



DEPARTMENT OF

COMPUTER SCIENCE & ENGINEERING

Discover. Learn. Empower.

Experiment 2.1

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Branch: CSE

Semester: 4th

Subject Name: Computer Networks

UID: 21BCS11619

Section/Group: 808/B

Date of Performance:

Subject Code: 21CSH-256

Aim:- Implement different network topologies like Star, Bus with the help of packet tracer or NS2 software.

S/W Requirement :- Cisco Packet Tracer

Theory:

1. **Topology:** Topology defines the structure of the network of how all the components are interconnected to each other. There are two types of topology: physical and logical topology.
2. **Star Topology:** Star topology is an arrangement of the network in which every node is connected to the central hub, switch or a central computer. The central computer is known as a server, and the peripheral devices attached to the server are known as clients.

2.1) Features:

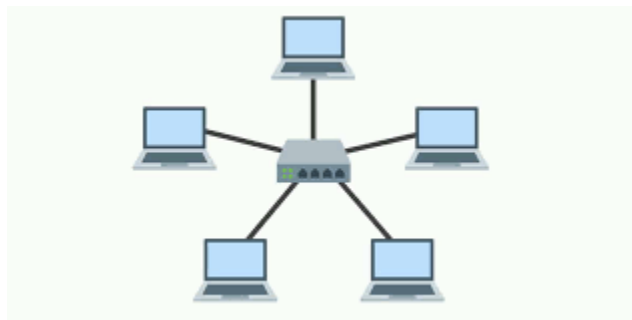
- 1.) Centralized topology: In a star topology, all devices are connected to a central hub or switch, which acts as a central point for the network.
- 2.) Easy to manage: Star topology is easy to manage as the central hub or switch can be used to monitor and troubleshoot the network. Any issues with a device can be easily identified and isolated, making it easy to maintain and repair the network.
- 3.) Scalability: A star topology is easily scalable as new devices can be added to the network by simply connecting them to the central hub or switch.

2.3) Advantage:

- 1.) Easy to troubleshoot.
- 2.) Scalability
- 3.) Reliability
- 4.) Centralized network
- 5.) No point-to-point connections

2.4) Disadvantage:

- 1) High cost: Implementing a switch or router may have a higher price, especially when using a switch or router as the central network device.
 - 2) Everything depends on the central device: The central network device determines the performance and number of nodes the network can handle.
 - 3) High maintenance: Hub requires more resources and regular maintenance because it's the central system of the star.
 - 4) Immobile network system: Although wireless star topology systems are available today, most still depend on wired connections. That means the fixed length of the cable restricts the movements of individual workers.
- Number of Lines := Number of device connected to the system.



