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1-ASIR

Actividad 2 - Simulación topologías de red

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Cisco 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
Ping statistics for 192.168.0.2:
   Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
   Minimum = Oms, Maximum = Oms, Average = Oms
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=5ms 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 = 5ms, Average = 1ms
C:\>ping 192.168.0.4
Pinging 192.168.0.4 with 32 bytes of data:
Reply from 192.168.0.4: bytes=32 time<1ms TTL=128
Reply from 192.168.0.4: bytes=32 time<1ms TTL=128
Reply from 192.168.0.4: bytes=32 time<1ms TTL=128
Reply from 192.168.0.4: bytes=32 time=6ms TTL=128
Ping statistics for 192.168.0.4:
   Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 6ms, Average = 1ms
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
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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: bytes=32 time<lms TTL=128
Reply from 192.168.0.6: bytes=32 time<lms 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

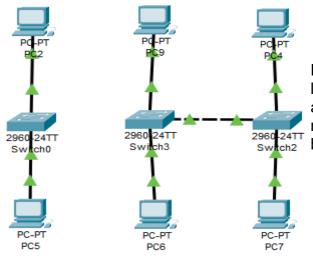
C:\>
```

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C:\>ping 192.168.0.8
Pinging 192.168.0.8 with 32 bytes of data:
Reply from 192.168.0.8: bytes=32 time=3ms TTL=128
Reply from 192.168.0.8: bytes=32 time<1ms TTL=128
Reply from 192.168.0.8: bytes=32 time<1ms TTL=128
Reply from 192.168.0.8: bytes=32 time<1ms TTL=128
Ping statistics for 192.168.0.8:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 3ms, Average = 0ms
C:\>ping 192.168.0.9
Pinging 192.168.0.9 with 32 bytes of data:
Reply from 192.168.0.9: bytes=32 time<1ms TTL=128
Ping statistics for 192.168.0.9:
   Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
   Minimum = 0ms, Maximum = 0ms, Average = 0ms
C:\>ping 192.168.0.10
Pinging 192.168.0.10 with 32 bytes of data:
Reply from 192.168.0.10: bytes=32 time<1ms TTL=128
Reply from 192.168.0.10: bytes=32 time=6ms TTL=128
Reply from 192.168.0.10: bytes=32 time<1ms TTL=128
Reply from 192.168.0.10: bytes=32 time<1ms TTL=128
Ping statistics for 192.168.0.10:
   Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
   Minimum = 0ms, Maximum = 6ms, Average = 1ms
```

