Cyber Security Project

Set up a small network using at least two devices and ping each other

Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

Logical Physical x: 339, y: 237 Root 03:32:00

Project 1 : Connecting 2x PC and checking connectivity betw een the by using Ping command

PC-PT
PC0

PC-PT
PC1

Time: 00:07:04 Realtime Simulation

PC Laptop Server Wireless Server Network Controller Printer IP Phone VoIP Device Phone TV Tablet Smart Phone

SMARTPHONE-PT

Scenario 0 New Delete Toggle PDU List Window

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

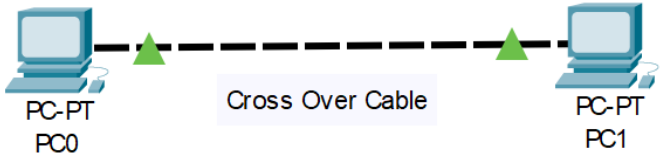
Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

Logical Physical x: 636, y: 312 Root 05:35:00

Project 1 : Connecting 2x PC and checking connectivity betw een the by using Ping command

The green colour mean the device is ready to test



Time: 00:11:10 Realtime Simulation

Copper Cross-Over

Scenario 0 New Delete Toggle PDU List Window

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

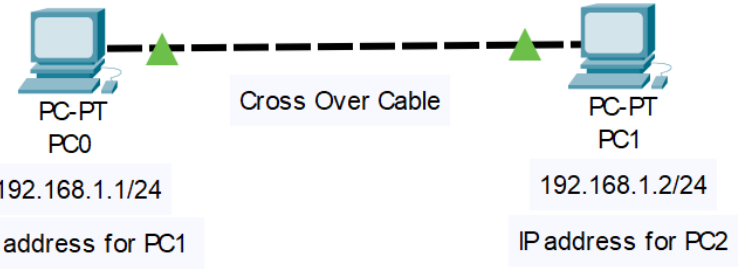
Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

Logical Physical x: 293, y: 120 Root 07:35:00

Project 1 : Connecting 2x PC and checking connectivity betw een the by using Ping command

The green colour mean the device is ready to test

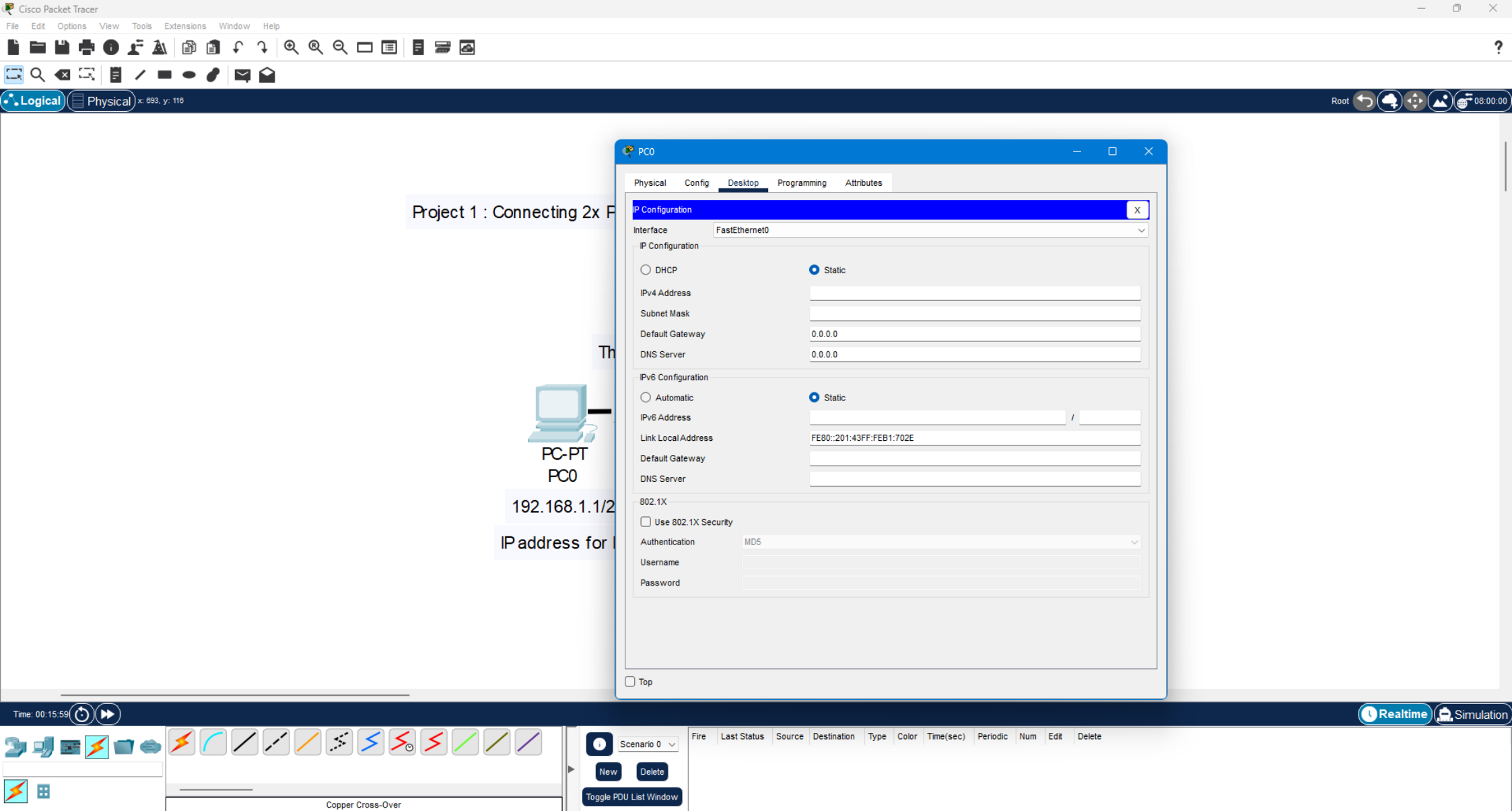


Time: 00:15:10 Realtime Simulation

Copper Cross-Over

Scenario 0 New Delete Toggle PDU List Window

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


Cisco Packet Tracer
File Edit Options View Tools Extensions Window Help
Logical
Physical
x: 693, y: 116
Root
08:00:00
Project 1 : Connecting 2x P
PC-PT
PC0
192.168.1.1/2
IP address for
PC0
Physical
Config
Desktop
Programming
Attributes
IP Configuration
X
Interface
FastEthernet0
IP Configuration
DHCP
Static
IPv4 Address
Subnet Mask
Default Gateway
0.0.0.0
DNS Server
0.0.0.0
IPv6 Configuration
Automatic
Static
IPv6 Address
Link Local Address
FE80::201:43FF:FEB1:702E
Default Gateway
DNS Server
802.1X
Use 802.1X Security
Authentication
MD5
Username
Password
Top
Time: 00:15:59
Realtime
Simulation
Copper Cross-Over
Scenario 0
New
Delete
Toggle PDU List Window
Fire
Last Status
Source
Destination
Type
Color
Time(sec)
Periodic
Num
Edit
Delete

Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

Logical Physical x: 484, y: 324

Root 09:18:30

Project 1 : Connecting 2x PC a

The g

PC-PT
PC0

192.168.1.1/24

IP address for PC

PC0

Physical Config Desktop Programming Attributes

IP Configuration X

Interface FastEthernet0

IP Configuration

DHCP Static

IPv4 Address 192.168.1.1

Subnet Mask 255.255.255.0

Default Gateway 0.0.0.0

DNS Server 0.0.0.0

IPv6 Configuration

Automatic Static

IPv6 Address /

Link Local Address FE80::201:43FF:FEB1:702E

Default Gateway

DNS Server

802.1X

Use 802.1X Security

Authentication MD5

Username

Password

Top

Time: 00:18:36

Realtime Simulation

Copper Cross-Over

Scenario 0

New Delete

Toggle PDU List Window

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

Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

Logical Physical x: 291, y: 176

Root 09:30:30

PC1

Physical Config Desktop Programming Attributes

IP Configuration X

Interface FastEthernet0

IP Configuration

DHCP Static

IPv4 Address 192.168.1.2

Subnet Mask 255.255.255.0

Default Gateway 0.0.0.0

DNS Server 0.0.0.0

IPv6 Configuration

Automatic Static

IPv6 Address /

Link Local Address FE80::250:FFF:FE4C:7C16

Default Gateway

DNS Server

802.1X

Use 802.1X Security

Authentication MD5

Username

Password

Top

tw een the by using Ping command

is ready to test

PC-PT
PC1

192.168.1.2/24

IP address for PC2

Time: 00:19:00

Realtime Simulation

Copper Cross-Over

Scenario 0

New Delete

Toggle PDU List Window

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

Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

Logical Physical x: 474, y: 310

Root 10:36:00

Project 1 : Connecting 2x PC an

The gr

PC-PT
PC0

192.168.1.1/24

IP address for PC1

PC0

Physical Config Desktop Programming Attributes

Command Prompt X

```
Cisco Packet Tracer PC Command Line 1.0
C:\>ping 192.168.1.2

Pinging 192.168.1.2 with 32 bytes of data:

Reply from 192.168.1.2: bytes=32 time<1ms TTL=128
Reply from 192.168.1.2: bytes=32 time=1ms TTL=128
Reply from 192.168.1.2: bytes=32 time<1ms TTL=128
Reply from 192.168.1.2: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.1.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 1ms, Average = 0ms

C:\>
```

Top

Time: 00:21:10

Realtime Simulation

Copper Cross-Over

Scenario 0

New Delete

Toggle PDU List Window

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

Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

Logical Physical x: 659, y: 145 Root 10:59:30

PC1

Physical Config Desktop Programming Attributes

Command Prompt X

```
Cisco Packet Tracer PC Command Line 1.0
C:\>ping 192.168.1.1

Pinging 192.168.1.1 with 32 bytes of data:

Reply from 192.168.1.1: bytes=32 time<1ms TTL=128
Reply from 192.168.1.1: bytes=32 time<1ms TTL=128
Reply from 192.168.1.1: bytes=32 time<1ms TTL=128
Reply from 192.168.1.1: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.1.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>
```

Top

betw een the by using Ping command

ice is ready to test

PC-PT
PC1

192.168.1.2/24

IP address for PC2

Time: 00:21:56 Realtime Simulation

Copper Cross-Over

Scenario 0 New Delete Toggle PDU List Window

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

Cisco Packet Tracer

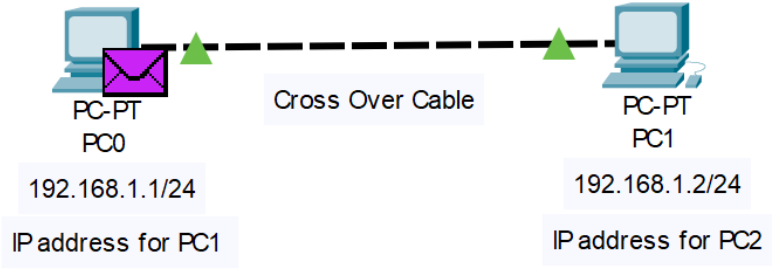
File Edit Options View Tools Extensions Window Help

Logical Physical x: 932, y: 357

Root 11:17:00

Project 1 : Connecting 2x PC and checking connectivity betw een the by using Ping command

The green colour mean the device is ready to test



Simulation Panel

Event List

Vis.	Time(sec)	Last Device
Visible	0.000	--

Reset Simulation | Constant Delay | Captured to: 0.000 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, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoED, 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: 00:22:23.221 PLAY CONTROLS

Event List | Realtime | Simulation

Copper Cross-Over

Scenario 0

New | Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	In Progress	PC0	PC1	ICMP		0.000	N	0	(edit)	(delete)

Cisco Packet Tracer

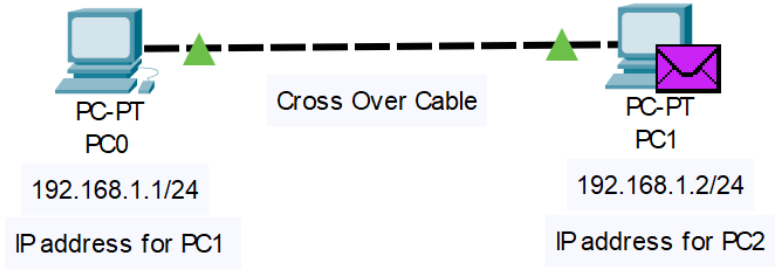
File Edit Options View Tools Extensions Window Help

