Computer Networks Laboratory

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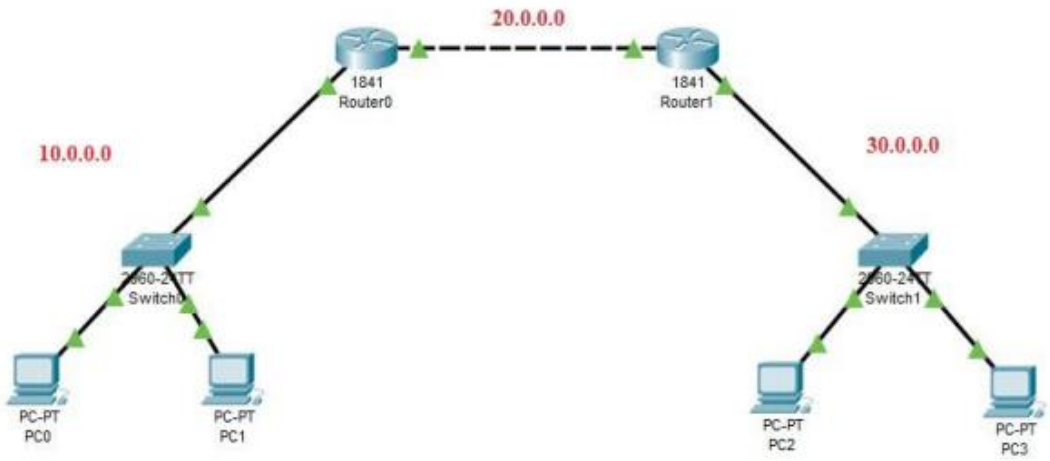
Lab #2

Designing and Simulation of Network Topology using Cisco Packet Tracer

Task 1 (Demo)

Network Topology:

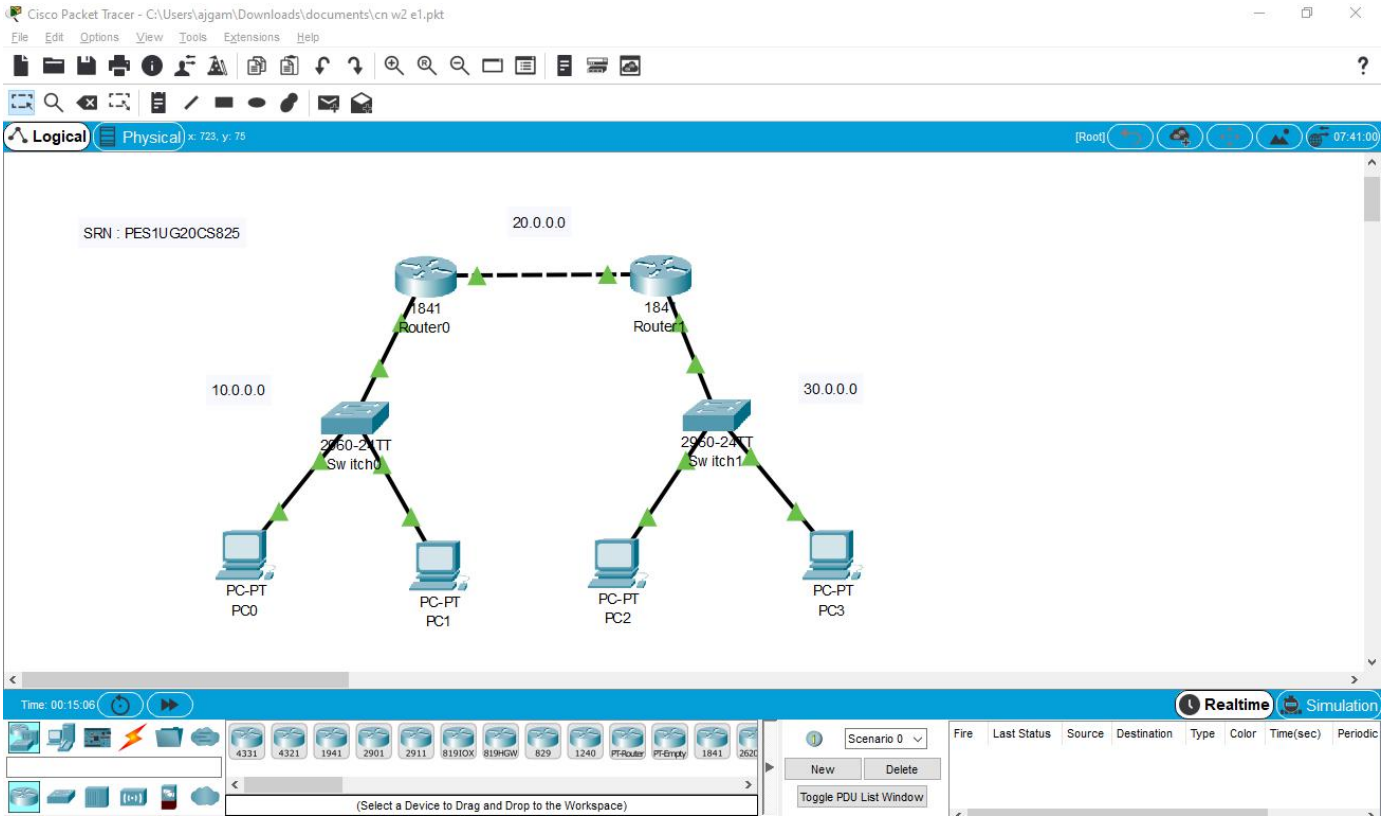
To replicate given scenario, create a topology in packet tracer, as shown in following image.



Execution Procedure:

Task 1:

Design a network topology with desktops, switches and routers like the network depicted in the above diagram.

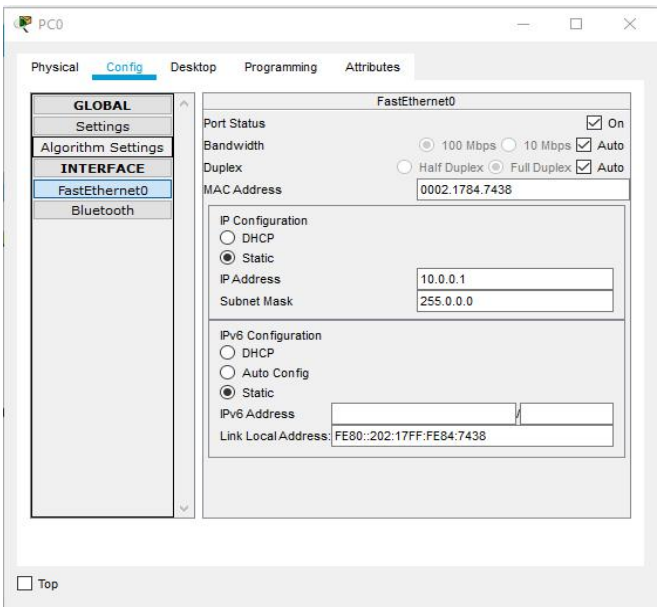


Task 2:

Configure the PCs and routers with the details provided above.