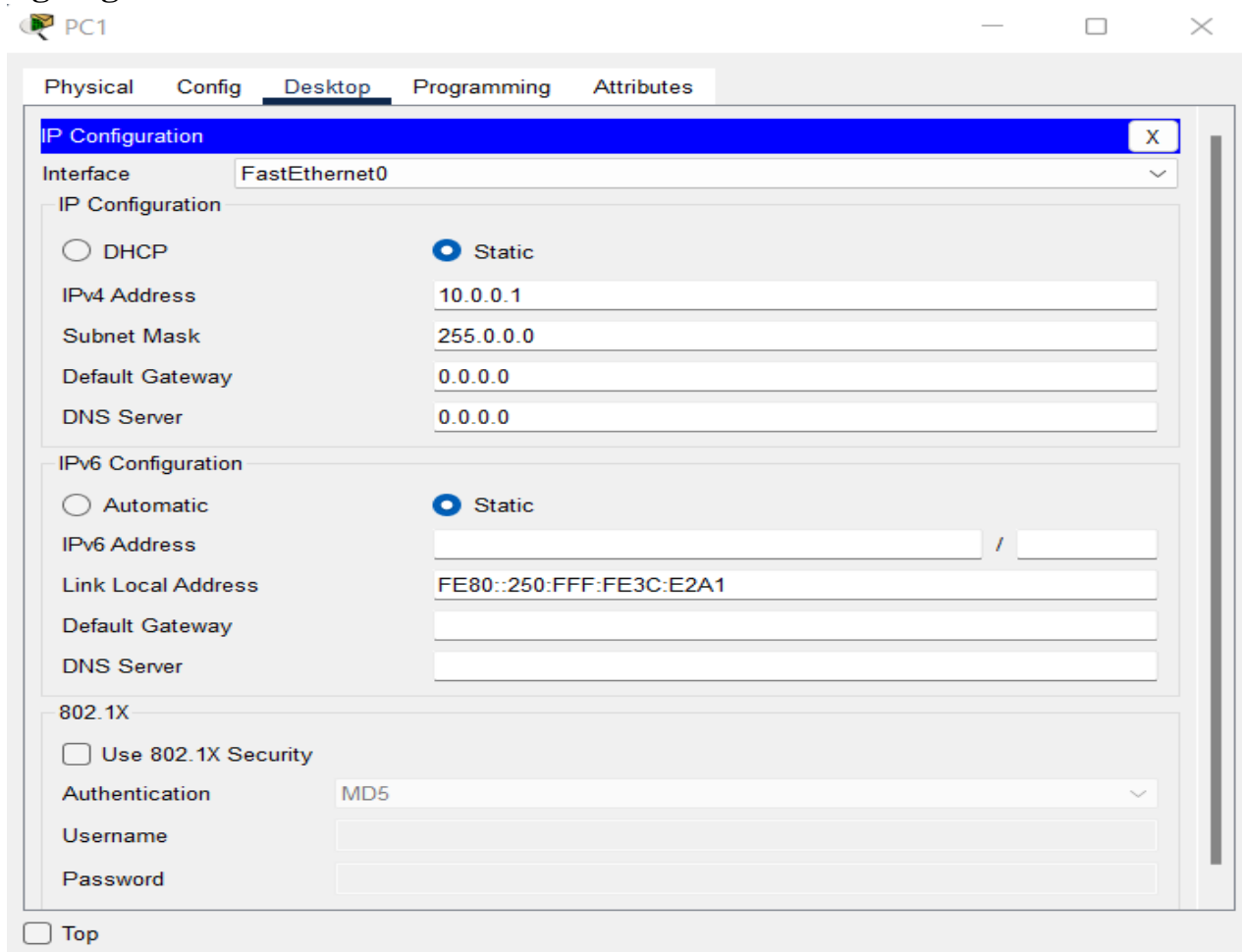
Procedure:

a) Star Topology

1. Attach required devices Hub in the packet tracer software.
2. Assign IP address to devices. E.g:(10.0.0.1)
3. Select source and destination and drop packet from source to destination.
4. Go to Simulation mode and click capture/Play.
5. Simulation will start and packet will only be accepted by destination.

