

Lab: week-10

Interface Overview:

Initial interface has 10 components.

- 1) Menu Bar
- 2) Main Tool Bar
- 3) Common

Workspaces and Modes

Packet Tracer — 2 workspaces

- 1) Logical
- 2) Physical

2 modes

- 1) Realtime
- 2) Simulation

Logical/Physical Workspace & Navigation Bar: You can toggle

b/w. Physical workspace & Logical workspace.

In ~~to~~ Physical workspace, this bar allows you to navigate through physical locations.

In Logical workspace, this bar allows you to go back to previous level in clusters.

workspace: This area is where you will create network and watch simulations etc.Realtime/Simulation Bar: You can toggle b/w. realtime mode & simulation mode with tabs on this bar. It has a clock that displays relative time in realtime & simulation mode.III) ~~Sending~~ Simple Test

- 1) Launch Packet Tracer
- 2) Create a network with generic PC & generic server to the workspace.
- 3) Under Connections select Copper straight cable & connect both PC & server.
- 4) Now after connecting both PC & server send sample PDU from PC to server.

- click on Auto Capture/Play & hence we can view the animation of packet transfer.
- In real-time mode open command prompt & send ping using commands. & destination IP addresses.

Router: A router is networking device that is used to transfer data packets between computer networks.

Switches: Switches is networking device used to segment the network into different subnetworks called LAN networks.

- IPv4 is address that consists of network address and host address.

- Copper cross over is wire that is used to connect two wired connected devices of the same network level.

- Open C drive → prog files (x86) → Cisco packet
help → default → index.htm

10/11/22