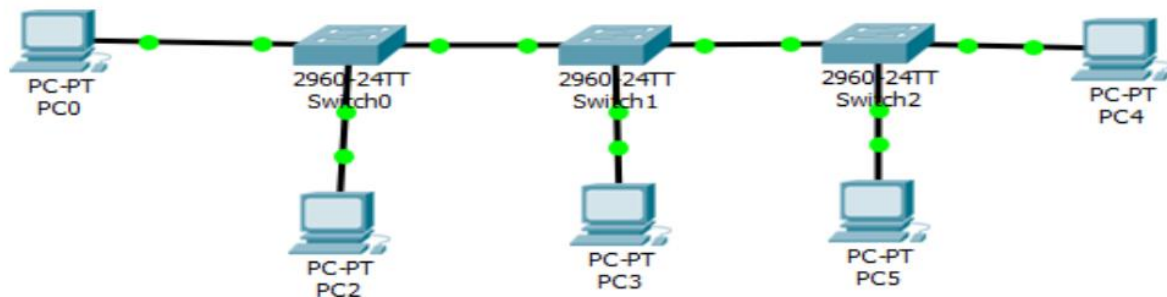


PRACTICAL-2

AIM:

Create a network topology which connects 3 switches directly, with a host of each switch in mininet environment.



THEORY:

- To create this topology, we will use miniedit.
- MiniEdit is a simple GUI (Graphical User Interface) editor for Mininet.
- MiniEdit is an experimental tool created to demonstrate how Mininet can be extended.

The icons represent the following tools:



The *Select* tool is used to move nodes around on the canvas. Click and drag any existing node.



The *Host* tool creates nodes on the canvas that will perform the function of host computers. Click on the tool, then click anywhere on the canvas you wish to place a node.



The *Switch* tool creates OpenFlow-enabled switches on the canvas. These switches are expected to be connected to a controller.



The *Legacy Switch* tool creates a learning Ethernet switch with default settings. The switch will operate independently, without a controller.



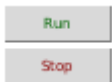
The *Legacy Router* tool creates a basic router that will operate independently, without a controller. It is basically just a host with IP Forwarding enabled



The *NetLink* tool creates links between nodes on the canvas. Create links by selecting the *NetLink* tool, then clicking on one node and dragging the link to the target node.



The *Controller* tool creates a controller. Multiple controllers can be added. By default, the MiniEdit creates a mininet openFlow referencecontroller, which implements the behavior of a learning switch. Other controller types can be configured.



The *Run* starts Mininet simulation scenario currently displayed in the MiniEdit canvas. The *Stop* button stops it. When Mininet simulation is in the “Run” state, right-clicking on network elements reveals operational functions such as opening a terminal window, viewing switch configuration, or setting the status of a link to “up” or “down”.

TOPOLOGY:

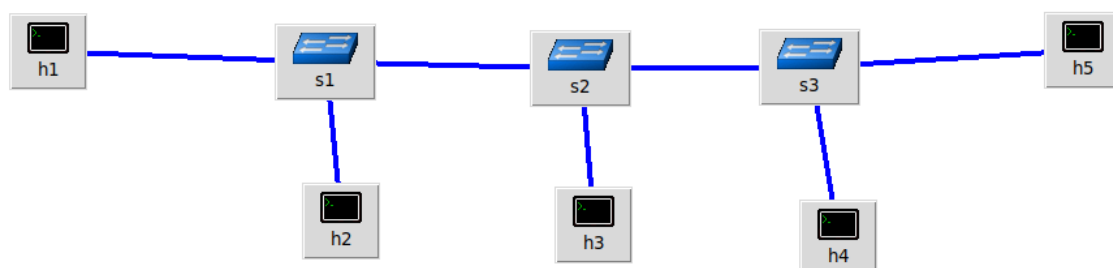
- To start the miniedit, Enter the following command

```
parth642001@ubuntu:~/mininet/mininet/examples$ python3 miniedit.py
```