Output-

i) Assigning IP- Address to each device



PC1

Physical Config **Desktop** Programming Attributes

IP Configuration X

Interface FastEthernet0

IP Configuration

☐ DHCP ☒ Static

IPv4 Address 10.0.0.1

Subnet Mask 255.0.0.0

Default Gateway 0.0.0.0

DNS Server 0.0.0.0

IPv6 Configuration

☐ Automatic ☒ Static

IPv6 Address /

Link Local Address FE80::250:FFF:FE3C:E2A1

Default Gateway

DNS Server

802.1X

☐ Use 802.1X Security

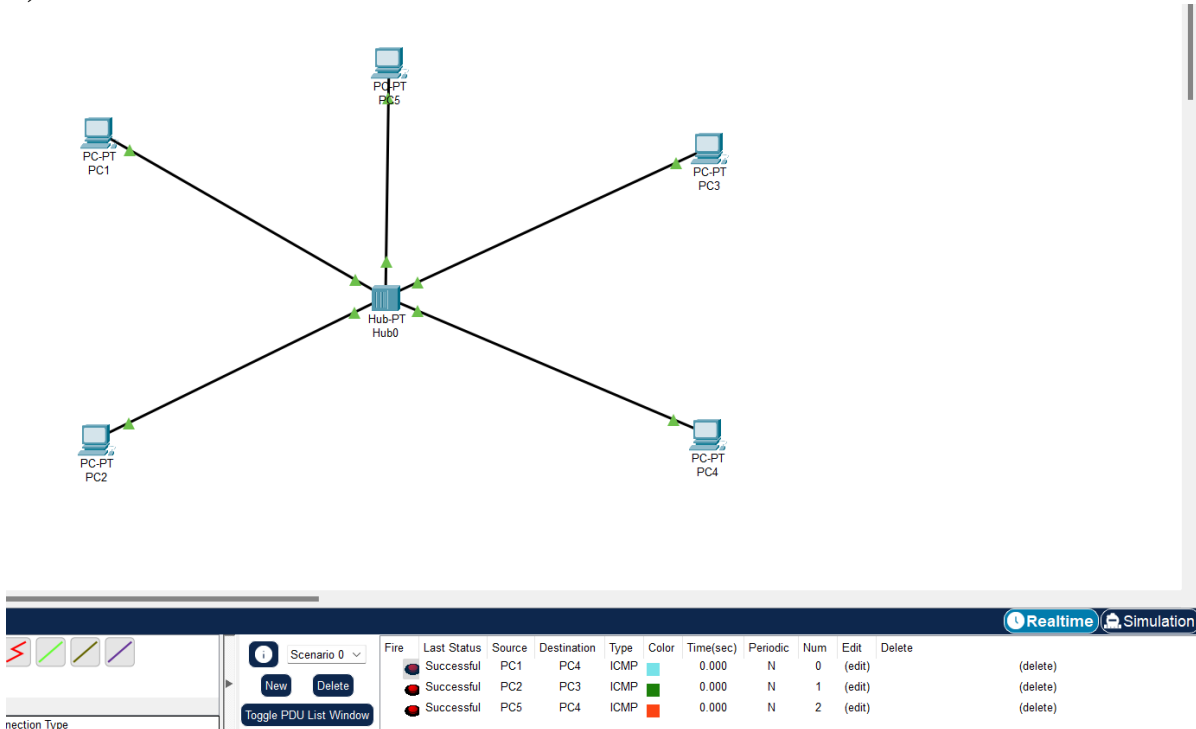
Authentication MD5

Username

Password

☐ Top

ii) Simulation:



iii) Pinging PC 4 from PC 1

```

Cisco Packet Tracer PC Command Line 1.0
C:\>ping 10.0.0.4

Pinging 10.0.0.4 with 32 bytes of data:

Reply from 10.0.0.4: bytes=32 time<1ms TTL=128
Reply from 10.0.0.4: bytes=32 time<1ms TTL=128
Reply from 10.0.0.4: bytes=32 time<1ms TTL=128
Reply from 10.0.0.4: bytes=32 time<1ms 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 = 0ms, Maximum = 1ms, Average = 0ms

C:\>

```

3.) Bus Topology: Bus topology is a type of computer network topology in which all the devices are connected to a single cable called the "bus". The data flows in both directions on the bus, and all devices receive the data, but only the intended device processes the data. It is a simple and cost-effective topology.

3.1) Features of bus topology:

- 1) Linear topology: In a bus topology, all devices are connected to a single cable called the "bus," which runs in a linear fashion throughout the network.
- 2) Easy to install: Bus topology is easy to install as it requires only one cable to connect all devices in the network.
- 3) Cost-effective: Bus topology is a cost-effective option as it requires less cabling and hardware compared to other network topologies.
- 4) Limited scalability: Bus topology has limited scalability as the number of devices that can be added to the network is limited by the length of the cable and the number of devices that can be supported by the network.

3.2) Advantage:

1. Easy to install: Bus topology requires only one cable to connect all devices, which simplifies the installation process.
2. Cost-effective: It is a cost-effective option for small businesses or organizations with limited budgets.
3. Easy to extend: It is easy to extend the network by adding new devices or cables to the existing network.
4. Less cabling: Bus topology requires less cabling than other network topologies, making it a good option for small networks.
5. Simple network layout: Bus topology is a simple network layout and easy to understand.

