

Aim: To build topology.

* Different types of topologies :-

- Star
- Mesh
- Ring
- Bus

→ The connections between 2 routers must be a cross wired connection.

→ The connection between a router and a PC must be a straight wired connection.

* Setting up the hub for message passing and receiving.

→ Connect two or more PC's as depicted in the screenshots.

→ Click on hub and place the number of PC's in the workspace

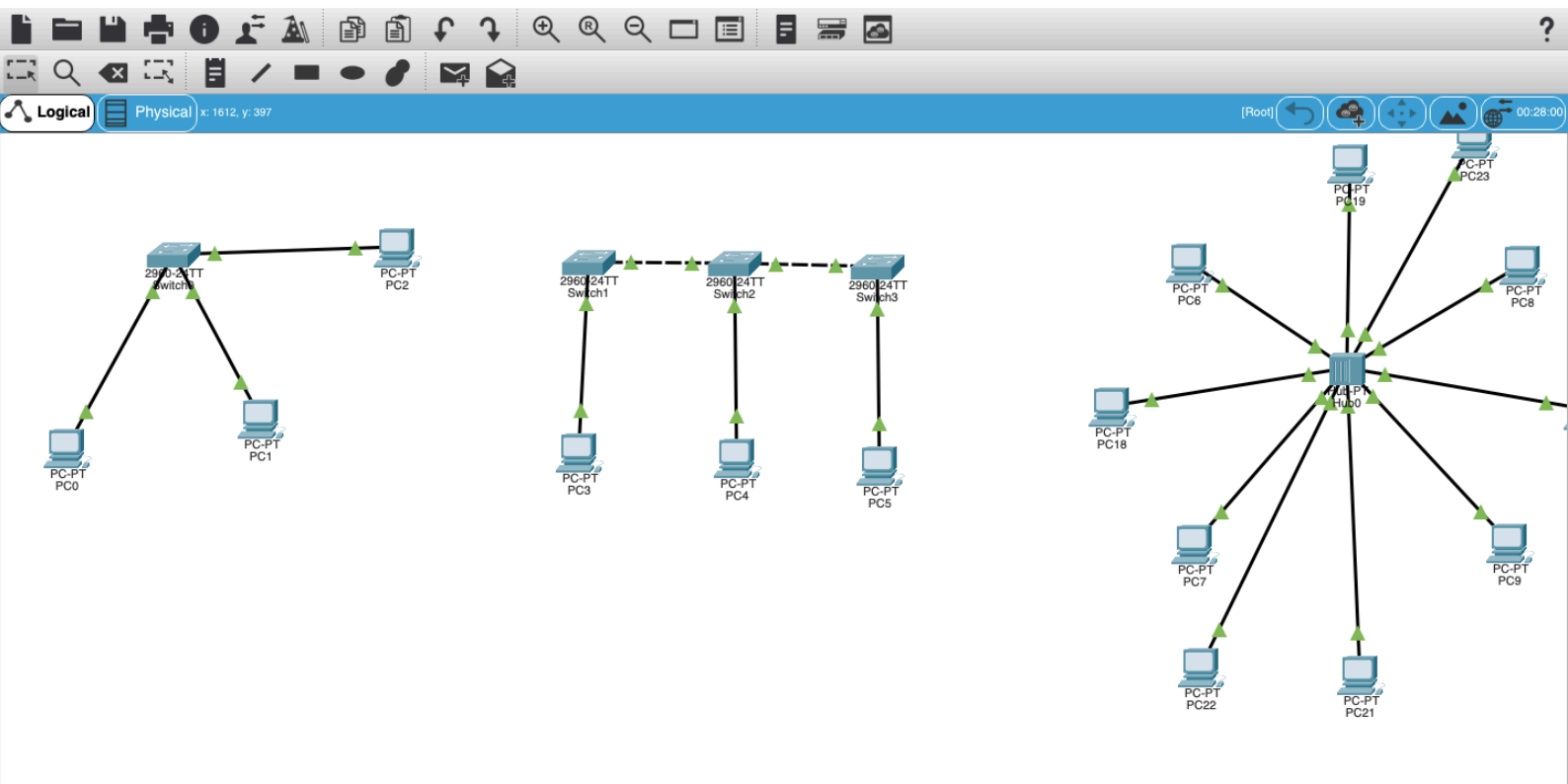
→ Switch on the hub.

→ Click on the envelope icon on the toolbar.

→ Designate the source and destination.

Result:-

Topologies were built and tested.



