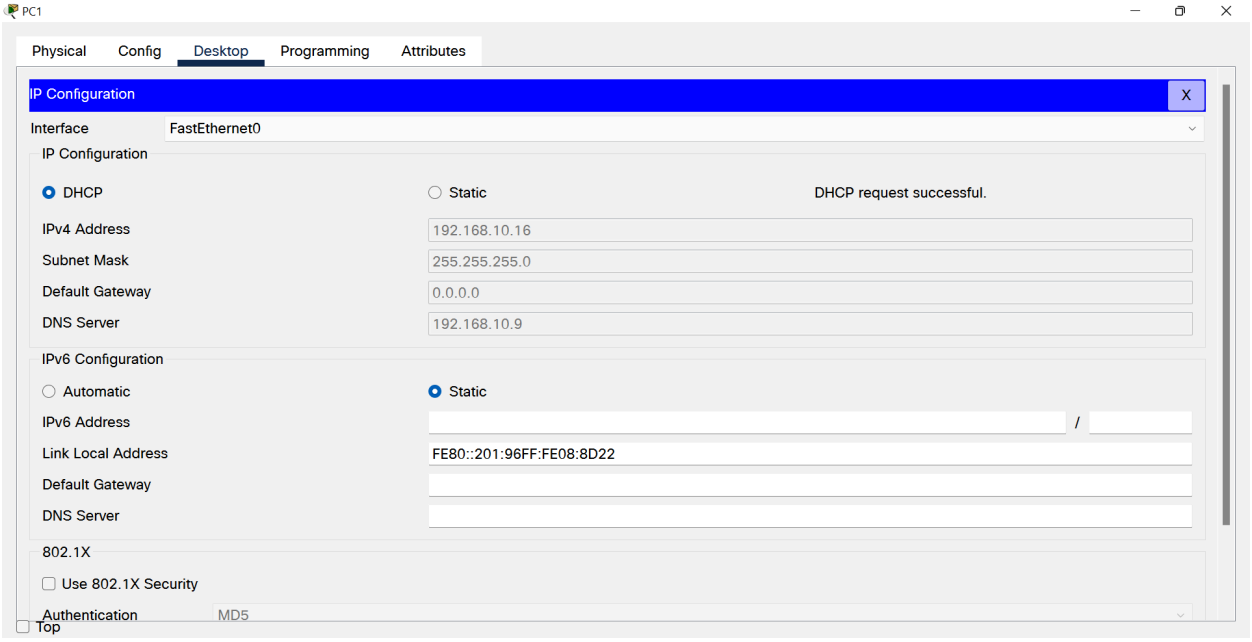
The servers are assigned a fixed IP address.The hosts are assigned IP address by connecting through the DHCP server in the network.The DNS server resolves the IP addresses for the other servers present in the network so that

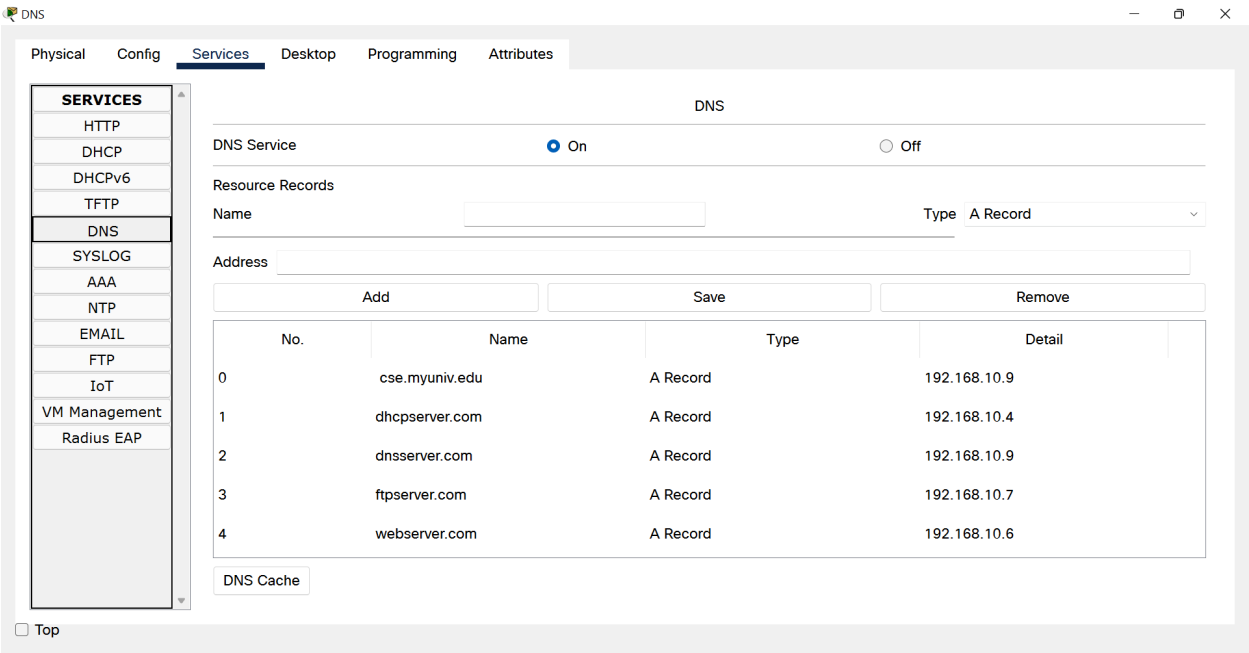
any HTTP request maps the corresponding url to the correct IP address and sends the page to the client (the host computer)requesting the page.

