

## Assignment 2

### Problem Statement :

Set up a LAN which contain wired and wireless LAN using packet tracer tool. Demonstrate transfer of packet from LAN1 wired to LAN2 (wireless).

### Title : Wired - wireless LAN setup

Definition: to setup a wired - wireless LAN setup using a packet tracer tool and connect wired and wireless LANs.

### Requirements :

packet tracer tool

wireshark tool

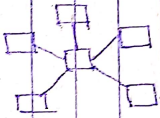

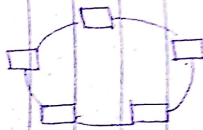
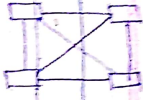
( assignment was conducted virtually due to pandemic ).

### Theory :

#### Topology.

Topology refers to the manner in which the links in a computer network are connected to relate to each other. physical topologies includes:

star, mesh, tree, ring, P2P, hybrid etc.

feature	Star topology	Bus topology	ring topology	mesh topology
structure				
cost	required more than BW	less compared to others	High cost	higher than other topologies
no of links for n nodes	$(n-1)$	$(n-1)$	$n$	$(n)(n+1)/2$
advantage	<ul style="list-style-type: none"> <li>easy to add another comp.</li> <li>if a node fails, system manages</li> </ul>	<ul style="list-style-type: none"> <li>good for small networks</li> <li>less cable is needed</li> </ul>	<ul style="list-style-type: none"> <li>high speed data transfer</li> <li>server not needed to control</li> </ul>	<ul style="list-style-type: none"> <li>fault tolerance</li> <li>guaranteed communication</li> </ul>
disadvantage	<ul style="list-style-type: none"> <li>if central node fails, system fails.</li> <li>may have high cost.</li> </ul>	<ul style="list-style-type: none"> <li>hard to troubleshoot</li> <li>adding devices slow down network</li> </ul>	<ul style="list-style-type: none"> <li>network impacted if one node shut down</li> <li>more expensive</li> </ul>	<ul style="list-style-type: none"> <li>lot of cabling</li> <li>maintainance</li> </ul>



## Difference in ad hoc vs infrastructure based connectivity

character	infrastructure based	ad-hoc.
security	more security options	no security
Range	Determined by no. of AP.	restricted to range of device.
speed	usually faster	usually slower
communication	through access points	direct between devices

How was the experiment performed:

Our Lab teacher Preeti Jain ma'am explained step by step the way we connect a wired LAN to a wireless LAN on cisco packet tracer. Then we implemented the network and in simulation mode sent ping from one wired node to one wirelessly connected node. The connection was checked also by pinging the device in real mode.

Next part was to do the assignment in real. We connected our Laptop to our

mobile network and pinged the mobile. The packets were captured in Wireshark and analysed.

### Troubleshooting:

The ping command did not get response. This issue was solved by checking that both devices were connected to each other and the ping IP was correct.

Not receiving packets in Wireshark. The issue was solved by starting Wireshark before pinging the device so it captures the packages.

### Conclusion

The wired-wireless LAN setup was implemented successfully both in simulation and real time. The packets were captured in Wireshark.



Cisco Packet Tracer Student

File Edit Options View Tools Extensions Help

Logical [Root] New Cluster Move Object Set Tiled Background Viewport

192.168.0.40  
PC-PT  
PC0

192.168.0.30  
PC-PT  
PC1

192.168.0.10  
TabletPC-PT  
Tablet PC0

192.168.0.20  
SMARTPHONE-PT  
Smartphone0

PC1

Physical Config Desktop Custom Interface

Command Prompt

```
Reply from 192.168.0.20: bytes=32 time=20ms TTL=128
Reply from 192.168.0.20: bytes=32 time=8ms TTL=128
Reply from 192.168.0.20: bytes=32 time=11ms TTL=128
Reply from 192.168.0.20: bytes=32 time=5ms TTL=128

Ping statistics for 192.168.0.20:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 5ms, Maximum = 20ms, Average = 11ms

PC>ping 192.168.0.10

Pinging 192.168.0.10 with 32 bytes of data:

Reply from 192.168.0.10: bytes=32 time=11ms TTL=128
Reply from 192.168.0.10: bytes=32 time=13ms TTL=128
Reply from 192.168.0.10: bytes=32 time=17ms TTL=128

Ping statistics for 192.168.0.10:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 11ms, Maximum = 17ms, Average = 13ms

PC>
```

Time: 00:33:07 Power Cycle Devices Fast Forward Time

Connections

Automatically Choose Connection Type

Scenario 0

New Delete

Toggle PDU List Window

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

Realtime

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Cisco Packet Tracer Student

File Edit Options View Tools Extensions Help

Logical [Root] New Cluster Move Object Set Tiled Background Viewport

192.168.0.40

PC-PT  
PC0

192.168.0.30

PC-PT  
PC1

Switch-PT  
Switch0

192.168.0.10

Tablet-PT  
Tablet PC0

AccessPoint0  
Access Point0

192.168.0.20

SMARTPHONE-PT  
Smartphone0

Simulation Panel

Event List

Vis.	Time(sec)	Last Devi	At Devi	Type	Info
	0.000	--	Tablet ...	ICMP	
	0.015	--	Tablet ...	ICMP	
	0.016	--	Tablet ...	ICMP	
	0.017	Tablet P...	Access...	ICMP	

Reset Simulation ☒ Constant Delay Capturing...