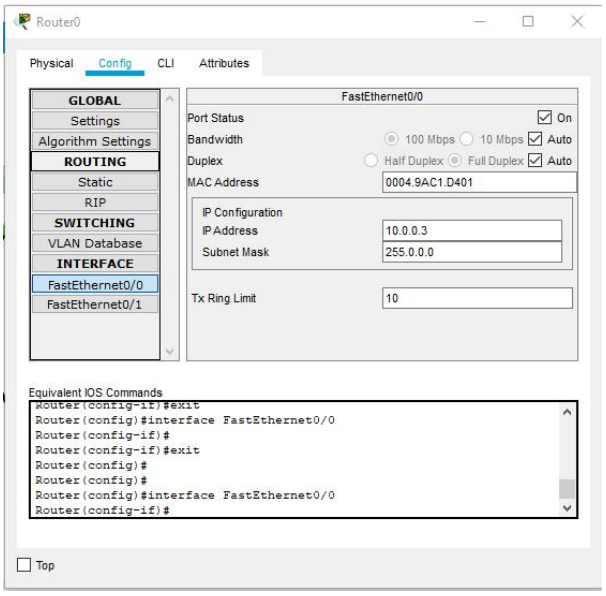
PC & Router Configured as above Topology:

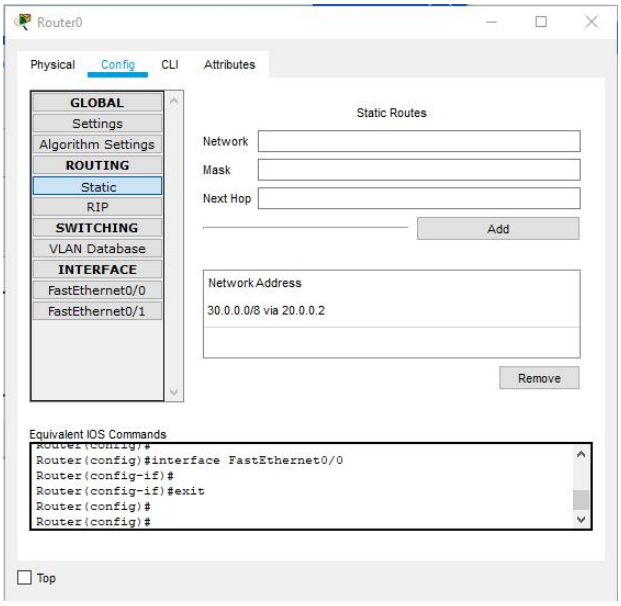
PC0:



Router0:

FastEthernet0/0 and Routing:

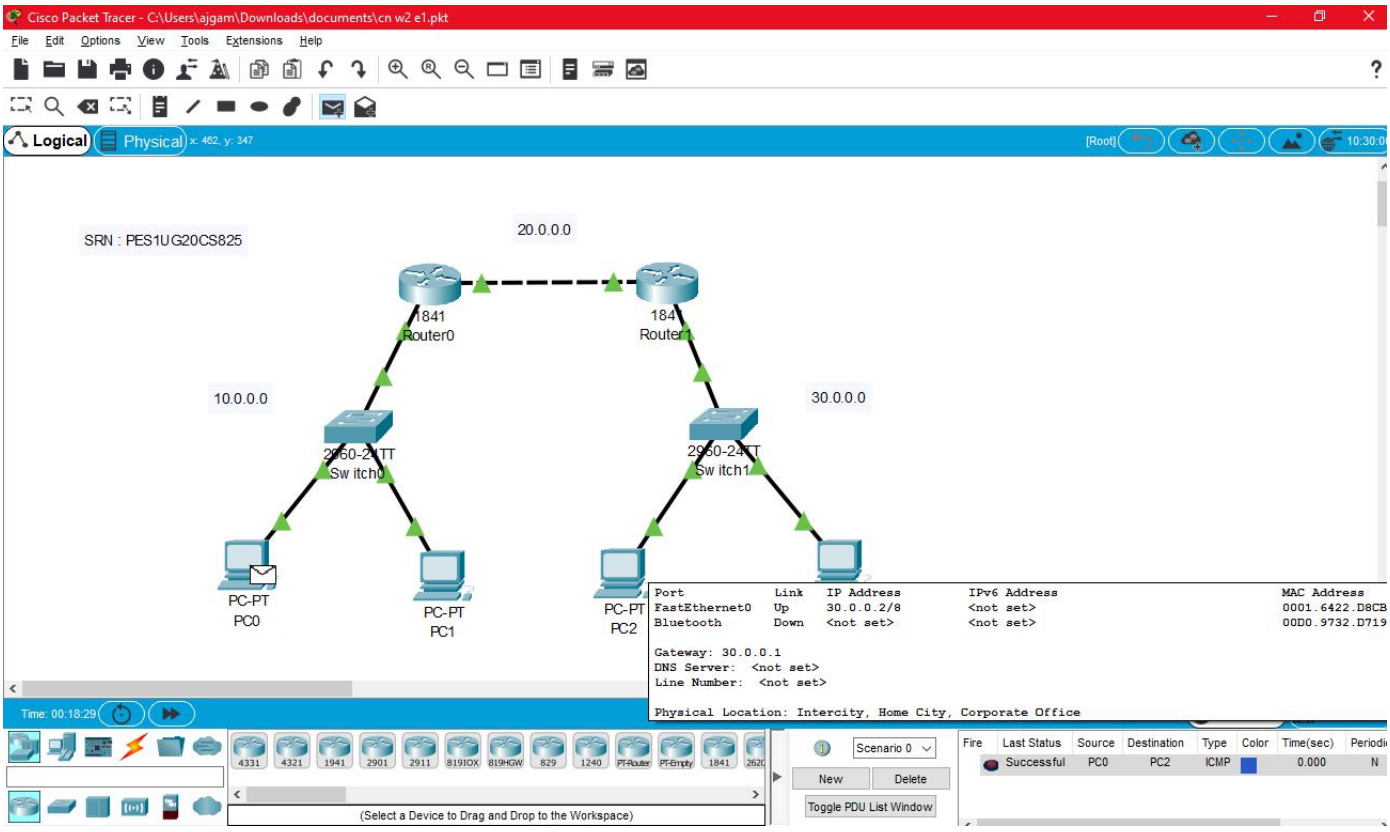




Task 3:

Send a simple PDU from any PC on network 10.0.1.0 to any other PC on other network 10.0.3.0 and vice-versa.

Sending a Simple PDU from PC0 on Network 10.0.0.0 to PC2 on the Network 30.0.0.0.

