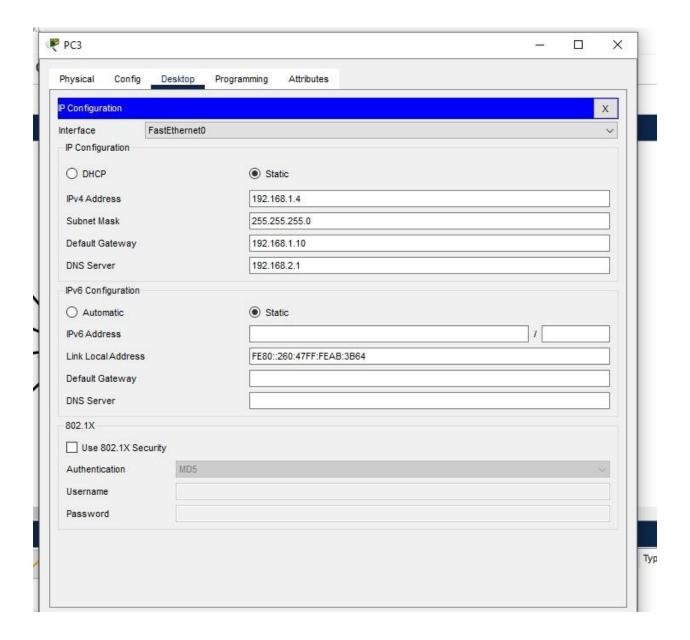
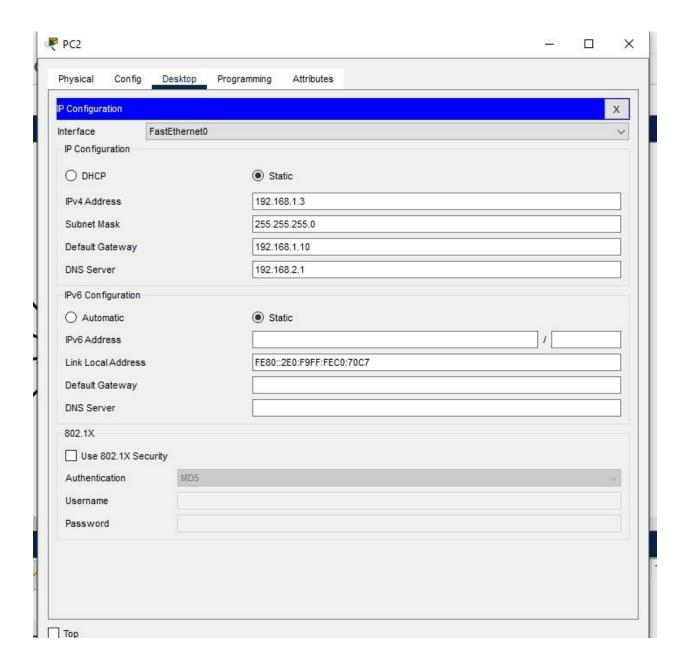
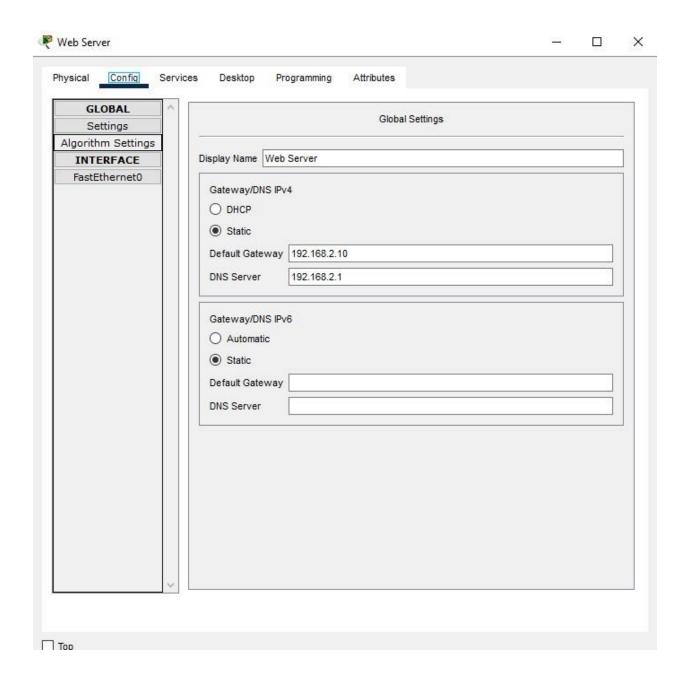
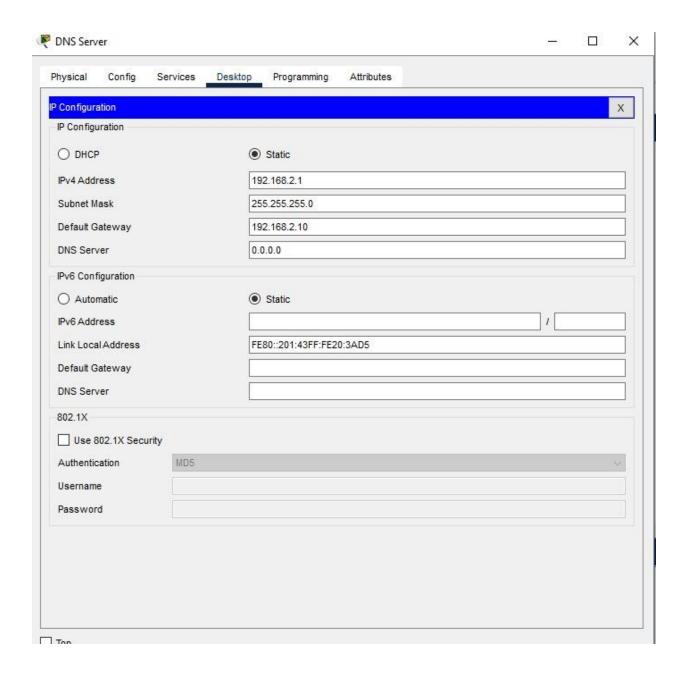
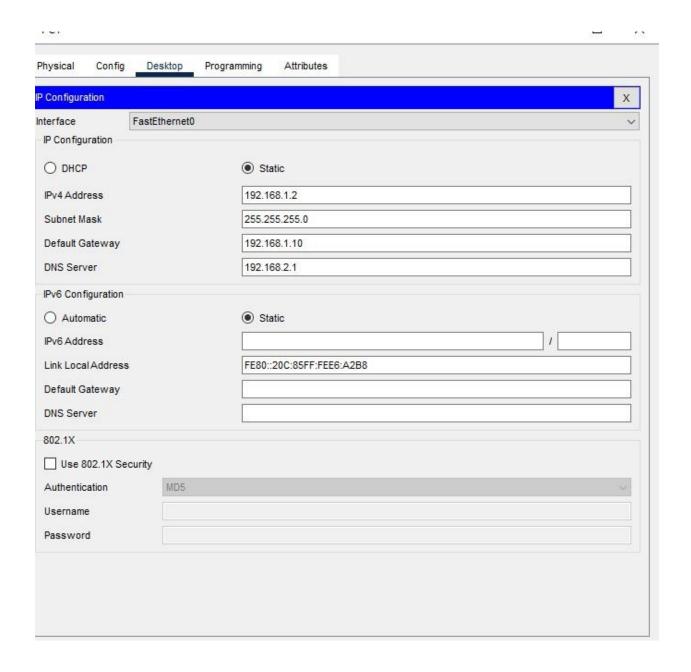
I used Cisco Packet Tracer to set up a basic network simulation involving four PCs and two servers. The goal was to configure a working network in which the PCs could communicate with the servers—specifically, a DNS server and a web server—through a central router. I started by connecting the four PCs on one side and the two servers on the other side, with the router placed in the center. I used two router interfaces, one for each side, to connect the PCs and servers respectively.