3.3) Disadvantage:

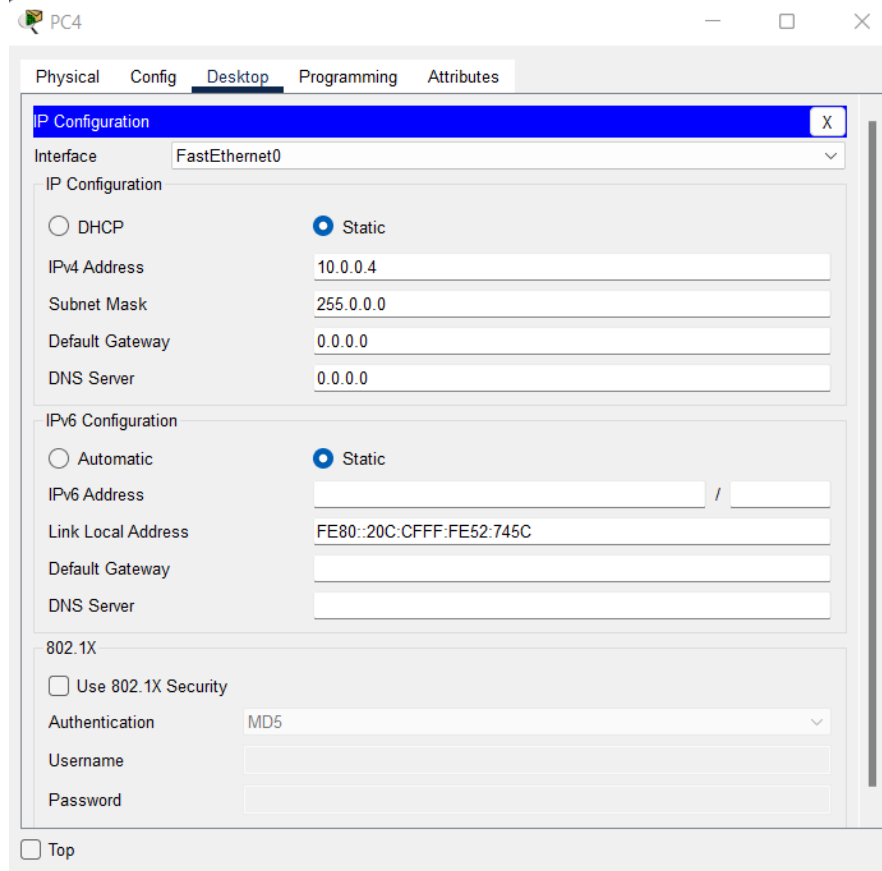
1. Limited scalability: The number of devices that can be added to the network is limited by the length of the cable and the number of devices that can be supported by the network.
 2. Susceptible to collisions: Bus topology is susceptible to collisions when two devices attempt to transmit data at the same time, which can result in data loss or corruption.
 3. Difficult to troubleshoot: It can be difficult to troubleshoot problems on a bus topology network as the failure of a single device or cable can affect the entire network.
 4. Lower data transfer rate: The data transfer rate of bus topology is lower compared to other topologies as all devices share the same cable.
 5. Security: It can be difficult to secure data on a bus topology network as all devices have access to the data flowing on the bus.
- Number of wires in Bus topology = Number of device + 1 (Backbone wire)

3.4) Procedure:

1. Attach required devices Switch in the packet tracer software.
2. Connect the switches with each other as shown in figure.
3. Assign IP address to devices . E.g: (10.0.0.1)
4. Select source and destination and drop packet from source to destination.
5. Go to Simulation mode and click capture/Play.
6. Simulation will start and packet will only be accepted by destination.
7. Ping the IP of other devices to check the connection between them.

Output-

i) Assigning IP to the device



PC4

Physical Config **Desktop** Programming Attributes

IP Configuration [X]

Interface: FastEthernet0

IP Configuration

☐ DHCP ☒ Static

IPv4 Address: 10.0.0.4

Subnet Mask: 255.0.0.0

Default Gateway: 0.0.0.0

DNS Server: 0.0.0.0

IPv6 Configuration

☐ Automatic ☒ Static

IPv6 Address: /

Link Local Address: FE80::20C:CFFF:FE52:745C

Default Gateway:

DNS Server:

802.1X

☐ Use 802.1X Security

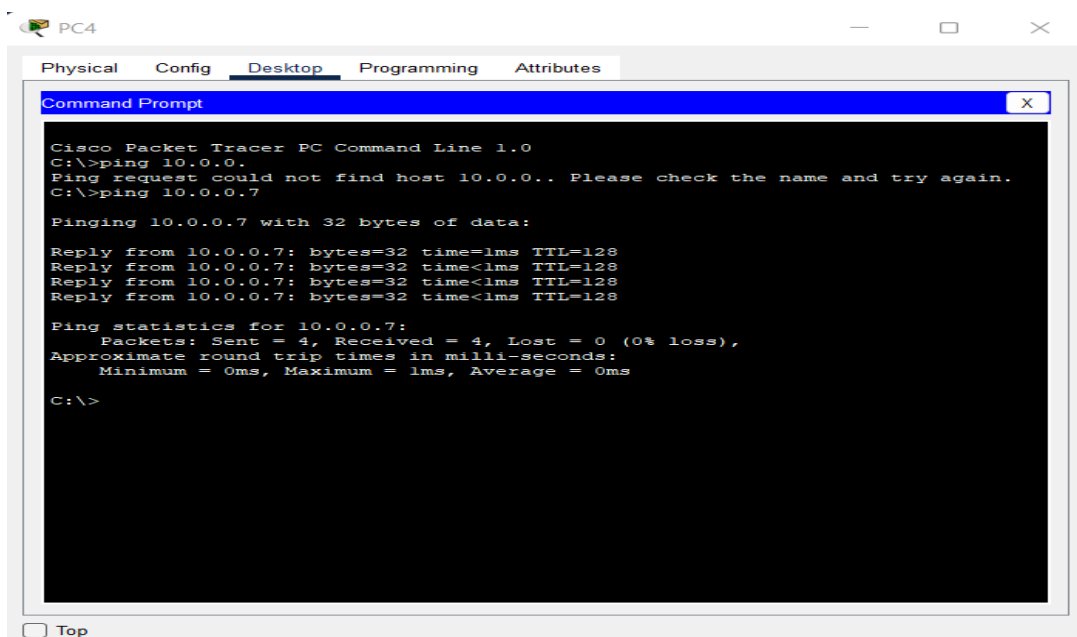
Authentication: MD5

Username:

Password:

☐ Top

ii) Pinging a device from another device on the same topology.



PC4

Physical Config **Desktop** Programming Attributes

Command Prompt [X]

```
Cisco Packet Tracer PC Command Line 1.0
C:\>ping 10.0.0.0.
Ping request could not find host 10.0.0.0.. Please check the name and try again.
C:\>ping 10.0.0.7

Pinging 10.0.0.7 with 32 bytes of data:

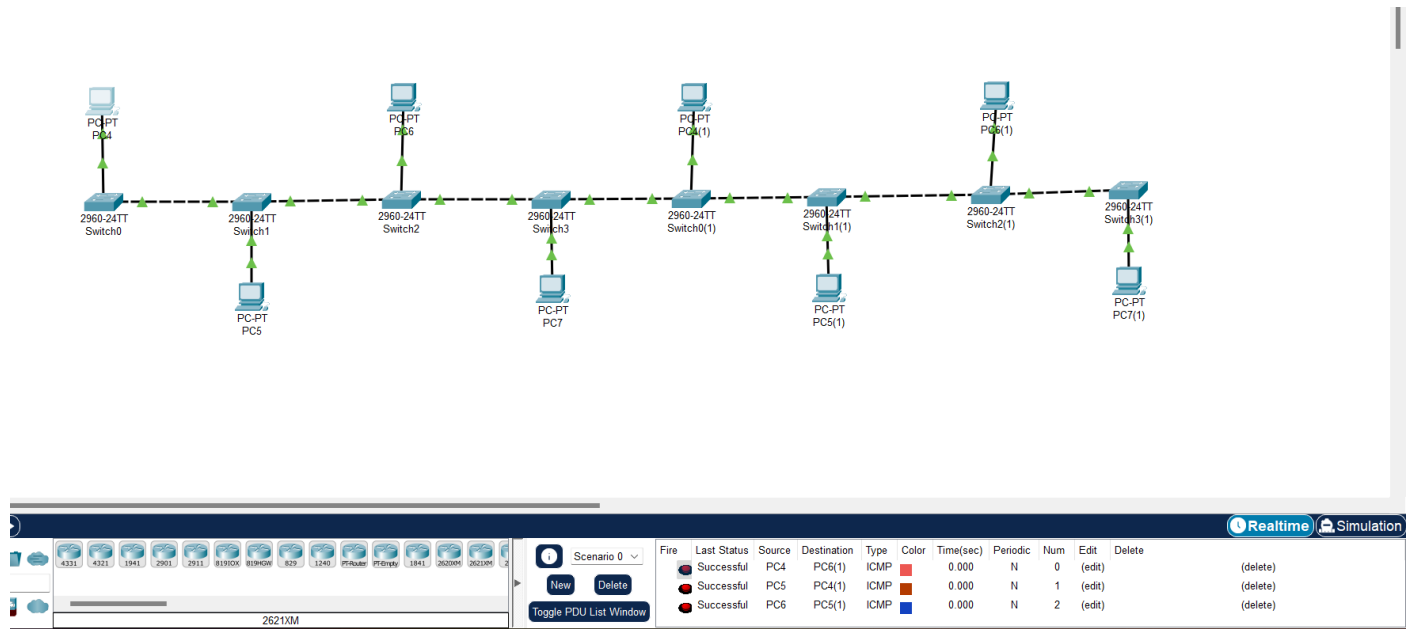
Reply from 10.0.0.7: bytes=32 time<1ms TTL=128
Reply from 10.0.0.7: bytes=32 time<1ms TTL=128
Reply from 10.0.0.7: bytes=32 time<1ms TTL=128
Reply from 10.0.0.7: bytes=32 time<1ms TTL=128

Ping statistics for 10.0.0.7:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 1ms, Average = 0ms

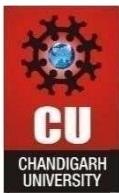
C:\>
```