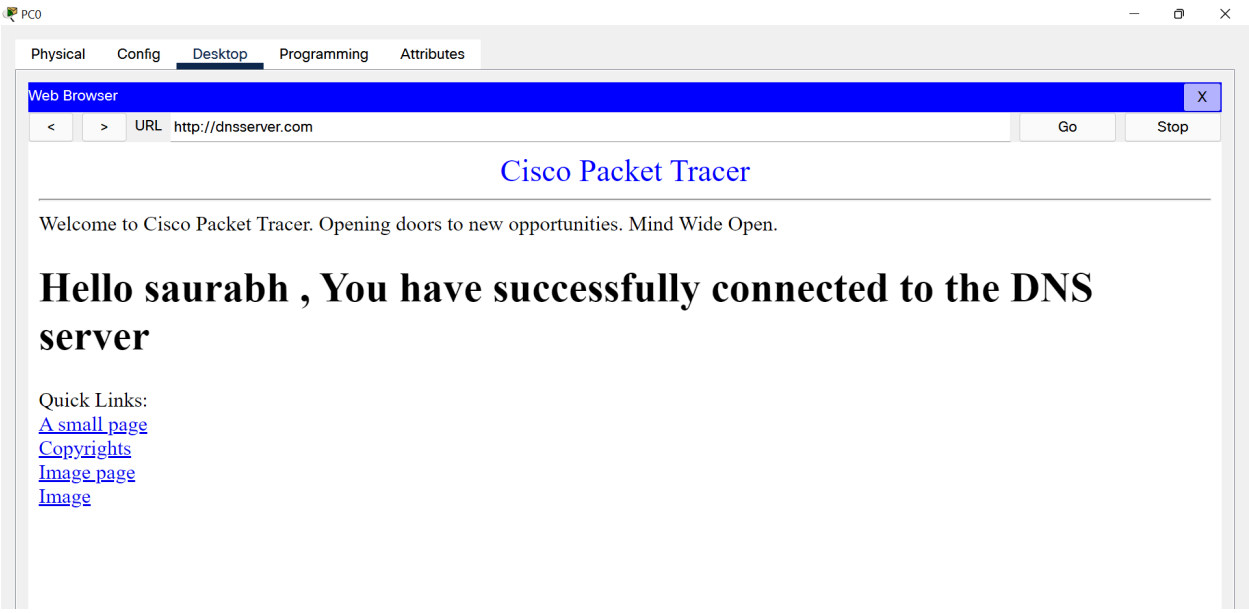


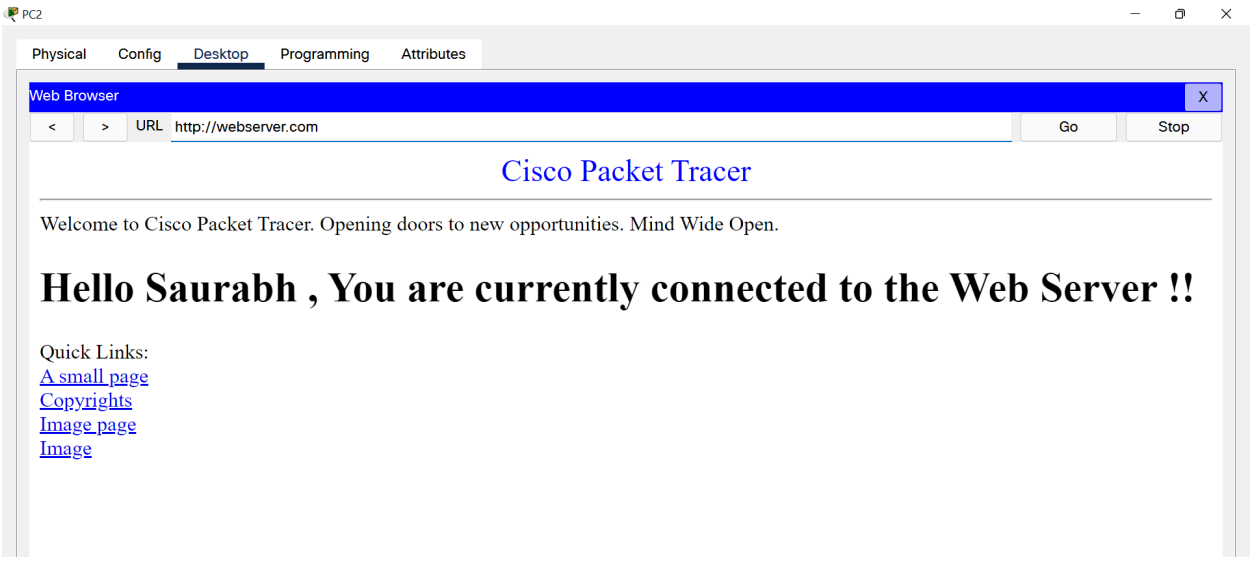


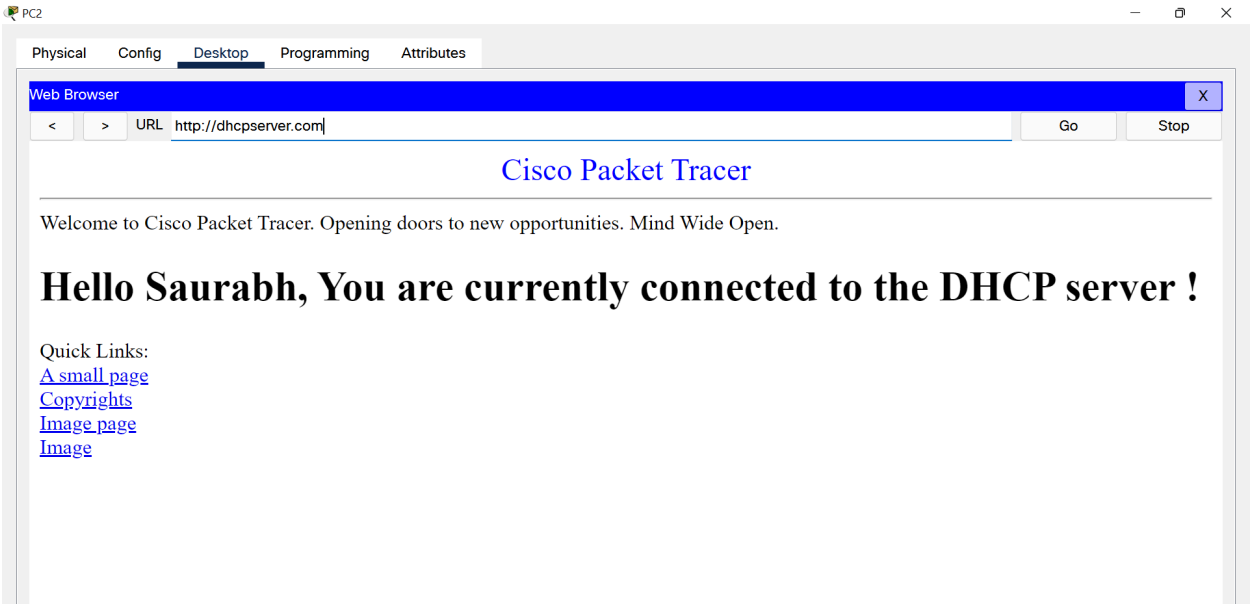

PC2
Physical
Config
Desktop
Programming
Attributes
IP Configuration
X
Interface
FastEthernet0
IP Configuration
DHCP
Static
DHCP request successful.
IPv4 Address
192.168.10.15
Subnet Mask
255.255.255.0
Default Gateway
0.0.0.0
DNS Server
192.168.10.9
IPv6 Configuration
Automatic
Static
IPv6 Address
/
Link Local Address
FE80::201:43FF:FEC0:D673
Default Gateway
DNS Server
802.1X
Use 802.1X Security
Authentication
MD5
Top