Logical Physical x: 321, y: 192

Root 11:29:30

Project 1 : Connecting 2x PC and checking connectivity betw een the by using Ping command

The green colour mean the device is ready to test



Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	0.000	--
Visible	0.001	PC0

Reset Simulation Constant Delay Captured to: 0.001 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, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoED, 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: 00:22:23.222 PLAY CONTROLS:

Event List Realtime Simulation

Copper Cross-Over

Scenario 0 New Delete Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	In Progress	PC0	PC1	ICMP		0.000	N	0	(edit)	(delete)

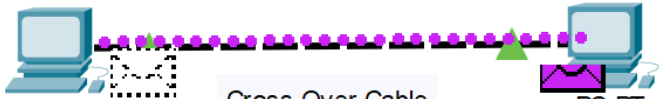
Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

Logical Physical x: 913, y: 282 Root 11:47:30

Project 1 : Connecting 2x PC and checking connectivity betw een the by using Ping command

The green colour mean the device is ready to test



PC-PT
PC0

192.168.1.1/24

IP address for PC1

Cross Over Cable

PC-PT
PC1

192.168.1.2/24

IP address for PC2

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	0.000	--
	0.001	PC0
Visible	0.002	PC1

Reset Simulation Constant Delay Captured to: 145.270 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, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoED, 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: 00:24:48.491 PLAY CONTROLS:

Event List Realtime Simulation

Copper Cross-Over

Scenario 0 New Delete Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	PC1	ICMP		0.000	N	0	(edit)	(delete)

Cisco Packet Tracer

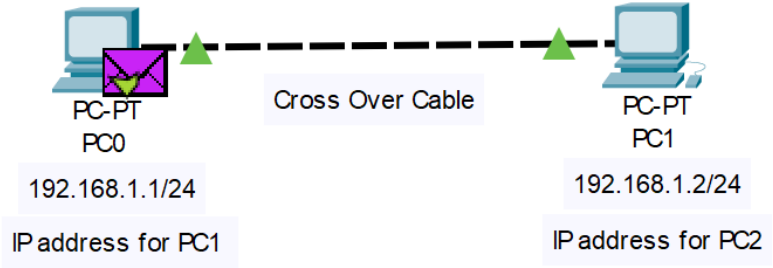
File Edit Options View Tools Extensions Window Help

Logical Physical x: 747, y: 332

Root 11:59:00

Project 1 : Connecting 2x PC and checking connectivity betw een the by using Ping command

The green colour mean the device is ready to test



Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	0.000	--
	0.001	PC0
Visible	0.002	PC1

Reset Simulation Constant Delay Captured to: 861.741 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, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoED, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters Show All/None

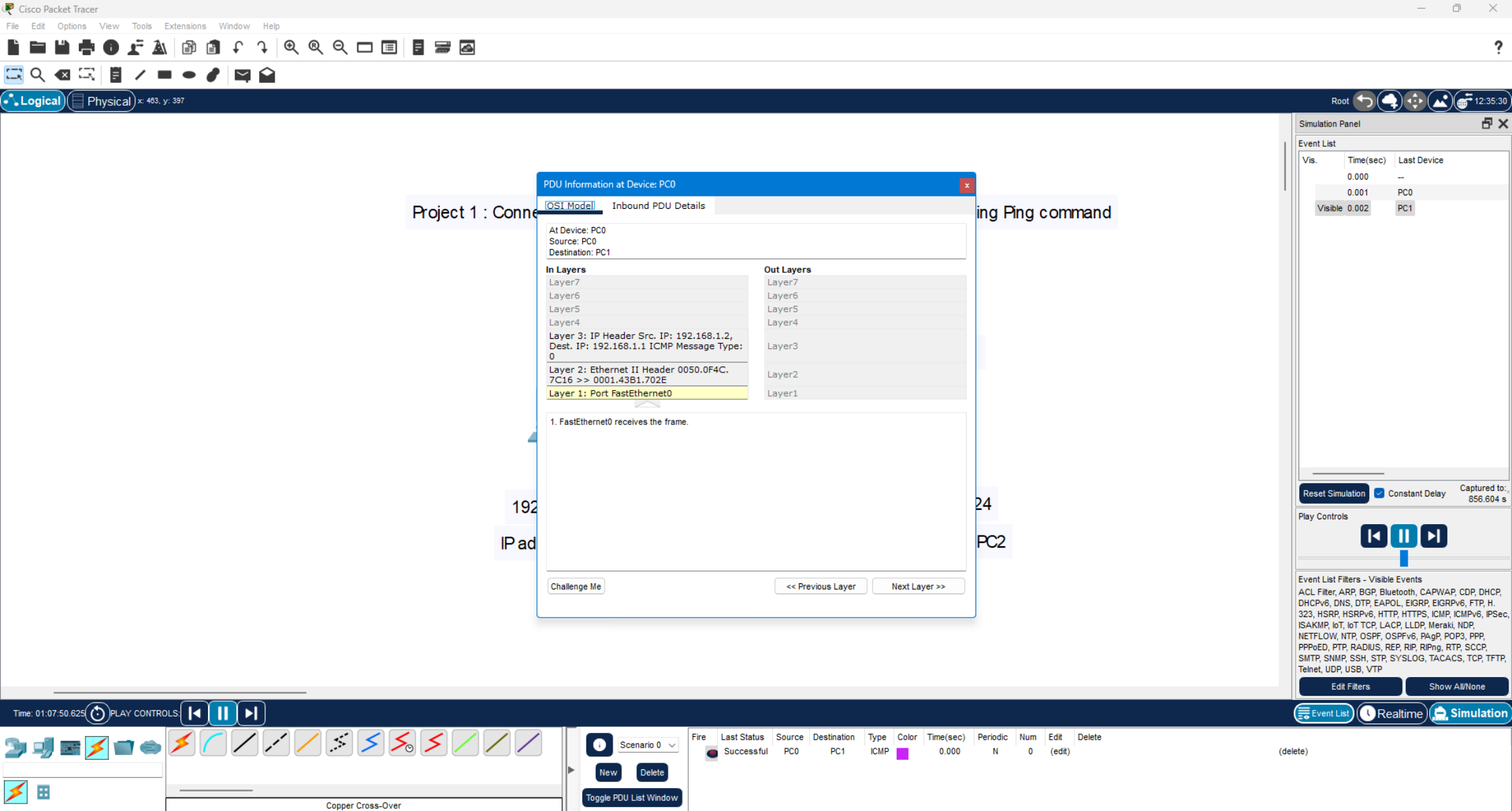
Time: 00:36:44.962 PLAY CONTROLS:

Event List Realtime Simulation

Copper Cross-Over

Scenario 0 New Delete Toggle PDU List Window

Fire	Last Status	Source	Destination	Type	Color	Time(sec)	Periodic	Num	Edit	Delete
	Successful	PC0	PC1	ICMP		0.000	N	0	(edit)	(delete)


Cisco Packet Tracer
File Edit Options View Tools Extensions Window Help
Logical Physical x: 463, y: 397
Root 12:35:30
Project 1 : Conne
ing Ping command
192
24
IP ad
PC2
PDU Information at Device: PC0
OSI Model
Inbound PDU Details
At Device: PC0
Source: PC0
Destination: PC1
In Layers
Out Layers
Layer7
Layer6
Layer5
Layer4
Layer 3: IP Header Src. IP: 192.168.1.2, Dest. IP: 192.168.1.1 ICMP Message Type: 0
Layer3
Layer 2: Ethernet II Header 0050.0F4C.7C16 >> 0001.43B1.702E
Layer2
Layer 1: Port FastEthernet0
Layer1
1. FastEthernet0 receives the frame.
Challenge Me
<< Previous Layer
Next Layer >>
Simulation Panel
Event List
Vis. Time(sec) Last Device
0.000 --
0.001 PC0
Visible 0.002 PC1
Reset Simulation
Constant Delay
Captured to: 856.604 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, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoED, 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: 01:07:50.625
PLAY CONTROLS
Event List
Realtime
Simulation
Copper Cross-Over
Scenario 0
New
Delete
Toggle PDU List Window
Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete
Successful PC0 PC1 ICMP 0.000 N 0 (edit) (delete)

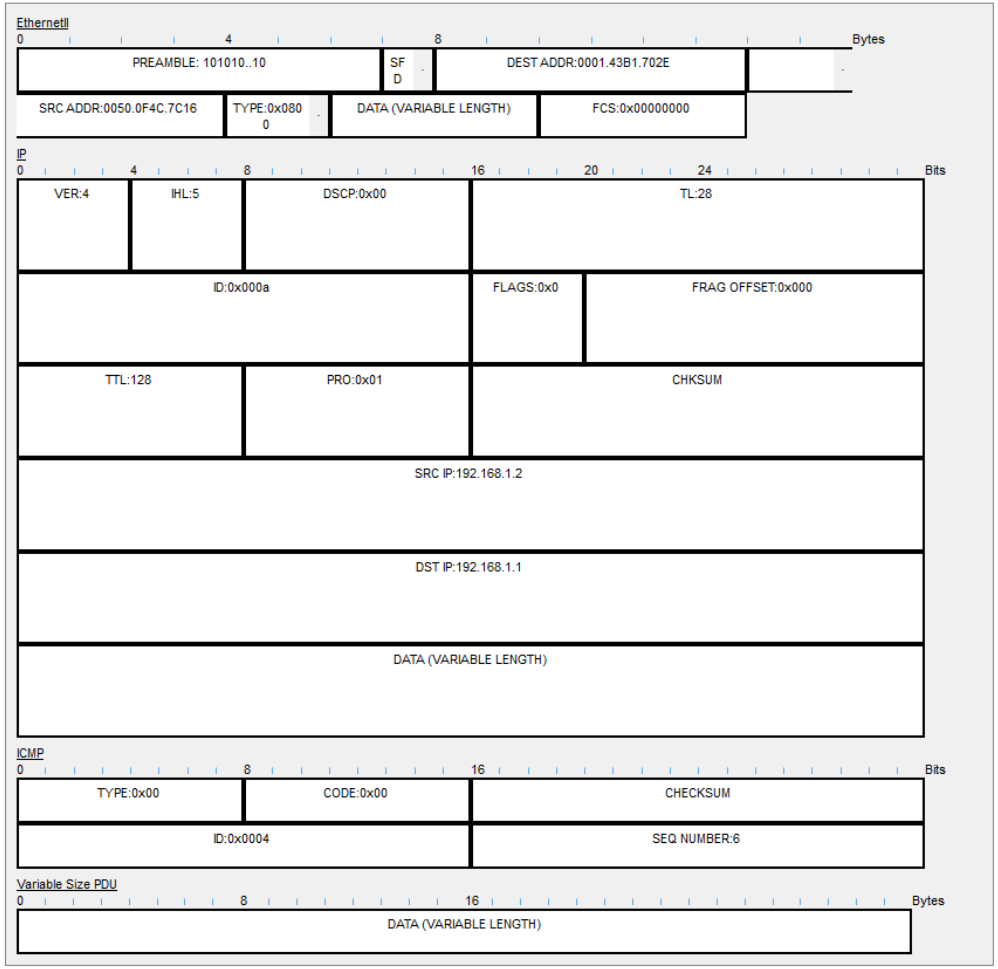
Cisco Packet Tracer

File Edit Options View Tools Extensions Window

PDU Information at Device: PC0

OSI Model | Inbound PDU Details

PDU Formats



Logical | Physical x: 448, y: 145

Root 12:51:30

using Ping command

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	0.000	--
	0.001	PC0
Visible	0.002	PC1

Reset Simulation | Constant Delay | Captured to: 1577.063 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, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoED, 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: 01:19:51.084 PLAY CONTROLS:

Event List | Realtime | Simulation

ec)	Periodic	Num	Edit	Delete
00	N	0	(edit)	(delete)