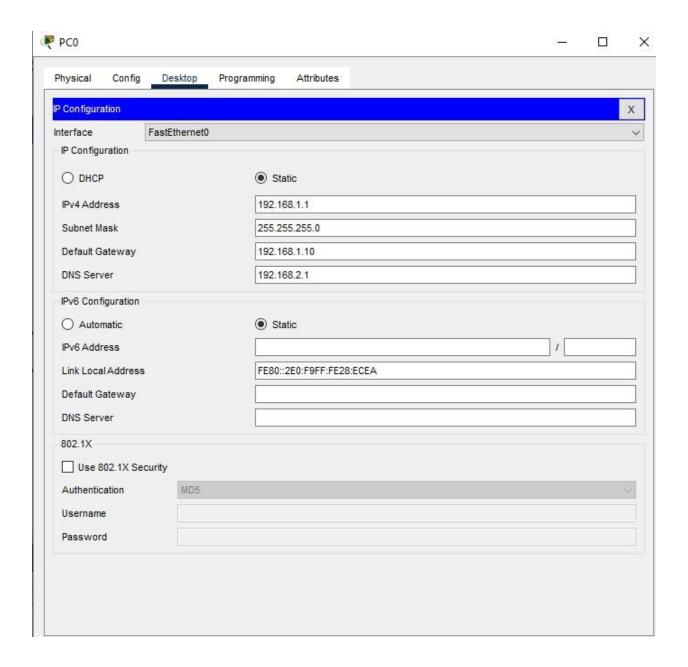




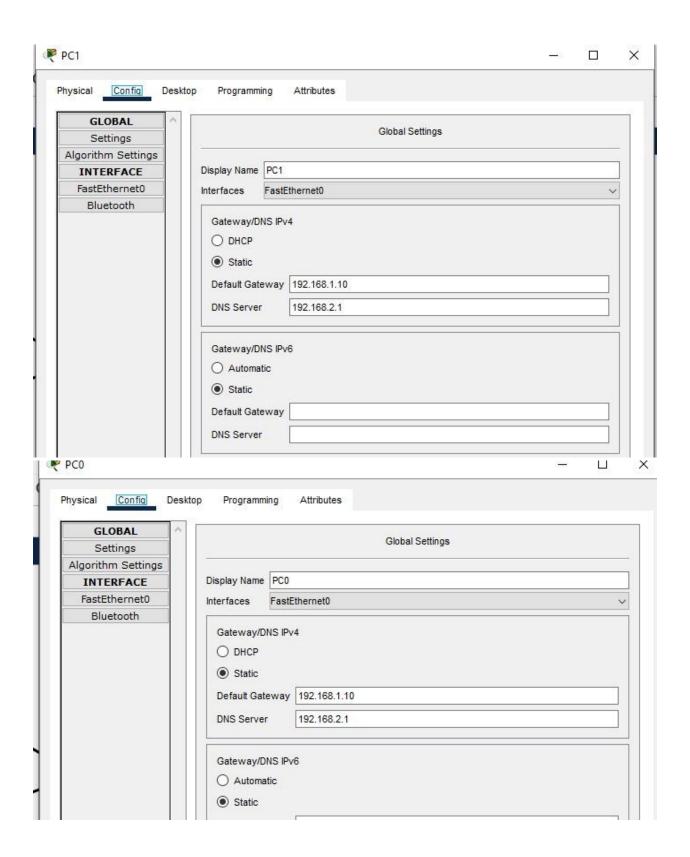


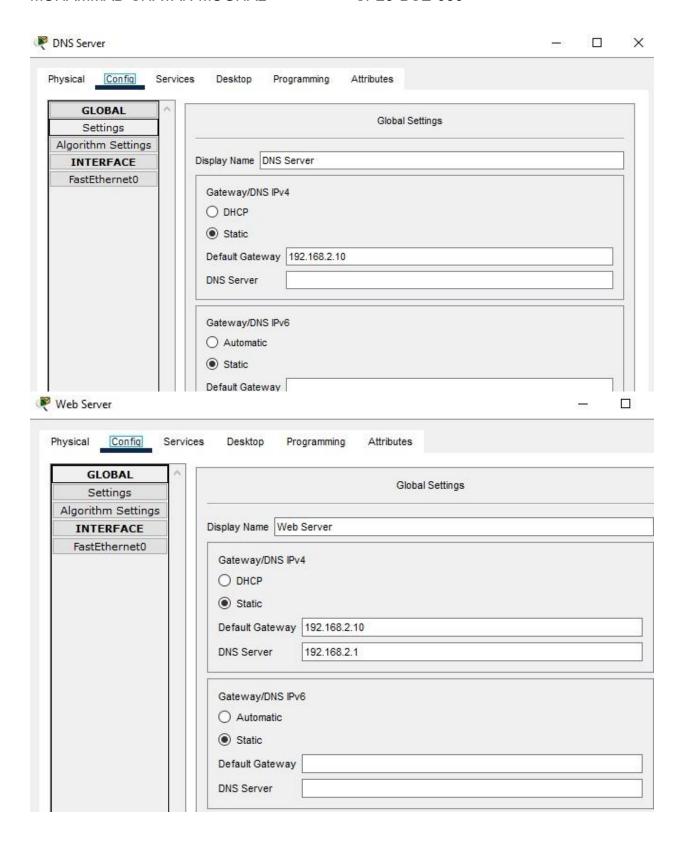


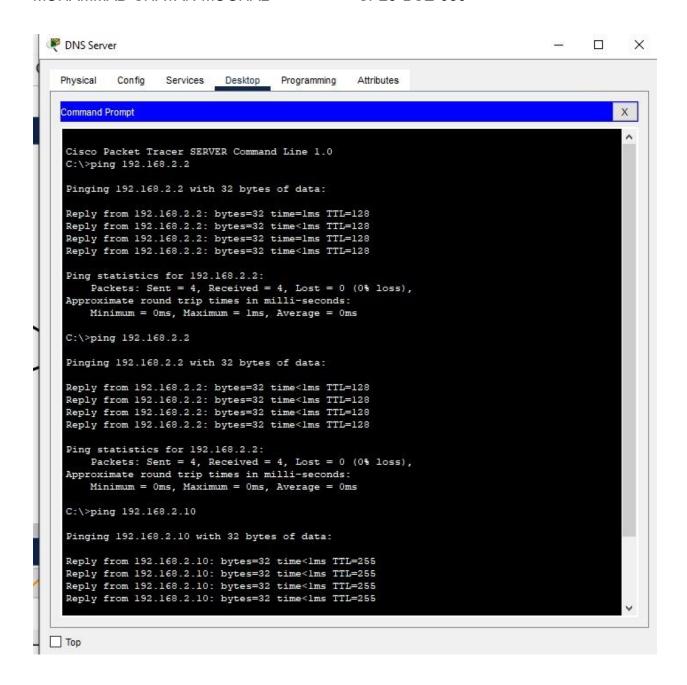


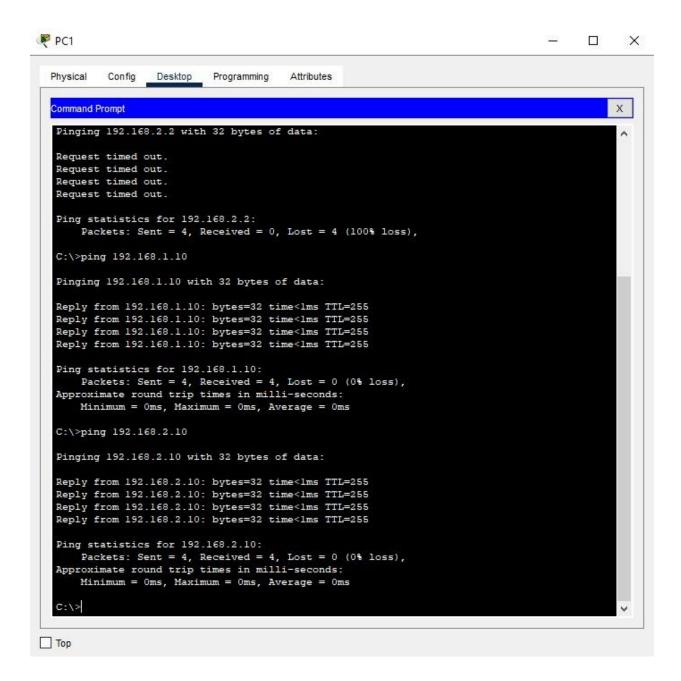


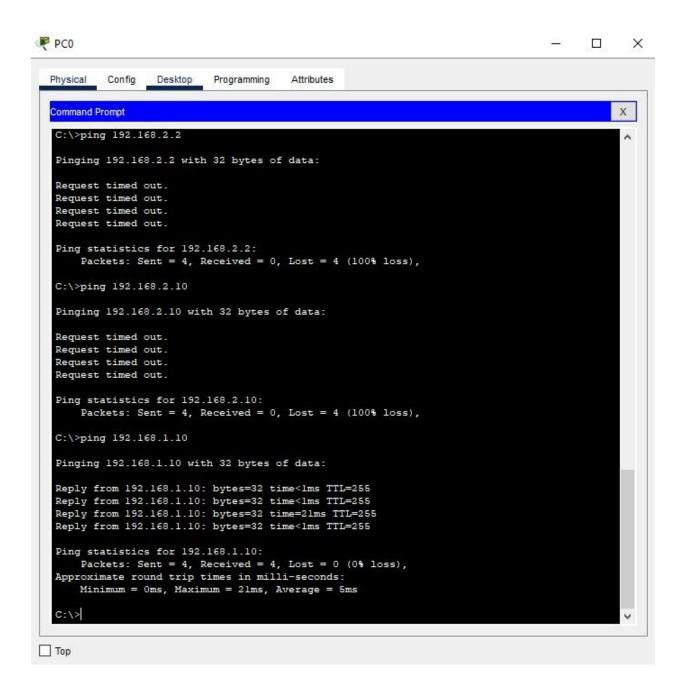
After setting up the physical connections, I configured static IP addresses for all the PCs and servers to ensure proper communication. I then accessed the router's configuration interface (possibly through CLI or GUI, such as the CLI or