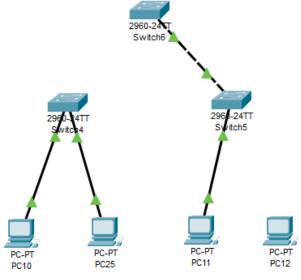
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C:\>ping 192.168.0.12
Pinging 192.168.0.12 with 32 bytes of data:
Reply from 192.168.0.12: bytes=32 time<1ms TTL=128
Ping statistics for 192.168.0.12:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
   Minimum = 0ms, Maximum = 0ms, Average = 0ms
C:\>ping 192.168.0.13
Pinging 192.168.0.13 with 32 bytes of data:
Reply from 192.168.0.13: bytes=32 time<1ms TTL=128
Reply from 192.168.0.13: bytes=32 time<1ms TTL=128
Reply from 192.168.0.13: bytes=32 time=5ms TTL=128
Reply from 192.168.0.13: bytes=32 time=6ms TTL=128
Ping statistics for 192.168.0.13:
    Packets: Sent = 4, Received = \frac{4}{2}, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
   Minimum = 0ms, Maximum = 6ms, Average = 2ms
C:\>ping 192.168.0.14
Pinging 192.168.0.14 with 32 bytes of data:
Reply from 192.168.0.14: bytes=32 time<1ms TTL=128
Ping statistics for 192.168.0.14:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
   Minimum = 0ms, Maximum = 0ms, Average = 0ms
C:\>ping 192.168.0.15
Pinging 192.168.0.15 with 32 bytes of data:
Reply from 192.168.0.15: bytes=32 time<1ms TTL=128
Ping statistics for 192.168.0.15:
   Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
   Minimum = Oms, Maximum = Oms, Average = Oms
C:\>ping 192.168.0.16
Pinging 192.168.0.16 with 32 bytes of data:
Reply from 192.168.0.16: bytes=32 time<1ms TTL=128
Reply from 192.168.0.16: bytes=32 time=6ms TTL=128
Reply from 192.168.0.16: bytes=32 time<1ms TTL=128
Reply from 192.168.0.16: bytes=32 time<1ms TTL=128
Ping statistics for 192.168.0.16:
   Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
   Minimum = 0ms, Maximum = 6ms, Average = 1ms
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C:\>ping 192.168.0.19
Pinging 192.168.0.19 with 32 bytes of data:
Reply from 192.168.0.19: bytes=32 time<1ms TTL=128
Reply from 192.168.0.19: bytes=32 time<1ms TTL=128
Reply from 192.168.0.19: bytes=32 time<1ms TTL=128
Reply from 192.168.0.19: bytes=32 time=5ms TTL=128
Ping statistics for 192.168.0.19:
   Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 5ms, Average = 1ms
C:\>ping 192.168.0.20
Pinging 192.168.0.20 with 32 bytes of data:
Reply from 192.168.0.20: bytes=32 time<1ms TTL=128
Reply from 192.168.0.20: bytes=32 time<1ms TTL=128
Reply from 192.168.0.20: bytes=32 time=5ms TTL=128
Reply from 192.168.0.20: bytes=32 time<1ms TTL=128
Ping statistics for 192.168.0.20:
   Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
   Minimum = 0ms, Maximum = 5ms, Average = 1ms
C:\>ping 192.168.0.21
Pinging 192.168.0.21 with 32 bytes of data:
Reply from 192.168.0.21: bytes=32 time<1ms TTL=128
Ping statistics for 192.168.0.21:
   Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
   Minimum = 0ms, Maximum = 0ms, Average = 0ms
C:\>ping 192.168.0.22
Pinging 192.168.0.22 with 32 bytes of data:
Reply from 192.168.0.22: bytes=32 time<1ms TTL=128
Ping statistics for 192.168.0.22:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
   Minimum = 0ms, Maximum = 0ms, Average = 0ms
```

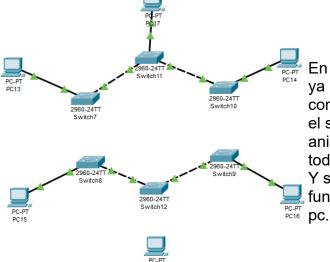
Pings: Pues hice un ping de una pc principal de la topolgía con todas las otras de las topologías y así con todas las otras topologías.



En el packet tracer si quitas una conexión en la topología bus, la conexión sigue porque la aplicación está anticuado porque en la vida real si quitamos una conexión en la topología bus, se quitán todos.



En esta topología de tipo árbol es una variación de la tipología bus, la falla de un nodo no implica la interrupción en las comunicaciones pero si cortamos la conexión directamente del pc si que se corta obviamente. Pero del switch principal con los otros no pasa nada.



En esta tipología de anillo, si los corto pues ya no sería de tipología de anillo porque las conexiones de esta funcionan de forma que el switch manda información de forma de anillo pero ahora el switch le pregumta a todos los que sigan conectado con él. Y si cortas la conexión con un pc pues no funciona porque hay un switch solo para cada pc.





En esta tipología en estrella si cortas la conexión con cualquier pc se corta la conexión con el switch solo del nodo determinado pero los otros se mantienen, sin embargo si lo cortas todo pues se pierden todos.









Creación de las topologías: Añadi pc´s y switchs hasta crear la topología que me pedían y luego añadi conexiones entre ellas.

IPS: Fui a los pcs 1 por uno en ip configuration y les añadi un ip diferente a cada uno.