New | Delete | Toggle PDU List Window

Copper Cross-Over

Cisco Packet Tracer

File Edit Options View Tools Extensions Window Help

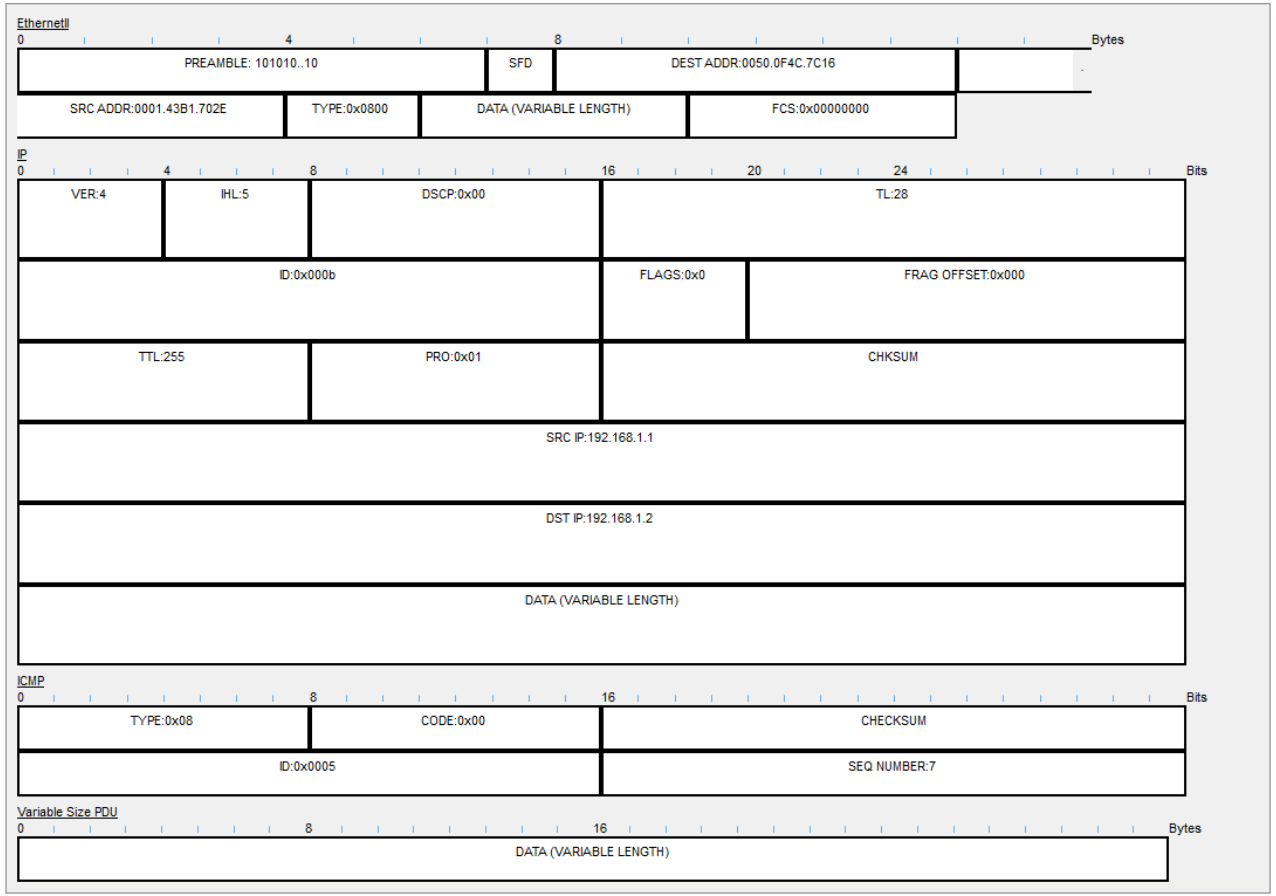
Logical Physical x: 885, y: 432

Root 13:37:30

PDU Information at Device: PC0

OSI Model Outbound PDU Details

PDU Formats



Simulation Panel

Event List

Vis.	Time(sec)	Last Device
Visible	0.000	--

Reset Simulation Constant Delay Captured to: 0.000 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, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoED, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters Show All/None

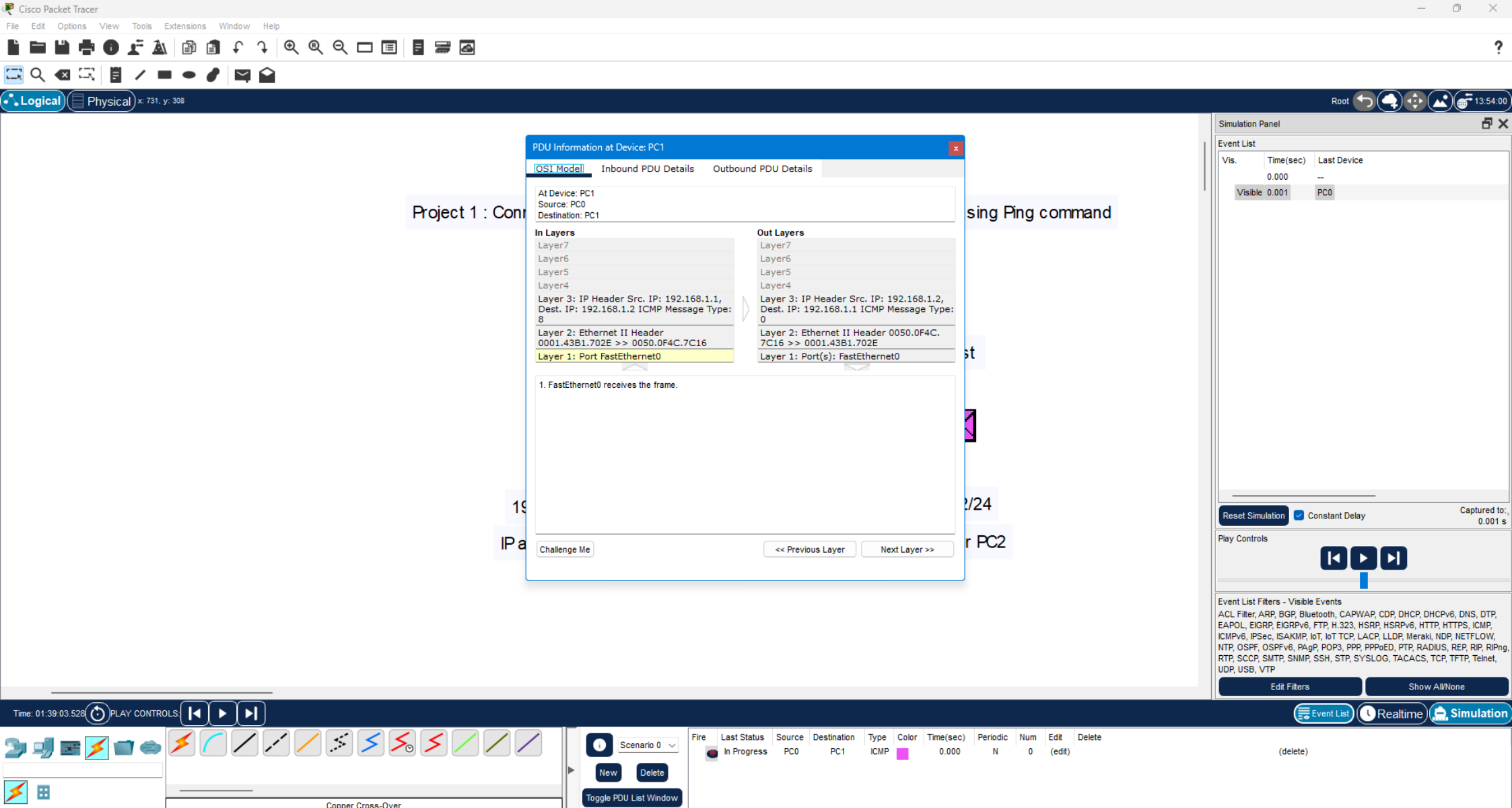
Time: 01:39:03.527 PLAY CONTROLS:

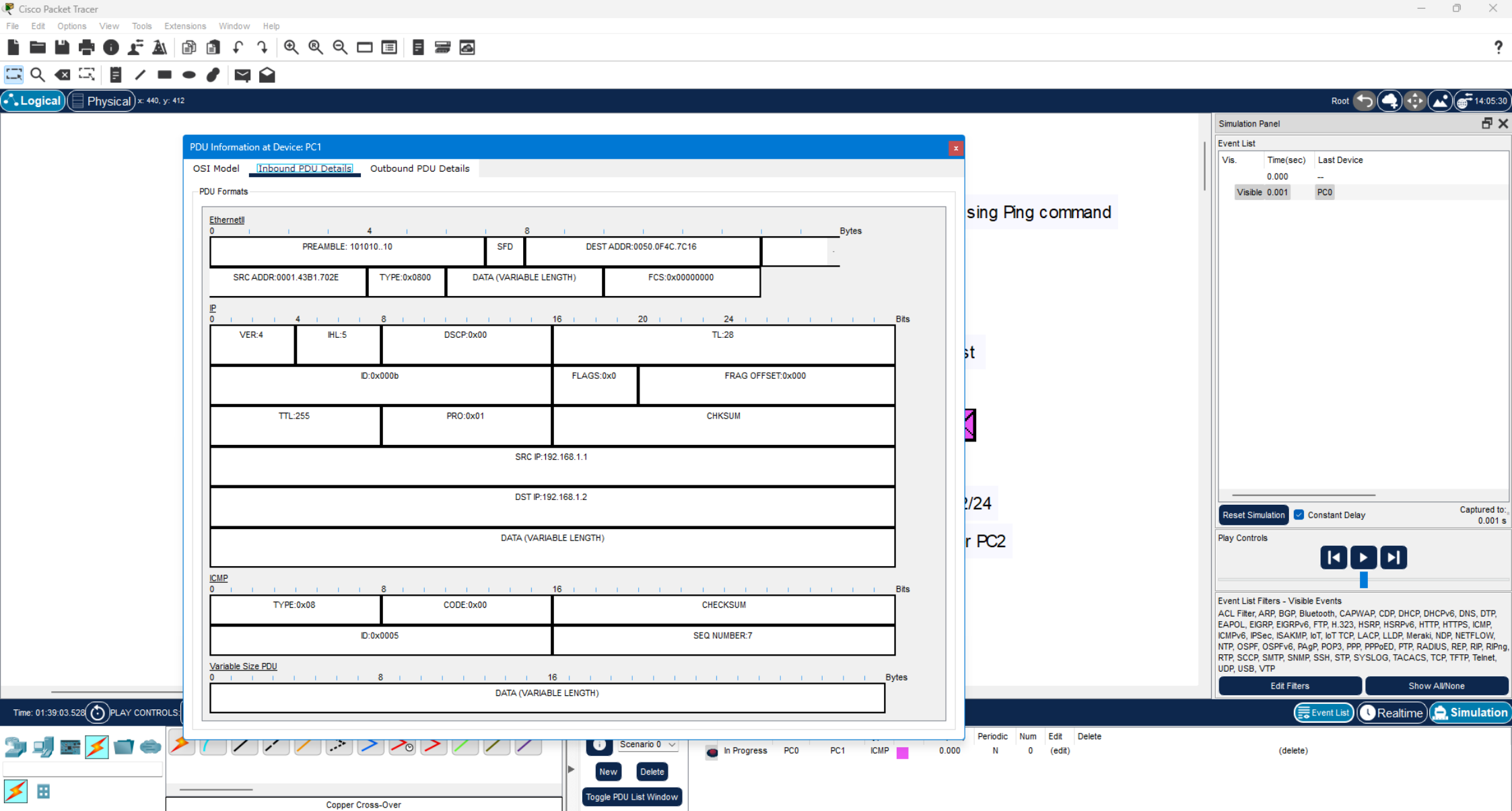
Event List Realtime Simulation

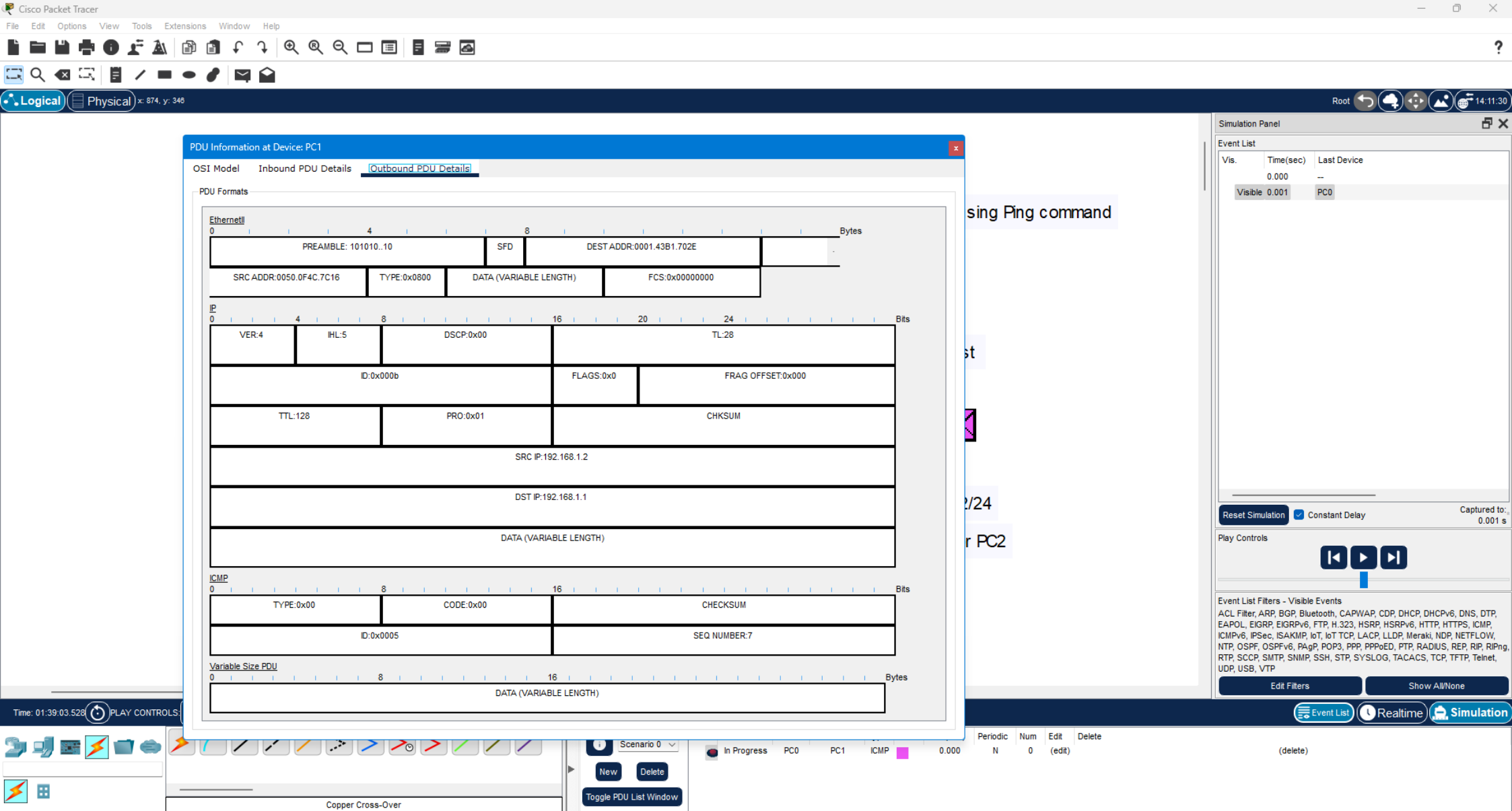
(delete)