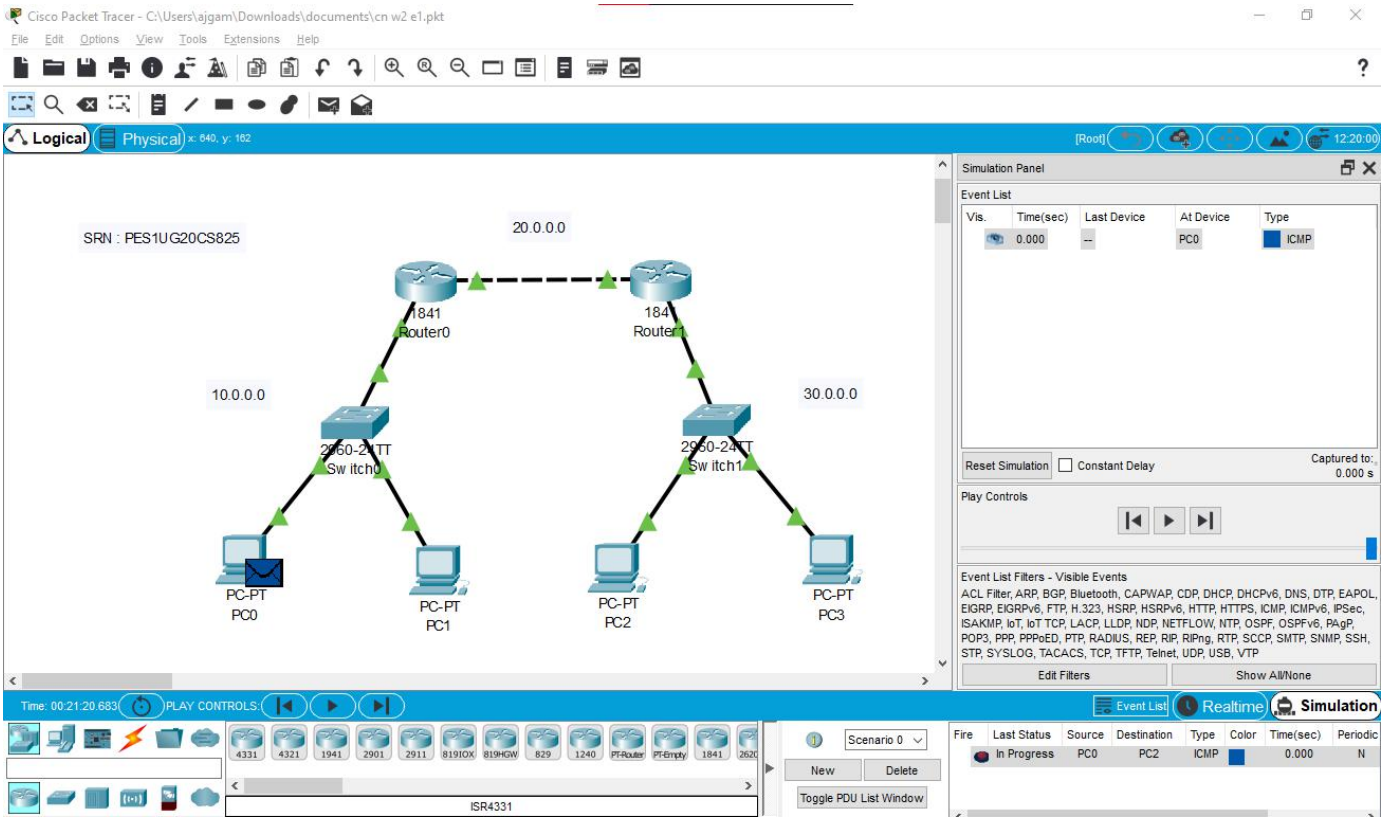


Task 4:

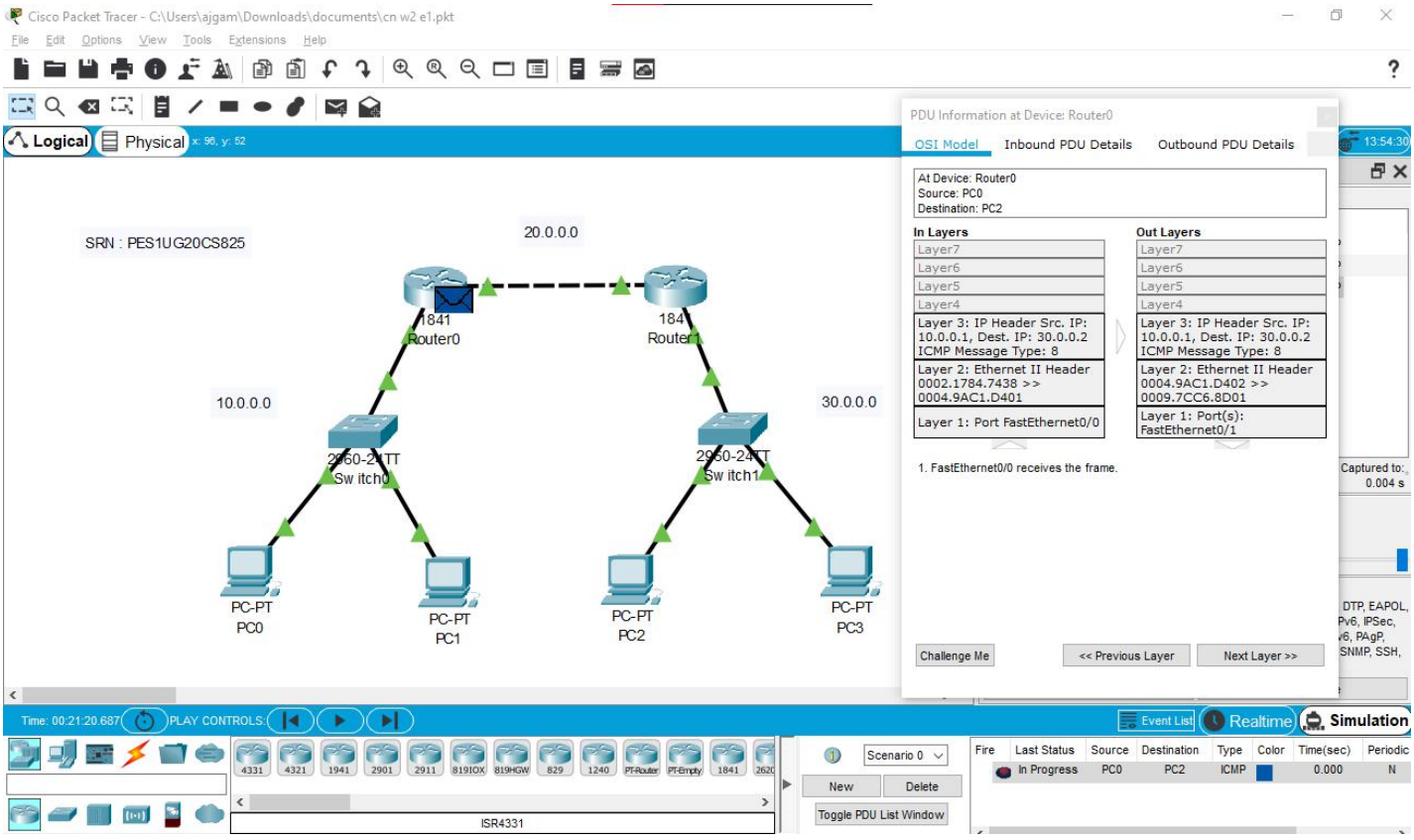
Simulate the network and observe the packet flow from one network to other.

