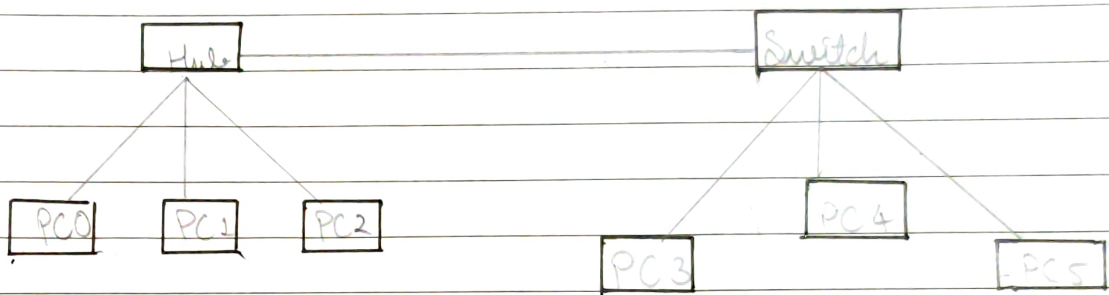


Exp. 1.

Aim:-

Create a topology and simulate sending a simple PDU from source to destination using hub and switch as connecting devices.

Topology:-



What we have learnt?

operated on
Hub is a physical layer, while switch is operated on data-link layer.

Hub is a broadcast device while switch is a unicast device.

A simple PDU (Protocol Data Unit) is sent from source to destination using hub and a switch as connecting devices.



Simulation Panel

Event List

Vis.	Time(sec)	Last Device	At Device	Type
	0.000	--	PC0	ICMP
	0.001	PC0	Hub0	ICMP
	0.002	Hub0	PC1	ICMP
	0.002	Hub0	PC2	ICMP
	0.002	Hub0	Switch0	ICMP
	0.003	Switch0	PC3	ICMP
	0.004	PC3	Switch0	ICMP
	0.005	Switch0	Hub0	ICMP
	0.006	Hub0	PC0	ICMP
	0.006	Hub0	PC1	ICMP
	0.006	Hub0	PC2	ICMP
	1.791	--	Switch0	DTP
	1.792	Switch0	PC3	DTP
	1.987	--	Switch0	STP
	1.988	Switch0	PC5	STP
	1.988	Switch0	PC4	STP
	1.988	Switch0	Hub0	STP
	1.988	Switch0	PC3	STP

Reset Simulation

☒ Constant Delay

Captured to:
38.025 s

Play Controls



Event List Filters - Visible Events

ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, IoT, IoT TCP, LACP, LLDP, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoE, PTP, RADIUS, REP, RIP, RiPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters

[Show All/None](#)

Time: 00:32:42.649 PLAY CONTROLS:



Automatically Choose Connection Type