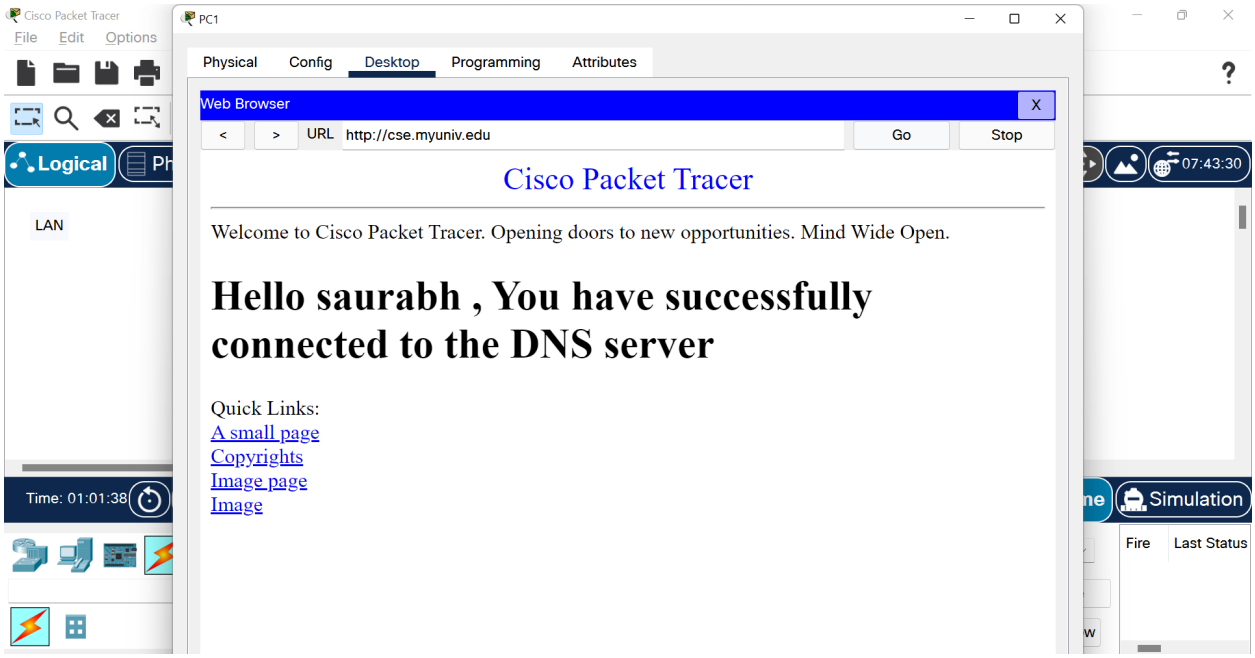

PC1
Physical
Config
Desktop
Programming
Attributes
IP Configuration
X
Interface
FastEthernet0
IP Configuration
DHCP
Static
DHCP request successful.
IPv4 Address
192.168.10.16
Subnet Mask
255.255.255.0
Default Gateway
0.0.0.0
DNS Server
192.168.10.9
IPv6 Configuration
Automatic
Static
IPv6 Address
/
Link Local Address
FE80::201:96FF:FE08:8D22
Default Gateway
DNS Server
802.1X
Use 802.1X Security
Authentication
MD5
Top


DNS
Physical
Config
Services
Desktop
Programming
Attributes
SERVICES
HTTP
DHCP
DHCPv6
TFTP
DNS
SYSLOG
AAA
NTP
EMAIL
FTP
IoT
VM Management
Radius EAP
DNS
DNS Service
On
Off
Resource Records
Name
Type
A Record
Address
Add
Save
Remove
No.
Name
Type
Detail
0
cse.myuniv.edu
A Record
192.168.10.9
1
dhcpserver.com
A Record
192.168.10.4
2
dnsserver.com
A Record
192.168.10.9
3
ftpserver.com
A Record
192.168.10.7
4
webserver.com
A Record
192.168.10.6
DNS Cache
Top


PC0
Physical
Config
Desktop
Programming
Attributes
Web Browser
X
<
>
URL
http://dnsserver.com
Go
Stop
Cisco Packet Tracer
Welcome to Cisco Packet Tracer. Opening doors to new opportunities. Mind Wide Open.
Hello saurabh , You have successfully connected to the DNS server
Quick Links:
A small page
Copyrights
Image page
Image


PC2
Physical
Config
Desktop
Programming
Attributes
Web Browser
X
<
>
URL
http://webserver.com
Go
Stop
Cisco Packet Tracer
Welcome to Cisco Packet Tracer. Opening doors to new opportunities. Mind Wide Open.
Hello Saurabh , You are currently connected to the Web Server !!
Quick Links:
A small page
Copyrights
Image page
Image


PC2
Physical
Config
Desktop
Programming
Attributes
Web Browser
X
<
>
URL
http://dhcpserver.com
Go
Stop
Cisco Packet Tracer
Welcome to Cisco Packet Tracer. Opening doors to new opportunities. Mind Wide Open.
Hello Saurabh, You are currently connected to the DHCP server !
Quick Links:
A small page
Copyrights
Image page
Image



Acknowledgement

This was one of the most informative assignment I ever got to do in Computer Networks .I learned how to use the CISCO PACKET TRACER SOFTWARE and learnt to simulate networks on our computer .All the fundamental concepts were cleared by a visual experience using the software .