ELU/ULU settings), where I set IP addresses on both router interfaces to act as gateways for each network segment. These gateway addresses were then set as the default gateways in the network settings of the PCs and servers, matching the respective sides of the router they were connected to.

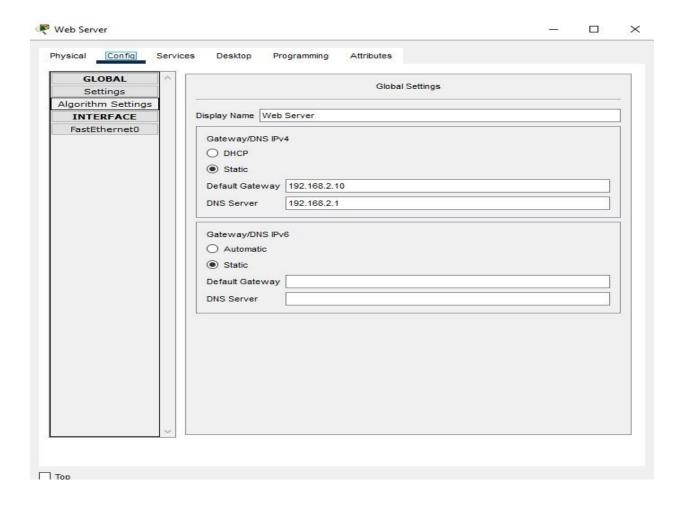












Once basic connectivity was established, I configured one server as a DNS server and the other as a web server. I added an entry in the DNS server linking a domain name to the IP address of the web server. On the web server, I created and stored simple HTML files. I then tested the network by pinging the web server from each PC to ensure successful communication. Finally, I opened a web browser on each PC and accessed the hosted website using the domain name set in the DNS server, successfully completing the simulation. This setup demonstrated the working of IP addressing, routing, DNS resolution, and web hosting in a local network environment.