☐ Top

iii) Bus topology:



Results: Simulated Star and Bus Network topologies.



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Experiment 2.2

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Date of Performance:

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Aim:- Implement Mesh Topology with the help of packet tracer or NS2 software.

S/W Requirement :- Cisco Packet Tracer

Theory:

1. **Topology:** Topology defines the structure of the network of how all the components are interconnected to each other. There are two types of topology: physical and logical topology.
2. **Mesh Topology:** The Mesh technology is an arrangement of the network in which computers are interconnected with each other through various redundant connections. There are multiple paths from one computer to another computer. The Internet is an example of the mesh topology.

Features of Mesh Topology:

1. Fully connected.
2. Robust.
3. Not flexible.

2.1) Procedure:

1. First, open the Cisco packet tracer desktop and select the devices given below.
2. Connect the devices as shown in figure below to obtain mesh topology.
3. Assign IP address to devices. E.g: (10.0.0.1)
4. Select source and destination and drop packet from source to destination.
5. Go to Simulation mode and click capture/Play.

6. Simulation will start and packet will only be accepted by destination.
7. Use ping command to check connection between different devices.

2.2) Advantage:

1. Redundancy: Mesh topology provides redundancy as there are multiple paths for data to reach its destination. If one path fails, data can be routed through another path, ensuring that the network remains operational.
2. Scalability: Mesh topology is highly scalable as new devices can be added to the network easily, and the network can be expanded as needed.
3. High data transfer rate: Mesh topology provides high data transfer rates as devices can communicate with each other simultaneously.
4. Security: Mesh topology is more secure than other topologies as data is transmitted through dedicated links between devices, reducing the risk of data interception or tampering.
5. Fault detection: Mesh topology makes it easy to detect faults and isolate them. Each device can act as a router, allowing for easier identification of faulty devices.