Time: 00:00:56 Realtime Simulation

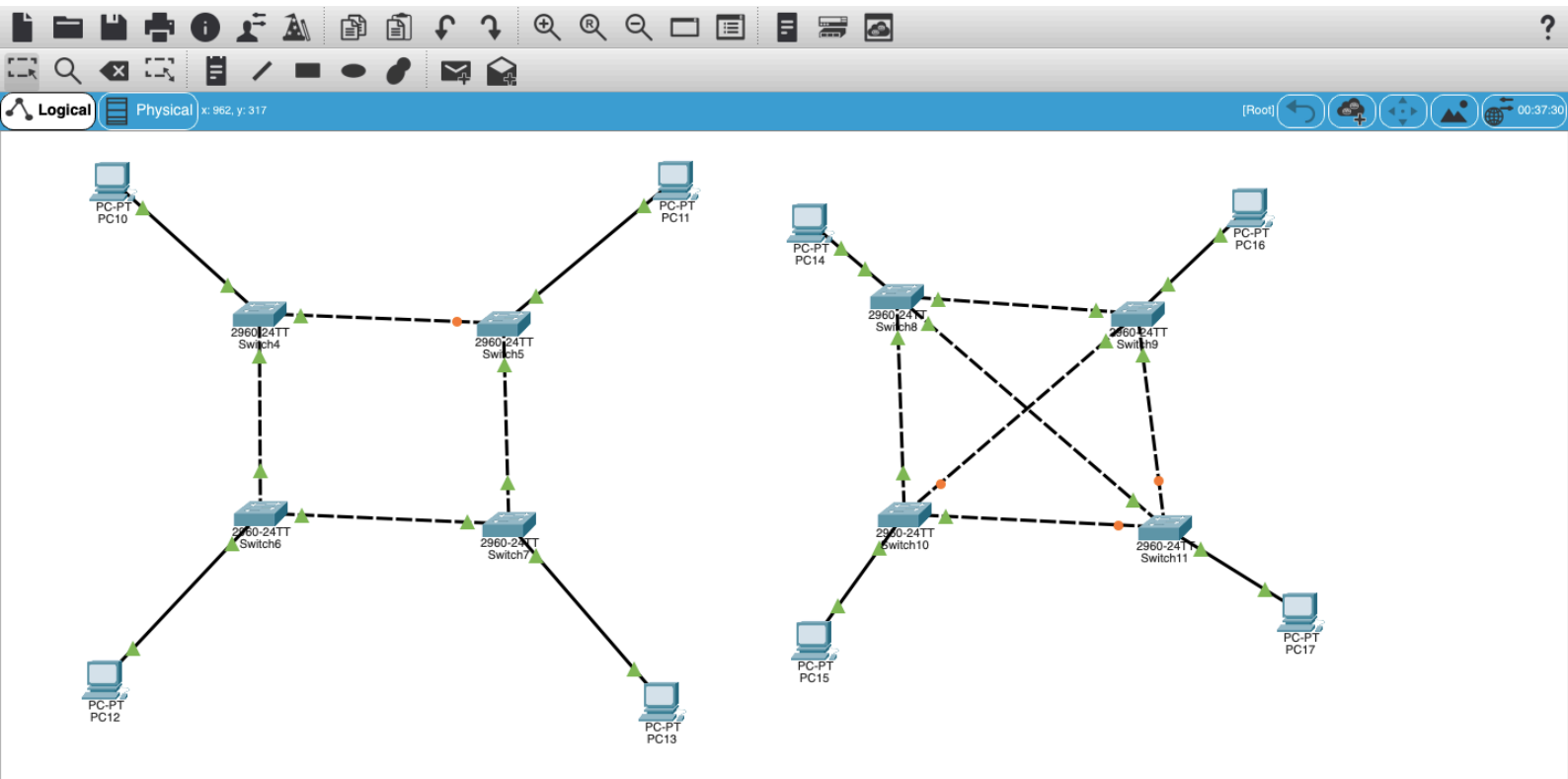
4331 4321 1941 2901 2911 819IOX 819HGW 8

Scenario 0

New Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
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Time: 00:01:02.789 PLAY CONTROLS: 00:37:30

4331 4321 1941 2901 2911 819IOX 819HGW 8

Scenario 0

New Delete

Toggle PDU List Window

(Select a Device to Drag and Drop to the Workspace)

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
Successful		PC6	PC9	IC...		0.000	N	0	(...)	(delete)

Cisco Packet Tracer - /Users/rahlgoel/Downloads/topology and hub (1).pkt

Logical Physical x: 926, y: 84

Simulation Panel

Event List

Vis.	Time(sec)	Last Device	At Device	Type
	0.002	Hub0	PC21	ICMP
	0.002	Hub0	PC18	ICMP
	0.002	Hub0	PC19	ICMP
	0.002	Hub0	PC23	ICMP
	0.002	Hub0	PC20	ICMP
	0.003	PC9	Hub0	ICMP
	0.004	Hub0	PC7	ICMP
	0.004	Hub0	PC6	ICMP
	0.004	Hub0	PC8	ICMP
	0.004	Hub0	PC22	ICMP
	0.004	Hub0	PC21	ICMP
	0.004	Hub0	PC18	ICMP
	0.004	Hub0	PC19	ICMP
	0.004	Hub0	PC23	ICMP
	0.004	Hub0	PC20	ICMP

Reset Simulation ☒ Constant Delay Captured to: 0.004 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, 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: 00:01:41.753 PLAY CONTROLS: [Back] [Play] [Forward]

Scenario 0

New Delete

Toggle PDU List Window

Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC6	PC9	IC...		0.000	N	0	(...)	(delete)

Logical Physical x: 1443, y: 157

Simulation Panel

Event List

Vis.	Time(sec)	Last Device	At Device	Type
	0.003	PC9	Hub0	ICMP
	0.004	Hub0	PC7	ICMP
	0.004	Hub0	PC6	ICMP
	0.004	Hub0	PC8	ICMP
	0.004	Hub0	PC22	ICMP
	0.004	Hub0	PC21	ICMP
	0.004	Hub0	PC18	ICMP
	0.004	Hub0	PC19	ICMP
	0.004	Hub0	PC23	ICMP
	0.004	Hub0	PC20	ICMP
	0.839	--	Switch8	STP
	0.840	Switch8	Switch9	STP
	0.840	Switch8	Switch10	STP
	0.840	Switch8	PC14	STP
	0.840	Switch8	Switch11	STP

Reset Simulation ☒ Constant Delay Captured to: 0.840 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, 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: 00:01:42.589 PLAY CONTROLS: [Back] [Play] [Forward]

Scenario 0

New Delete

Toggle PDU List Window

Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC6	PC9	IC...		0.000	N	0	(...)	(delete)