Packet Flow from PC0 on Network 10.0.0.0 to PC2 on the Network 30.0.0.0

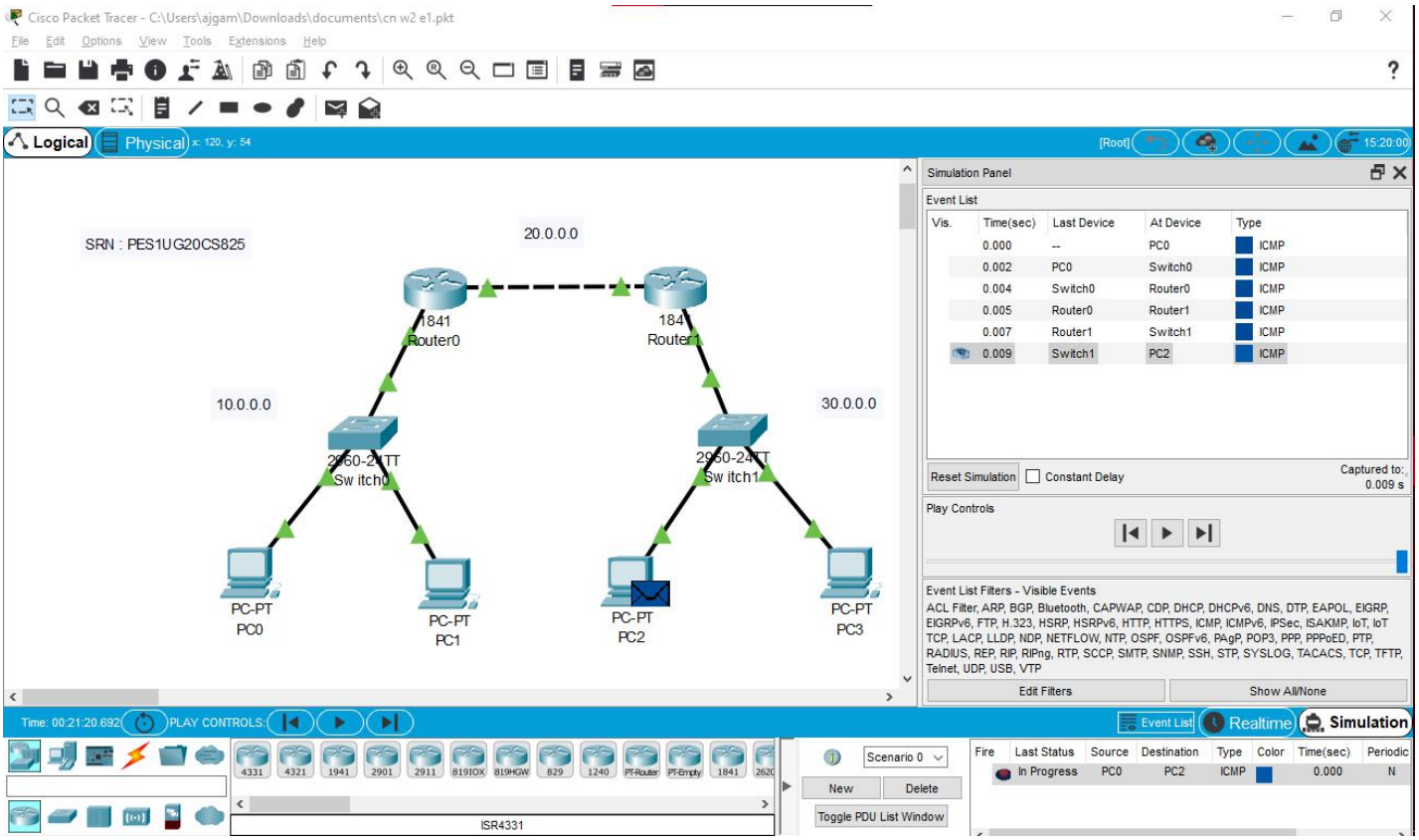
Packet at PC0 (source):



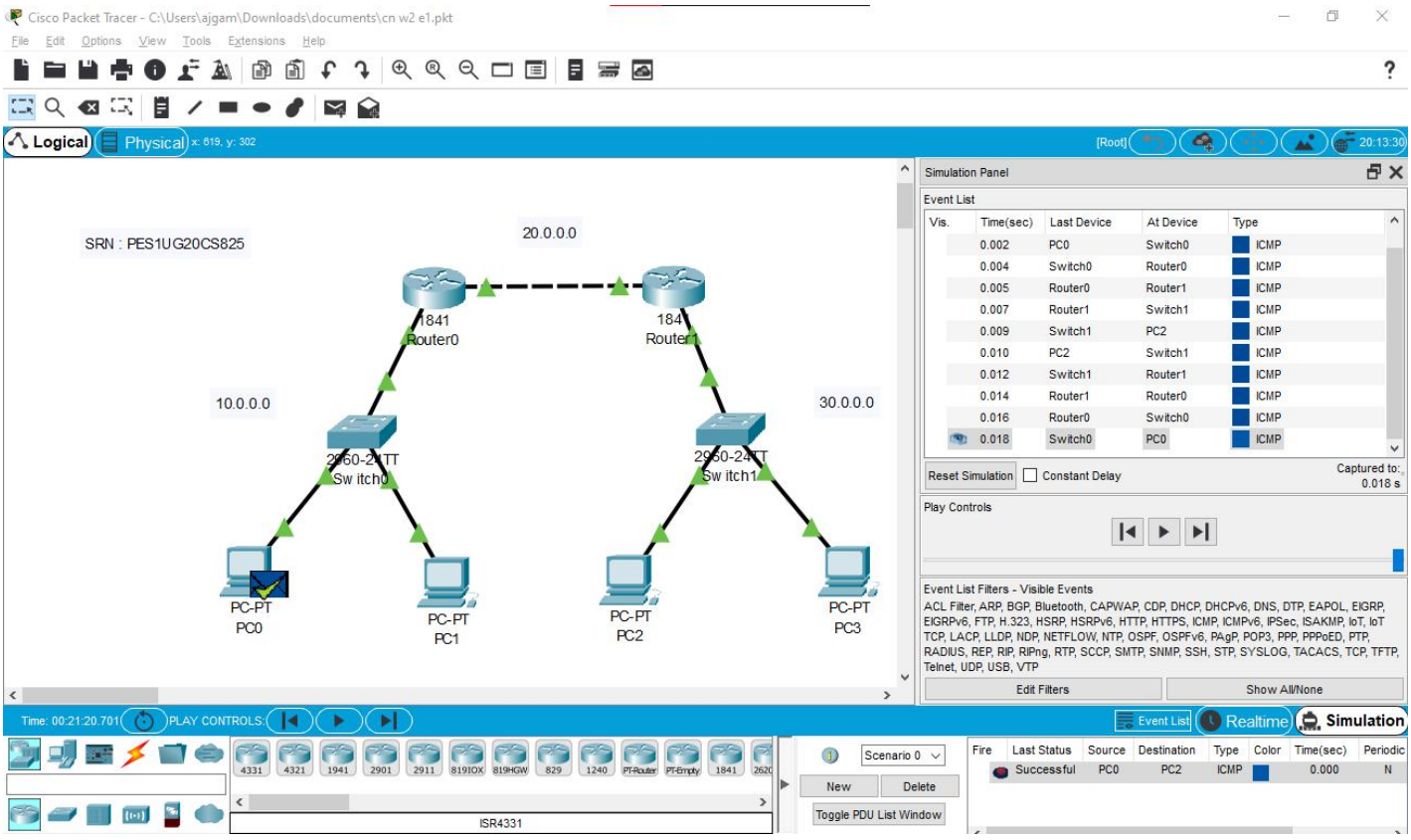
Packet at Router0:



Packet at PC2 (destination):



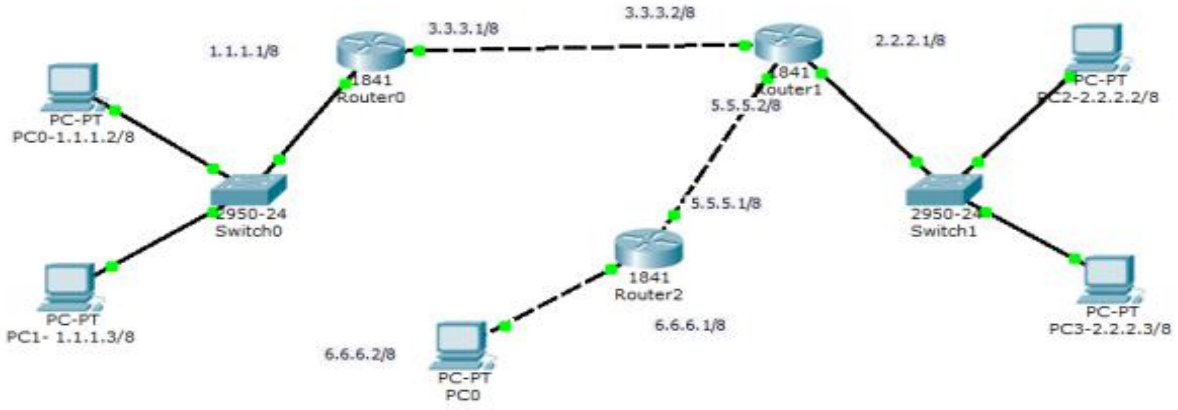
Packet successfully sent and Acknowledgement received from PC2:



Task 2:

Network Topology:

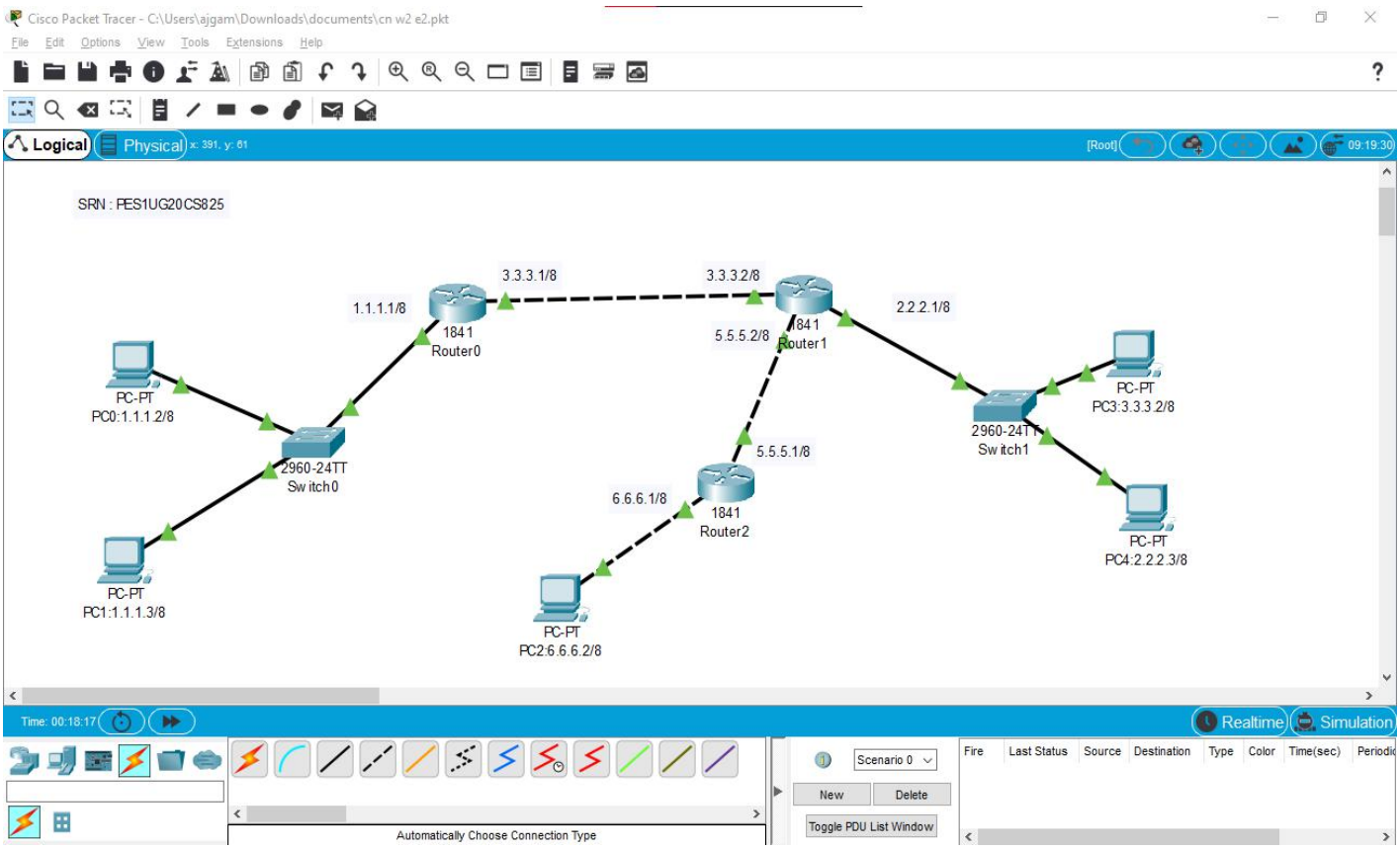
To replicate given scenario, create a topology in packet tracer, as shown in following image.