Play Controls

Back Auto Capture / Play Capture / Forward

Event List Filters - Visible Events

ACL Filter, CDP, DHCPv6, DTP, EIGRPv6, FTP, H.323, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, LACP, NDP, NETFLOW, NTP, OSPFv6, PAgP, POP3, RADIUS, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, VTP

Edit Filters Show All/None

Time: 00:21:39.799

Power Cycle Devices

PLAY CONTROLS: Back Auto Capture / Play Capture / Forward

Connections

Scenario 0

New Delete

Toggle PDU List Window

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

In Progress Table... PC1 ICMP 0.000 N 0 (edit) (delete)

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Cisco Packet Tracer Student

File Edit Options View Tools Extensions Help

Logical [Root] New Cluster Move Object Set Tiled Background Viewport

192.168.0.40

PC-PT

PC0

192.168.0.30

PC-PT

PC1

Switch-PT

Switch0

192.168.0.10

TabletPC-PT

Tablet PC0

192.168.0.20

SMARTPHONE-PT

Smartphone0

Access Point-PT

Access Point0

Simulation Panel

Event List

Vis.	Time(sec)	Last Devi	At Devi	Type	Info
	0.000	--	Tablet ...	ICMP	
	0.015	--	Tablet ...	ICMP	
	0.016	--	Tablet ...	ICMP	
	0.017	Tablet P...	Access...	ICMP	
	0.018	Access ...	Switch0	ICMP	

Reset Simulation ☒ Constant Delay Capturing...

Play Controls

Back Auto Capture / Play Capture / Forward

Event List Filters - Visible Events

ACL Filter, CDP, DHCPv6, DTP, EIGRPv6, FTP, H.323, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, LACP, NDP, NETFLOW, NTP, OSPFv6, PAgg, POP3, RADIUS, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, VTP

Edit Filters Show All/None

Time: 00:21:39.799

Power Cycle Devices

PLAY CONTROLS: Back Auto Capture / Play Capture / Forward

Connections

Scenario 0

New Delete

Toggle PDU List Window

Fire

Last Status	Source	Destination	Type	Color	Time(se	Periodic	Num	Edit	Delete
In Progress	Table...	PC1	ICMP		0.000	N	0	(edit)	(delete)

30°C Mostly s...

ENG 12:14 PM

Cisco Packet Tracer Student

File Edit Options View Tools Extensions Help

Logical [Root] New Cluster Move Object Set Tiled Background Viewport

192.168.0.40

PC-PT

PC0

192.168.0.30

PC-PT

PC1

Switch0

192.168.0.10

TabletPC-PT

Tablet PC0

AccessPoint0

Access Point0

192.168.0.20

SMARTPHONE-PT

Smartphone0

Simulation Panel

Event List

Vis.	Time(sec)	Last Devi	At Devi	Type	Info
	0.020	Access ...	Smart...	ICMP	
	0.020	PC1	Switch0	ICMP	
	0.021	Switch0	Access...	ICMP	
	0.026	--	Access...	ICMP	
	0.027	Access ...	Tablet ...	ICMP	
	0.027	Access ...	Smart...	ICMP	
	0.682	--	Switch0	STP	

Reset Simulation ☒ Constant Delay Captured to: 0.682 s

Play Controls

Back Auto Capture / Play Capture / Forward

Event List Filters - Visible Events

ACL Filter, CDP, DHCPv6, DTP, EIGRPv6, FTP, H.323, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, LACP, NDP, NETFLOW, NTP, OSPFv6, PAgP, POP3, RADIUS, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, VTP

Edit Filters Show All/None

Time: 00:21:39.464 Power Cycle Devices PLAY CONTROLS: Back Auto Capture / Play Capture / Forward

Connections

Scenario 0

New Delete

Toggle PDU List Window

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

Successful Table... PC1 ICMP 0.000 N 0 (edit) (delete)

Simulation

30°C Mostly s... ENG 12:14 PM



icmp							
No.	Time	Source	Destination	Protocol	Length	Info	
→ 1616	9.949740	192.168.43.233	25.60.143.2	ICMP	74	Echo (ping) request	id=0x0001, seq=1/256, ttl=64 (reply in 1618)
← 1618	9.952094	25.60.143.2	192.168.43.233	ICMP	74	Echo (ping) reply	id=0x0001, seq=1/256, ttl=64 (request in 1616)
→ 1652	10.415817	192.168.43.233	25.60.143.2	ICMP	74	Echo (ping) request	id=0x0001, seq=2/512, ttl=64 (reply in 1653)
← 1653	10.418457	25.60.143.2	192.168.43.233	ICMP	74	Echo (ping) reply	id=0x0001, seq=2/512, ttl=64 (request in 1652)
→ 1834	11.423753	192.168.43.233	25.60.143.2	ICMP	74	Echo (ping) request	id=0x0001, seq=3/768, ttl=64 (reply in 1835)
← 1835	11.425943	25.60.143.2	192.168.43.233	ICMP	74	Echo (ping) reply	id=0x0001, seq=3/768, ttl=64 (request in 1834)
→ 1921	12.433483	192.168.43.233	25.60.143.2	ICMP	74	Echo (ping) request	id=0x0001, seq=4/1024, ttl=64 (reply in 1923)
← 1923	12.435825	25.60.143.2	192.168.43.233	ICMP	74	Echo (ping) reply	id=0x0001, seq=4/1024, ttl=64 (request in 1921)