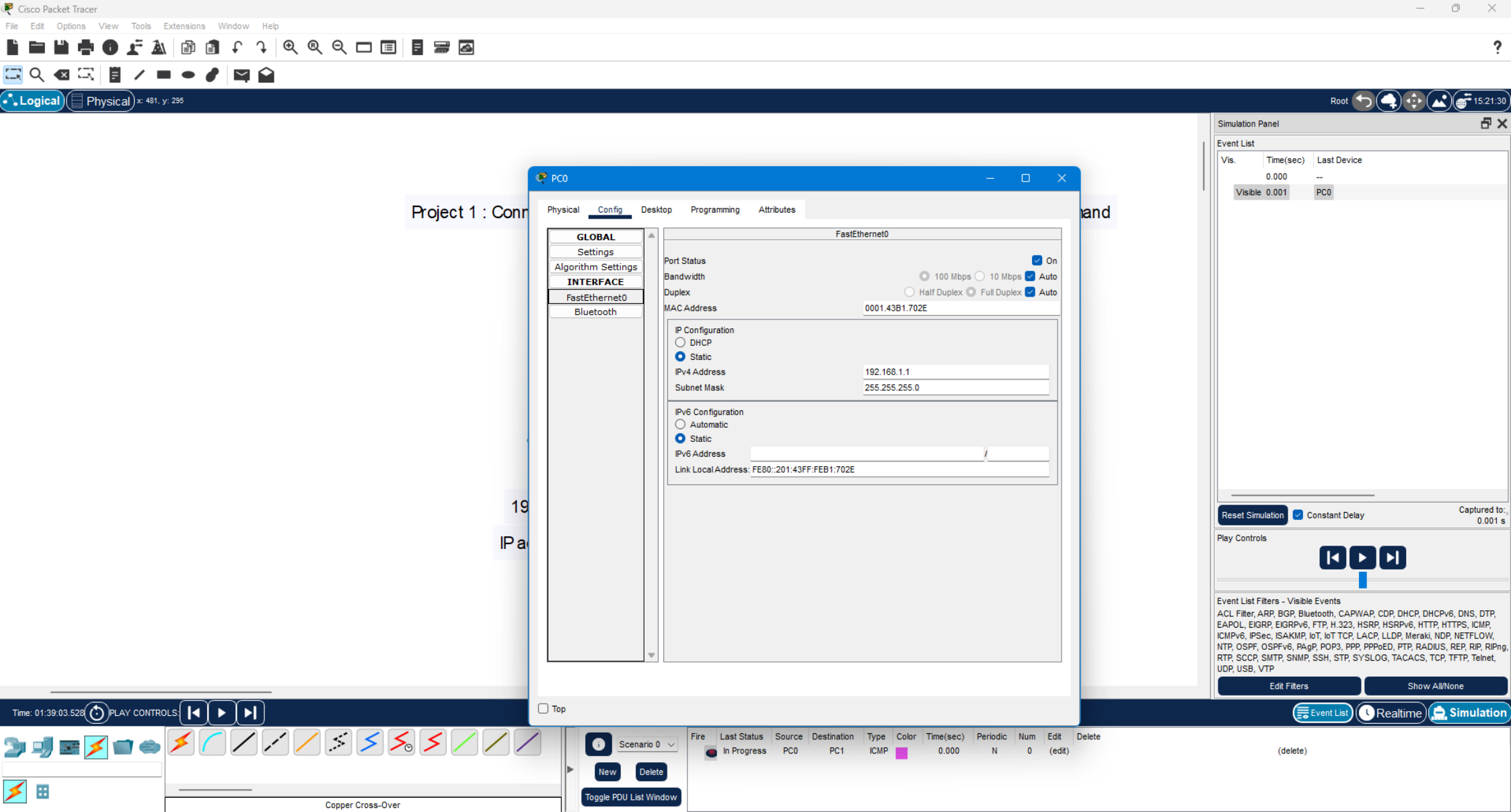
Copper Cross-Over

Toggle PDU List Window


Cisco Packet Tracer
File Edit Options View Tools Extensions Window Help
Logical Physical x: 731, y: 308
Root 13:54:00
Project 1 : Conn
sing Ping command
PDU Information at Device: PC1
OSI Model
Inbound PDU Details
Outbound PDU Details
At Device: PC1
Source: PC0
Destination: PC1
In Layers
Out Layers
Layer7
Layer6
Layer5
Layer4
Layer 3: IP Header Src. IP: 192.168.1.1, Dest. IP: 192.168.1.2 ICMP Message Type: 8
Layer 3: IP Header Src. IP: 192.168.1.2, Dest. IP: 192.168.1.1 ICMP Message Type: 0
Layer 2: Ethernet II Header 0001.43B1.702E >> 0050.0F4C.7C16
Layer 2: Ethernet II Header 0050.0F4C.7C16 >> 0001.43B1.702E
Layer 1: Port FastEthernet0
Layer 1: Port(s): FastEthernet0
1. FastEthernet0 receives the frame.
Challenge Me
<< Previous Layer
Next Layer >>
Simulation Panel
Event List
Vis. Time(sec) Last Device
0.000 --
Visible 0.001 PC0
Reset Simulation
Constant Delay
Captured to: 0.001 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, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoED, 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: 01:39:03.528
PLAY CONTROLS:
Event List
Realtime
Simulation
Copper Cross-Over
Scenario 0
New
Delete
Toggle PDU List Window
Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete
In Progress PC0 PC1 ICMP 0.000 N 0 (edit) (delete)


Cisco Packet Tracer
File Edit Options View Tools Extensions Window Help
Logical Physical x: 440, y: 412
Root 14:05:30
PDU Information at Device: PC1
OSI Model Inbound PDU Details Outbound PDU Details
PDU Formats
Ethernetll
0 4 8 Bytes
PREAMBLE: 101010..10
SFD
DEST ADDR:0050.0F4C.7C16
SRC ADDR:0001.43B1.702E
TYPE:0x0800
DATA (VARIABLE LENGTH)
FCS:0x00000000
IP
0 4 8 16 20 24 Bits
VER:4
IHL:5
DSCP:0x00
TL:28
ID:0x000b
FLAGS:0x0
FRAG OFFSET:0x000
TTL:255
PRO:0x01
CHKSUM
SRC IP:192.168.1.1
DST IP:192.168.1.2
DATA (VARIABLE LENGTH)
ICMP
0 8 16 Bits
TYPE:0x08
CODE:0x00
CHECKSUM
ID:0x0005
SEQ NUMBER:7
Variable Size PDU
0 8 16 Bytes
DATA (VARIABLE LENGTH)
sing Ping command
2/24
r PC2
Simulation Panel
Event List
Vis. Time(sec) Last Device
0.000 --
Visible 0.001 PC0
Reset Simulation
Constant Delay
Captured to: 0.001 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, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoED, 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: 01:39:03.528
PLAY CONTROLS
Event List
Realtime
Simulation
Scenario 0
New