Execution Procedure:

Task 1:

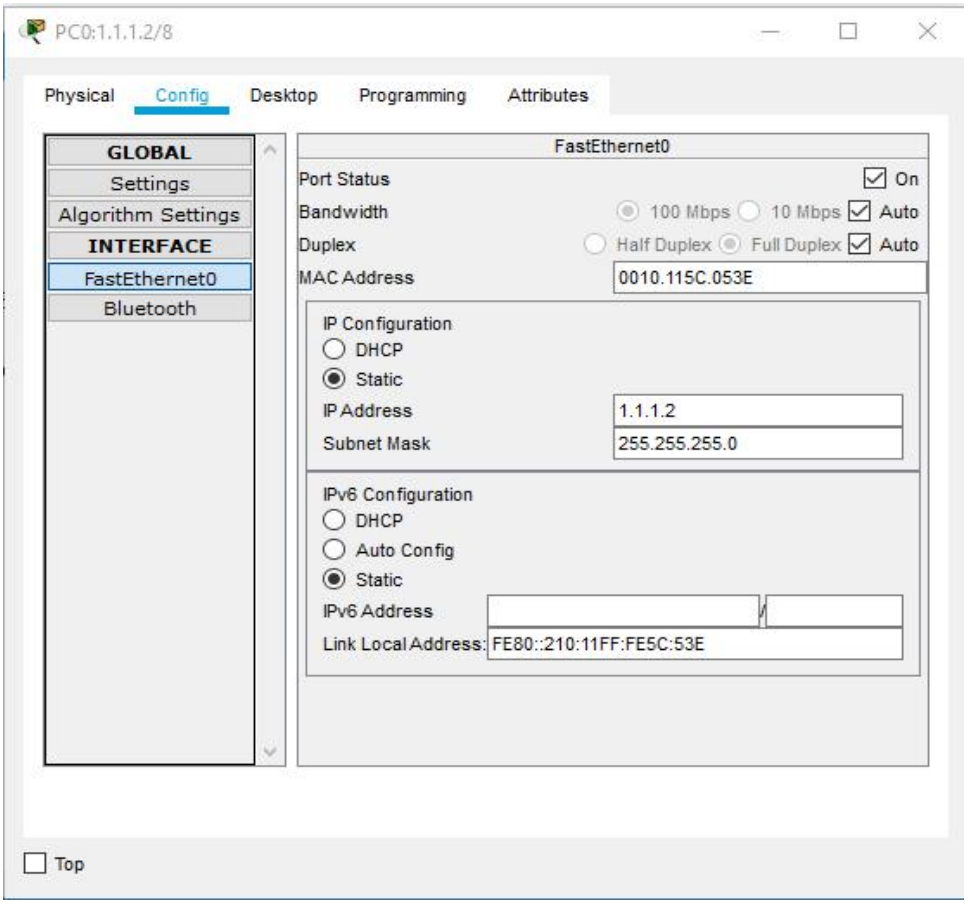
Design a network topology with desktops, switches and routers like the network depicted in the above diagram.



Task 2:

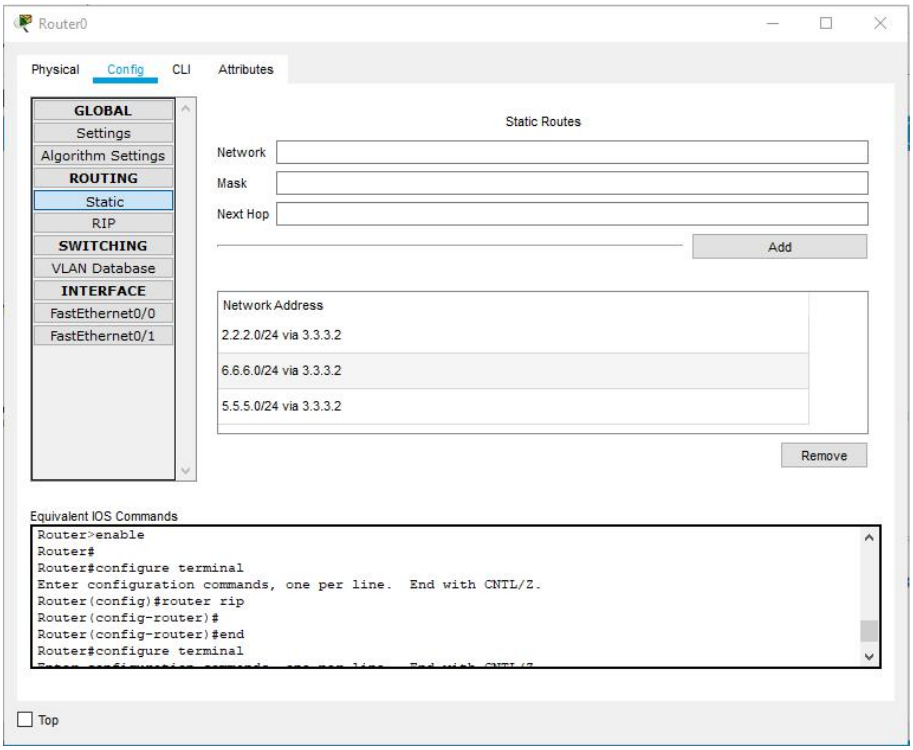
Configure the PCs and routers.

PC0:



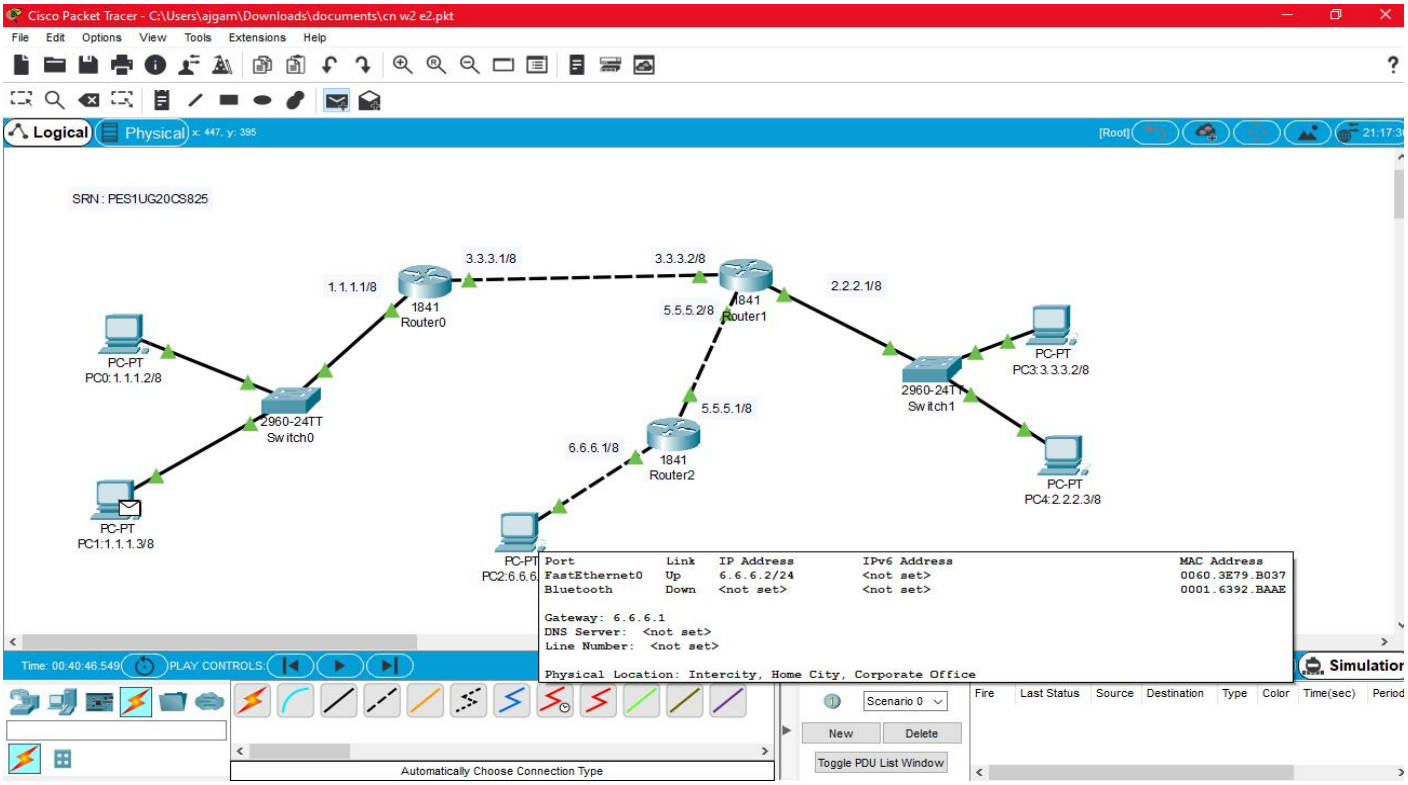
Router0:

Static Routing:



Task 3:

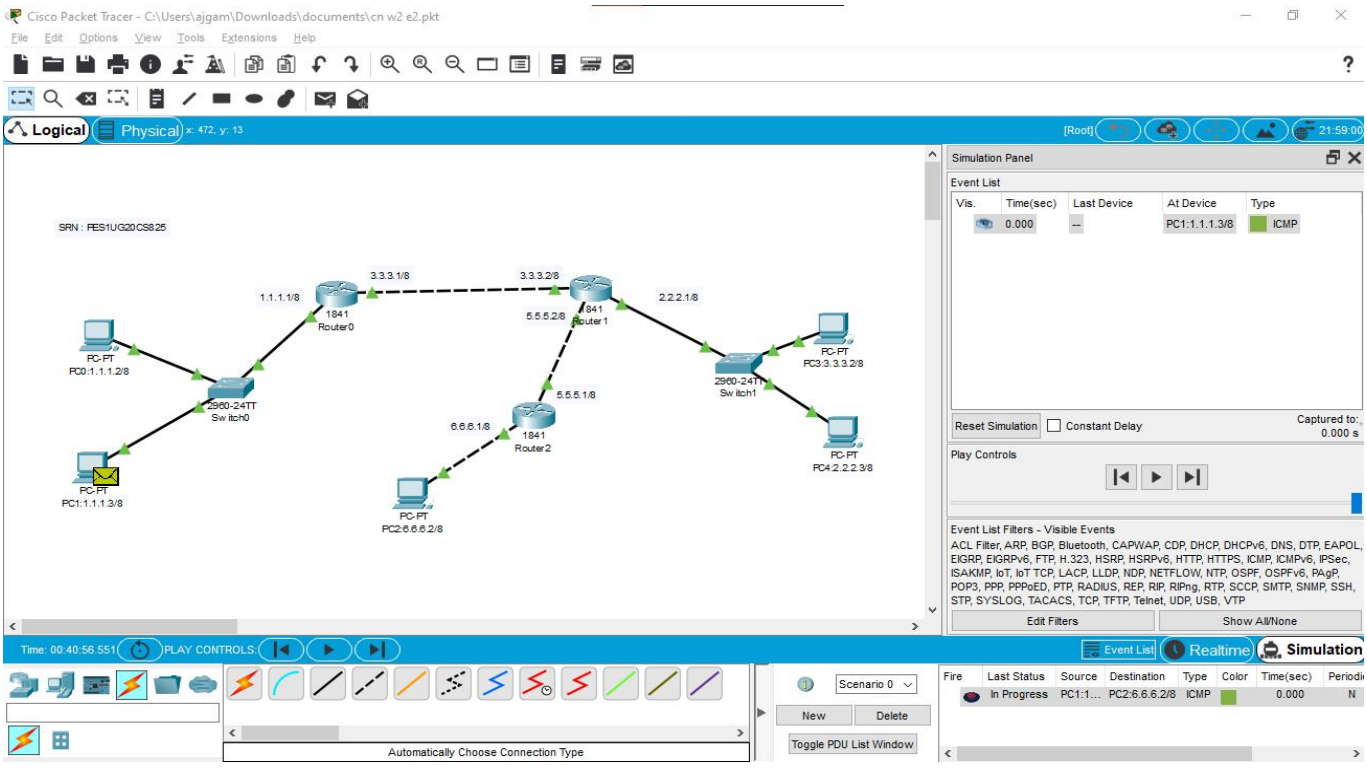
Send a simple PDU from any PC on network 1.1.1.0 to any other PC on other network 6.6.6.0 and vice-versa.



