IMPLEMENTATION OF SUBNETTING IN
CISCO PACKET TRACER SIMULATOR.

Aim:-

To implement a classless IP Subnetting technique using cisco packet tracer simulator.

Steps:-

1) Creating Network Topology:-
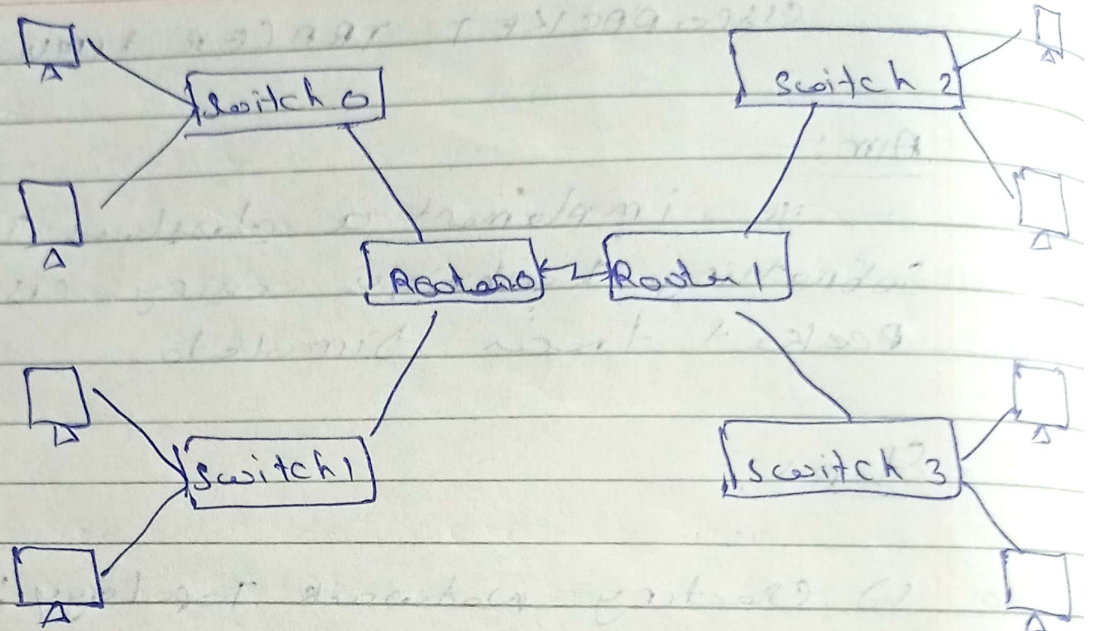Create a blank topology by clicking 'New' button and then select. "Network" and "Generic".

2) ADDING DEVICES:-
We'll be adding routers, switches and pc's to add select a device and drag it onto the Network topology.

3) SUBNETTING:-
Subnet the Network address of 192.168.1.0/24 to provide enough space for office's addresses. fast end devices, The switches and the routers use can use a /27. Subnet mask.
This will give use 8 subnet with 30 host address each.

Give IP configuration for each devices
and Network connection using FAST
ethernet.

4). configure the devices.

5) Testing the Network.

Open command prompt on each
PC and ping it to others. If ping
is successful then Network is
functioning properly.

SWITCH CONFIGURATION

Right click on the switch and
select "CLI" and enter following
commands.

enable.
configure.

Interface Fast Ethernet 0/1
switch port mode access
Exit.
Interface Fast Ethernet 0/2
switch port mode access
exit.

These commands configure switch
to operate in access mode on two
ports connected to the pc's and
then configure the pcs.
we can also find blw the router
and pcs to check the connectivity.

Result:-

Therefore the implementation y
subnetting process in cisco packet
tracer is successfully executed and
verified.