Delete
Toggle PDU List Window
In Progress PC0 PC1 ICMP 0.000 N 0 (edit) (delete)
Periodic Num Edit Delete
Copper Cross-Over


Cisco Packet Tracer
File Edit Options View Tools Extensions Window Help
Logical Physical x: 874, y: 346
Root 14:11:30
PDU Information at Device: PC1
OSI Model Inbound PDU Details Outbound PDU Details
PDU Formats
Ethernetll
0 4 8 Bytes
PREAMBLE: 101010..10
SFD
DEST ADDR:0001.43B1.702E
SRC ADDR:0050.0F4C.7C16
TYPE:0x0800
DATA (VARIABLE LENGTH)
FCS:0x00000000
IP
0 4 8 16 20 24 Bits
VER:4
IHL:5
DSCP:0x00
TL:28
ID:0x000b
FLAGS:0x0
FRAG OFFSET:0x000
TTL:128
PRO:0x01
CHKSUM
SRC IP:192.168.1.2
DST IP:192.168.1.1
DATA (VARIABLE LENGTH)
ICMP
0 8 16 Bits
TYPE:0x00
CODE:0x00
CHECKSUM
ID:0x0005
SEQ NUMBER:7
Variable Size PDU
0 8 16 Bytes
DATA (VARIABLE LENGTH)
sing Ping command
2/24
r PC2
Simulation Panel
Event List
Vis. Time(sec) Last Device
0.000 --
Visible 0.001 PC0
Reset Simulation
Constant Delay
Captured to: 0.001 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, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoED, 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: 01:39:03.528
PLAY CONTROLS
Event List
Realtime
Simulation
Scenario 0
New
Delete
Toggle PDU List Window
Periodic Num Edit Delete
In Progress PC0 PC1 ICMP 0.000 N 0 (edit) (delete)
Copper Cross-Over


Cisco Packet Tracer
File Edit Options View Tools Extensions Window Help
Logical Physical x: 481, y: 295
Root 15:21:30
Project 1 : Conn
PC0
Physical Config Desktop Programming Attributes
GLOBAL
Settings
Algorithm Settings
INTERFACE
FastEthernet0
Bluetooth
FastEthernet0
Port Status On
Bandwidth 100 Mbps 10 Mbps Auto
Duplex Half Duplex Full Duplex Auto
MAC Address 0001.43B1.702E
IP Configuration
DHCP
Static
IPv4 Address 192.168.1.1
Subnet Mask 255.255.255.0
IPv6 Configuration
Automatic
Static
IPv6 Address
Link Local Address: FE80::201:43FF:FEB1:702E
Top
Simulation Panel
Event List
Vis. Time(sec) Last Device
0.000 --
Visible 0.001 PC0
Reset Simulation Constant Delay
Captured to: 0.001 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, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgP, POP3, PPP, PPPoED, 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: 01:39:03.528 PLAY CONTROLS:
Event List Realtime Simulation
Copper Cross-Over
Scenario 0
New Delete
Toggle PDU List Window
Fire Last Status Source Destination Type Color Time(sec) Periodic Num Edit Delete
In Progress PC0 PC1 ICMP 0.000 N 0 (edit) (delete)