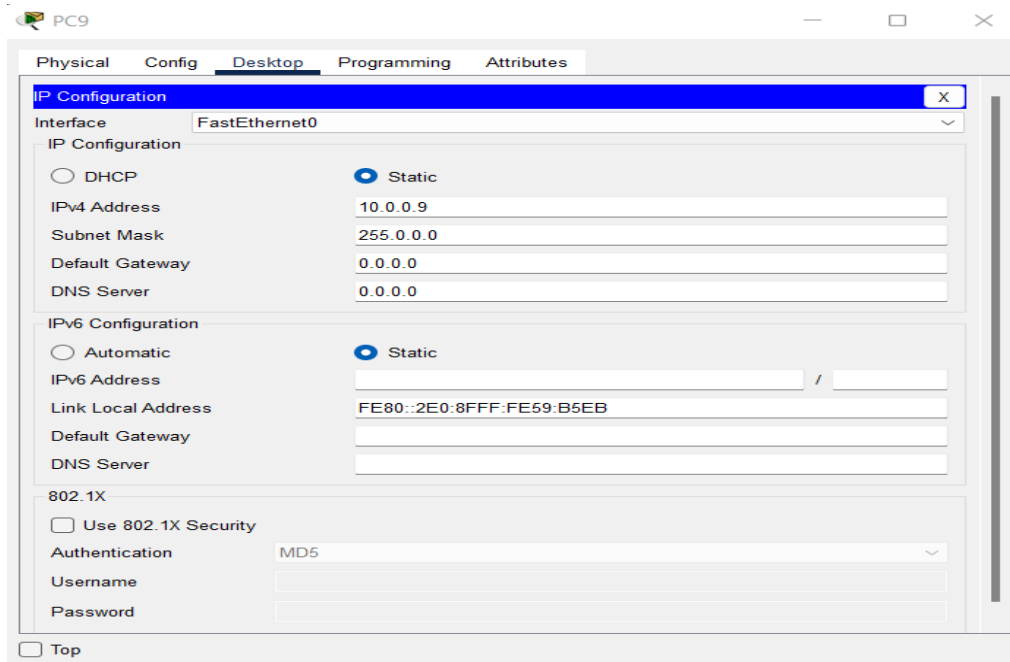
2.3) Disadvantage

1. Complexity: Mesh topology is complex to implement and maintain due to the large number of cables and devices required.
2. Cost: Mesh topology is expensive as it requires a large number of cables and devices to be installed.
3. Difficult to troubleshoot: Mesh topology can be difficult to troubleshoot as there are multiple paths for data to travel, making it hard to locate and isolate faults.
4. High redundancy: Although redundancy is an advantage, it can also be a disadvantage in mesh topology, as it leads to an increased number of cables and devices, resulting in higher costs.

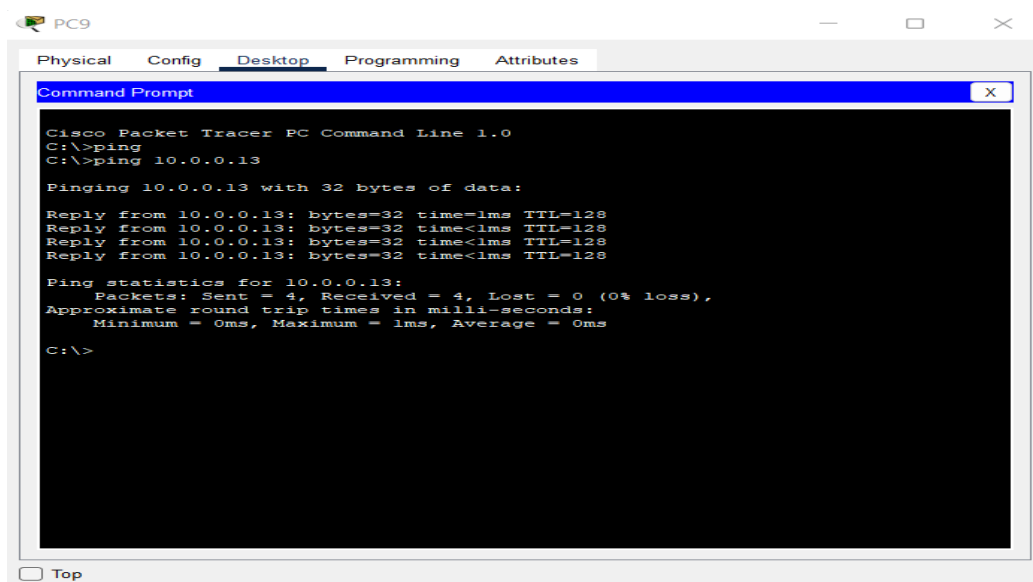
- Number of wires in Mesh = $n(n-1)/2$
- Here n is number of device connected to the topology.

Output-

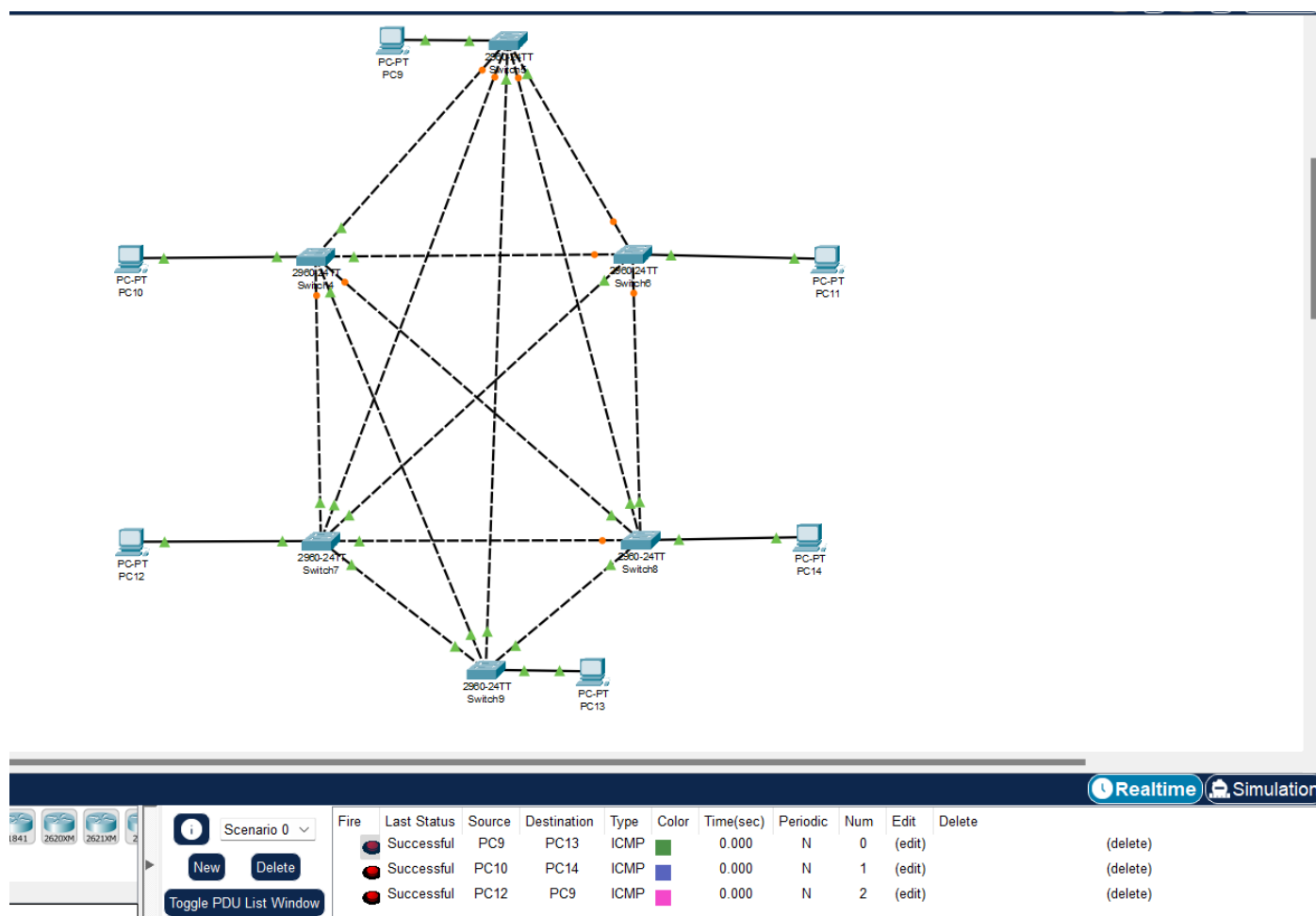
i) Assigning IP to all the system.



ii) Pinging another pc from a pc connected to the same network.



iii) 6 Node Mesh Topology.



Results: Simulated Mesh Topology.