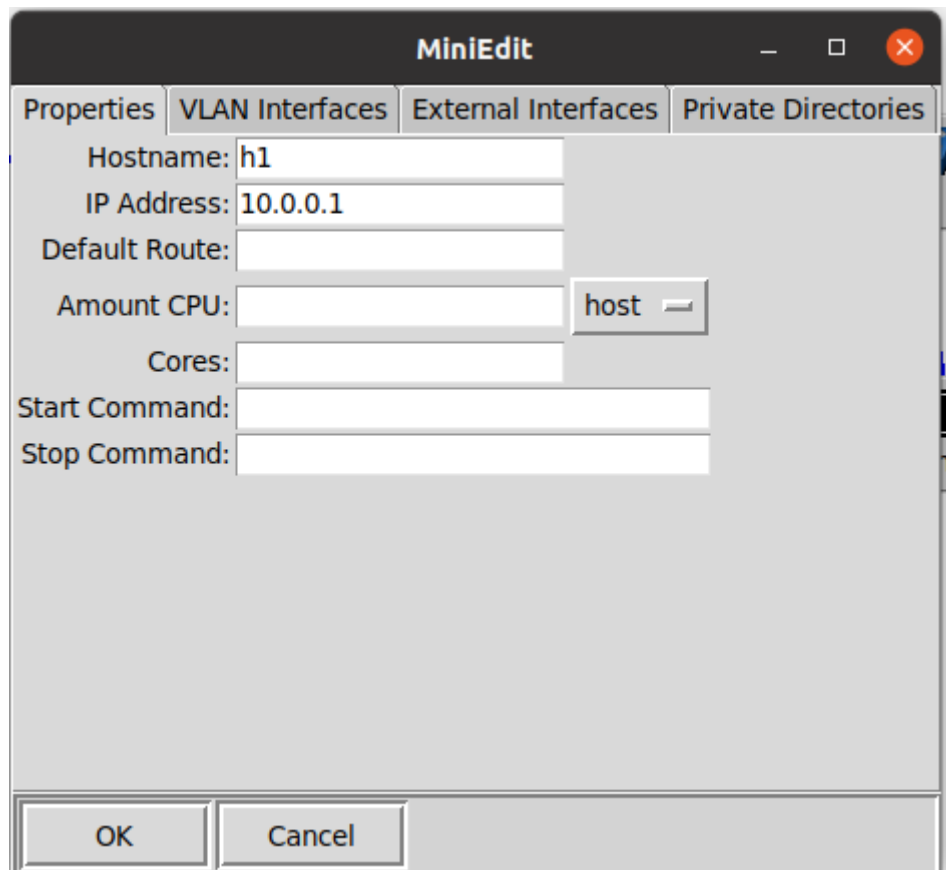
- The following window will be prompted



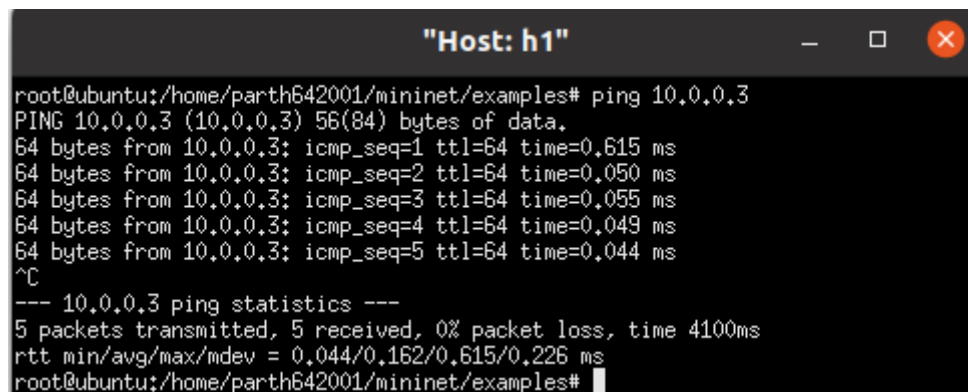
- Create the following topology with the help of miniedit components



- Now, right click on h1, then click on properties option
- The following option will open



- Follow the same procedure for all the hosts.
- Click on Run button
- Right click on h1 and select Terminal option.
- Then perform the ping operation.



```
root@ubuntu:/home/parth642001/mininet/examples# ping 10.0.0.3
PING 10.0.0.3 (10.0.0.3) 56(84) bytes of data.
64 bytes from 10.0.0.3: icmp_seq=1 ttl=64 time=0.615 ms
64 bytes from 10.0.0.3: icmp_seq=2 ttl=64 time=0.050 ms
64 bytes from 10.0.0.3: icmp_seq=3 ttl=64 time=0.055 ms
64 bytes from 10.0.0.3: icmp_seq=4 ttl=64 time=0.049 ms
64 bytes from 10.0.0.3: icmp_seq=5 ttl=64 time=0.044 ms
^C
--- 10.0.0.3 ping statistics ---
5 packets transmitted, 5 received, 0% packet loss, time 4100ms
rtt min/avg/max/mdev = 0.044/0.162/0.615/0.226 ms
root@ubuntu:/home/parth642001/mininet/examples#
```

- Thus, the connection is established.

CONCLUSION:

By performing the above practical, I learnt the basics of MiniEdit and how to create a simple topology in it and how to test the topology.