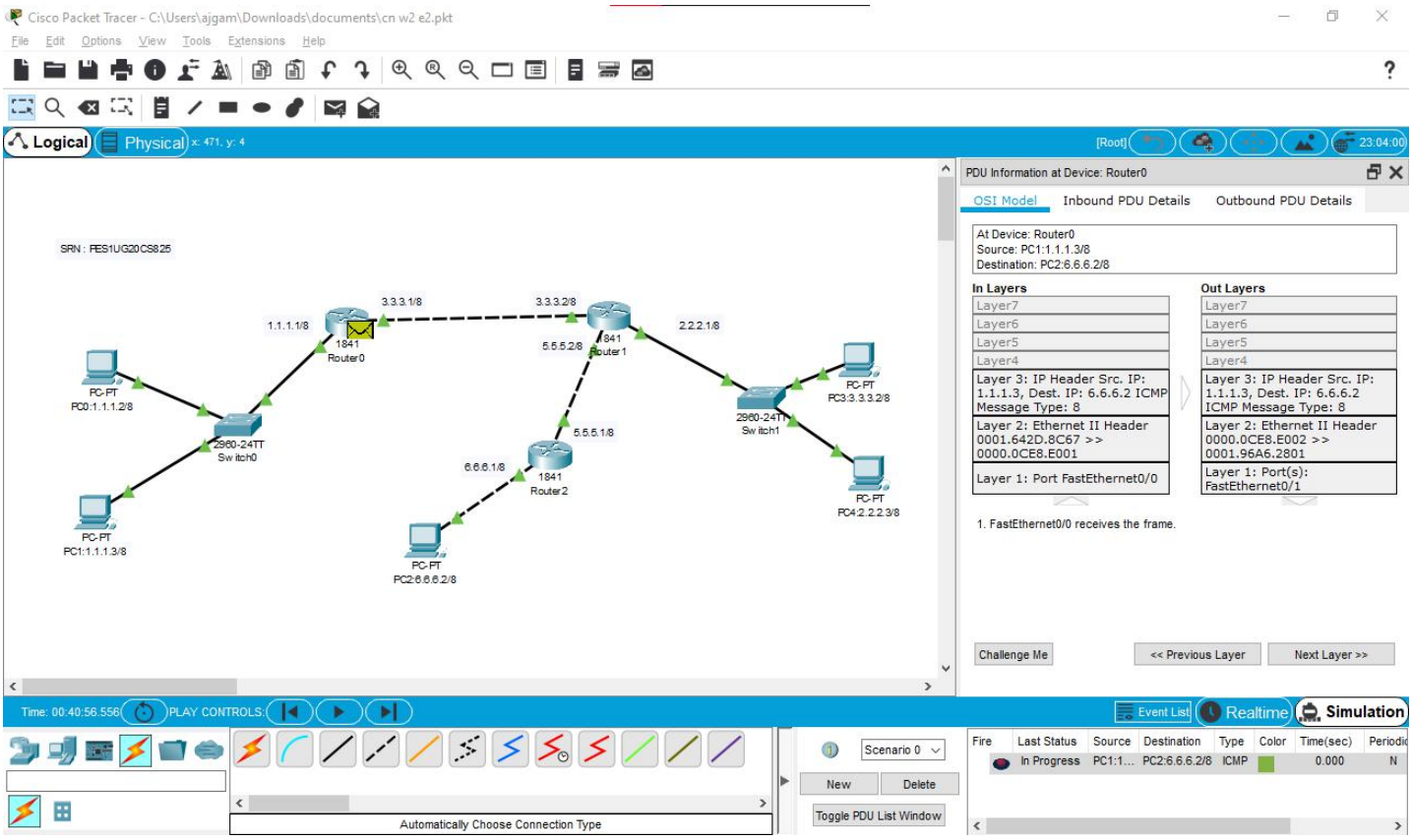
Task 4:

Simulate the network and observe the packet flow from one network to other.

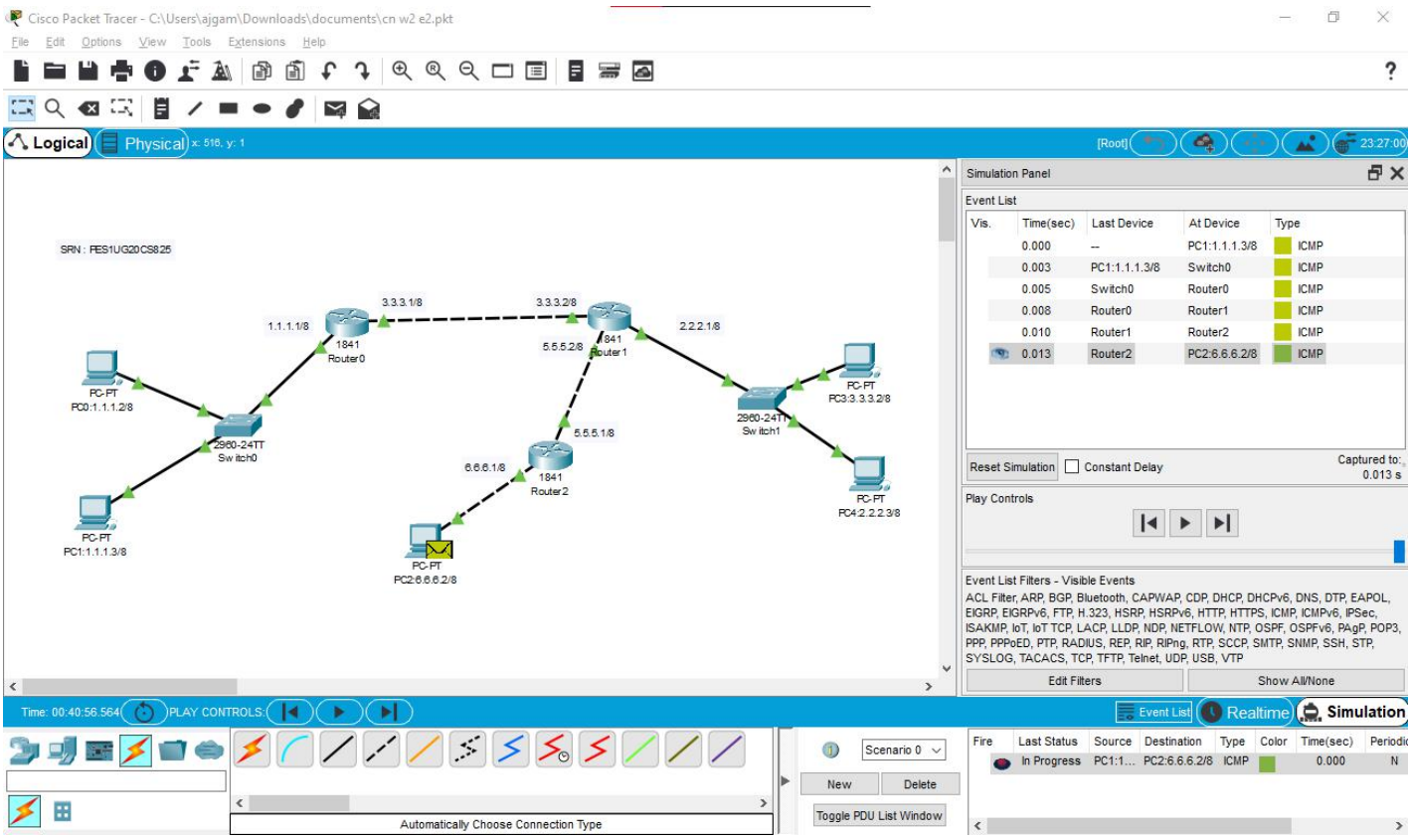
Packet at PC1 (source):



Packet at Router0:



Packet at PC2(destination):



Packet successfully sent and Acknowledgement received from PC2: