

Program-13

To construct a WLAN and make the nodes communicate wirelessly

Topology, Procedure and Observation:

LAB NO 13.
WLAN

AIM: TO construct a wireless LAN and make the nodes communicate wirelessly.

INITIAL TOPOLOGY:

```
graph TD
    Router[Router 10.0.0.2] --- Switch[Switch]
    Switch --- AP[Access Point]
    Switch --- PC1[PC 10.0.0.1]
    AP --- PC3[PC 10.0.0.3]
    AP --- Laptop[Laptop 10.0.0.4]
```

ROUTER
10.0.0.2

Switch

Access point

PC
10.0.0.1

PC
10.0.0.3

Laptop
10.0.0.4

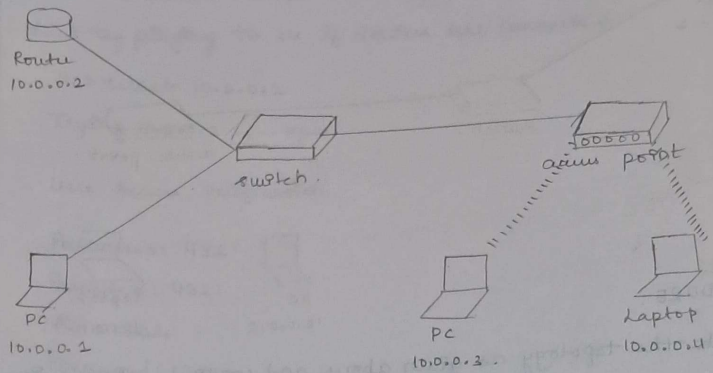
PROCEDURE:

- 1] Create the topology as given above and configure the devices
- 2] Configure access point:
click Access point → Config → Port 1:
SSID: bmsce
Select: DWEP
Set key: 1234567890
- 3] Configure PC & laptop with wireless standards:
 - switch off device
 - Drag the execut PT-HOST-NM-IAM to the component bucket in the LHS of physical.
 - Drag WMP300N wireless interface to the empty port.
 - Switch on the device.

4] In the config tab, a new wireless interface was added.

5] Configure the device by entering SSID, WEP, WEP key, IP address and Gateway.

Topology after wireless configuration:



6] Ping from every device to every other device to check the connection.

OBSERVATIONS:

1] We were able to ping from every device to every other device.

2] Access Point:

- Creates bridge between wired and wireless devices.

- SSID Broadcasting: Announces the wireless network's name (SSID) to allow devices to connect using WEP, WPA or WPA 2.

3] WMP350N1 wireless interface:

- wireless network adapts that enables devices to communicate with access point using wireless signals.

4) Pinging 10.0.0.1 to 10.0.0.3:

10.0.0.1 → switch → access point → 10.0.0.3

This is after the ARP-tables are updated after broadcasting.

5) Pinging 10.0.0.3 to 10.0.0.1

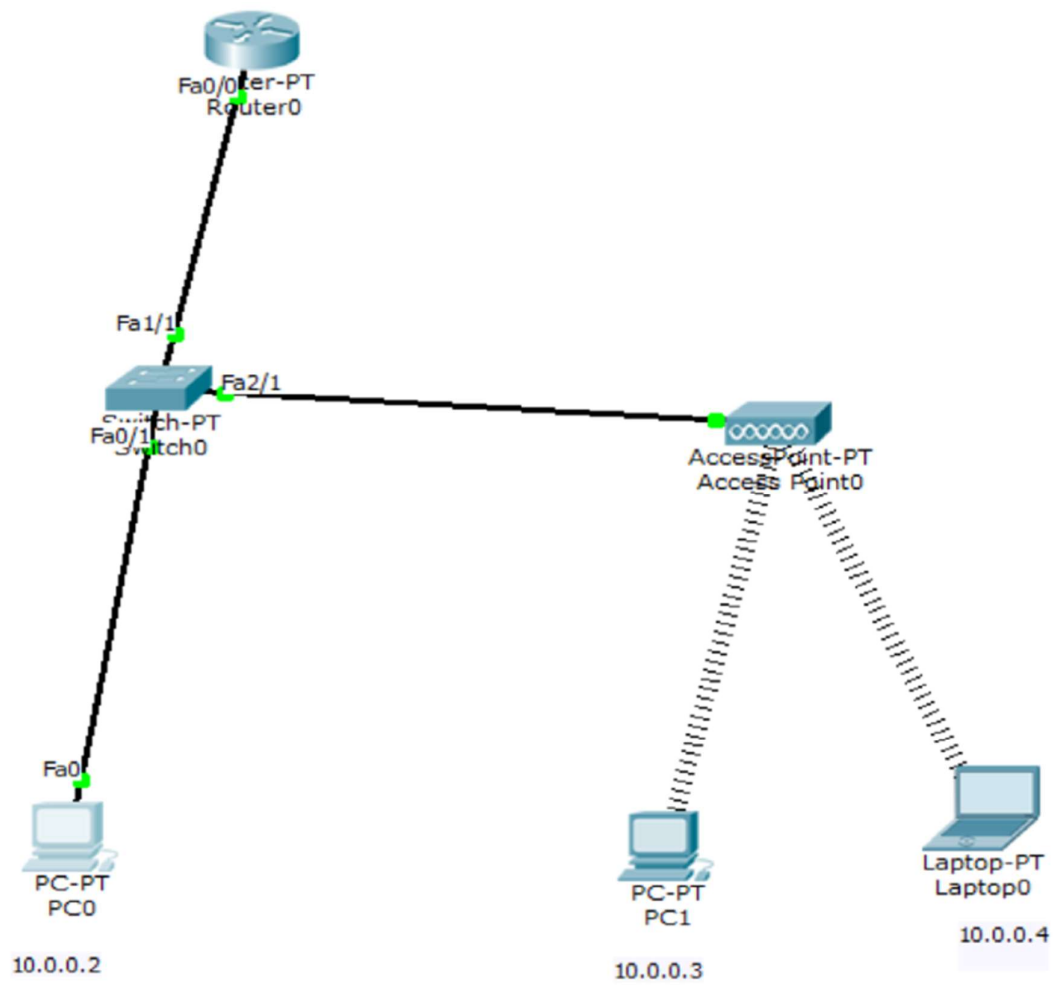
10.0.0.3 → access point → switch → 10.0.0.1

6) Pinging 10.0.0.3 to 10.0.0.4:

10.0.0.3 → access point → 10.0.0.4

7) Every device is now connected to every other device in the WLAN.

Screenshots:



PC0

PhysicalConfigDesktopCustom Interface

Command Prompt

Packet Tracer PC Command Line 1.0
PC>ping 10.0.0.3

Pinging 10.0.0.3 with 32 bytes of data:

Reply from 10.0.0.3: bytes=32 time=22ms TTL=128
Reply from 10.0.0.3: bytes=32 time=6ms TTL=128
Reply from 10.0.0.3: bytes=32 time=3ms TTL=128
Reply from 10.0.0.3: bytes=32 time=7ms TTL=128

Ping statistics for 10.0.0.3:
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 3ms, Maximum = 22ms, Average = 9ms

PC>ping 10.0.0.4

Pinging 10.0.0.4 with 32 bytes of data:

Reply from 10.0.0.4: bytes=32 time=19ms TTL=128
Reply from 10.0.0.4: bytes=32 time=5ms TTL=128
Reply from 10.0.0.4: bytes=32 time=6ms TTL=128
Reply from 10.0.0.4: bytes=32 time=7ms TTL=128

Ping statistics for 10.0.0.4:
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 5ms, Maximum = 19ms, Average = 9ms

PC>