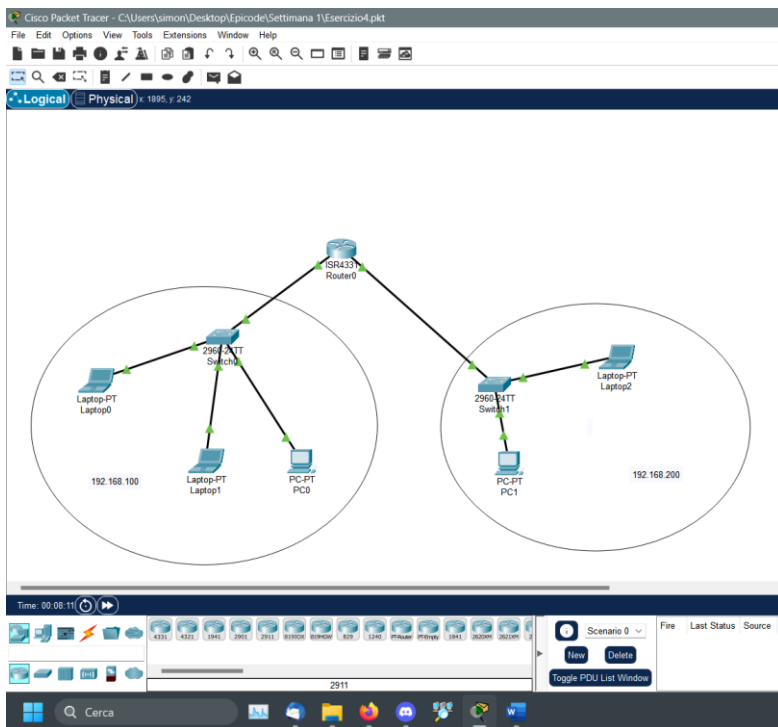


Packet Tracer – configurazione reti



Device Name: Laptop0
Device Model: Laptop-PT

Port	Link	IP Address	IPv6 Address	MAC Address
FastEthernet0	Up	192.168.100.100/24	<not set>	0050.0FA9.B798
Bluetooth	Down	<not set>	<not set>	0010.1125.84D1

Gateway: 192.168.100.105
DNS Server: <not set>
Line Number: <not set>

Physical Location: Intercity > Home City > Corporate Office > Laptop0

Device Name: PC0
Device Model: PC-PT

Port	Link	IP Address	IPv6 Address	MAC Address
FastEthernet0	Up	192.168.100.103/24	<not set>	0060.3E21.3C08
Bluetooth	Down	<not set>	<not set>	00E0.B0A9.3712

Gateway: 192.168.100.105
DNS Server: <not set>
Line Number: <not set>

Physical Location: Intercity > Home City > Corporate Office > PC0

Device Name: Laptop2
Device Model: Laptop-PT

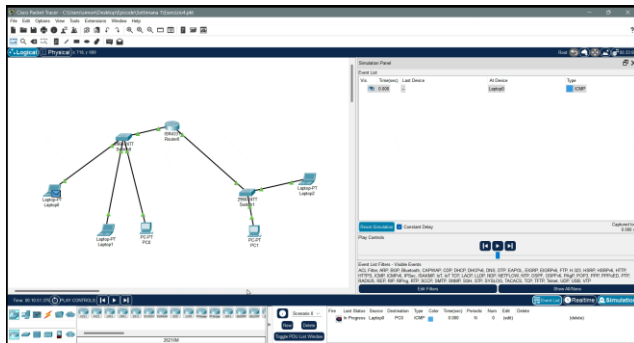
Port	Link	IP Address	IPv6 Address	MAC Address
FastEthernet0	Up	192.168.200.100/24	<not set>	0060.3E9D.8C16
Bluetooth	Down	<not set>	<not set>	0010.11C5.7318

Gateway: 192.168.200.105
DNS Server: <not set>
Line Number: <not set>

Physical Location: Intercity > Home City > Corporate Office > Laptop2

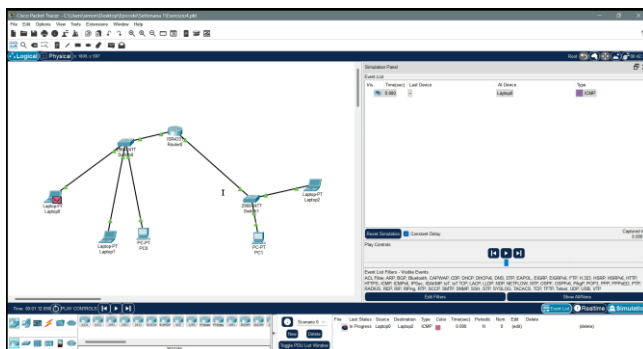
Comunicazione Laptop-PT-Laptop0 – PC-PT-PC0

[Link alla simulazione](#)



Comunicazione Laptop-PT-Laptop0 - Laptop-PT-Laptop2

[Link alla simulazione](#)



Invio pacchetto da Laptop-PT-Laptop0 a Laptop-PT-Laptop2

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
0.000	-	-
0.001	-	Laptop0

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, Icmp, Icmpv6, 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

OSI Model Outbound PDU Details

At Device: Laptop0
Source: Laptop0
Destination: Laptop2

In Layers

- Layer7
- Layer6
- Layer5
- Layer4
- Layer3
- Layer2
- Layer1

Out Layers

- Layer7
- Layer6
- Layer5
- Layer4
- Layer3
- Layer2: IP Header Src. IP: 192.168.100.100, Dest. IP: 192.168.200.100 ICMP Message Type: 8
- Layer 2: Ethernet II Header 0050.0FA9.8798 >> 0060.700D.9501
- Layer 1: Port(s): FastEthernet0

1. The next-hop IP address is a unicast. The ARP process looks it up in the ARP table.
2. The next-hop IP address is in the ARP table. The ARP process sets the frame's destination MAC address to the one found in the table.
3. The device encapsulates the PDU into an Ethernet frame.

Challenge Me << Previous Layer Next Layer >>

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
0.000	-	-
0.001	-	Laptop0

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, Icmp, Icmpv6, 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

OSI Model Inbound PDU Details

At Device: Switch0
Source: Laptop0
Destination: Laptop2

In Layers

- Layer7
- Layer6
- Layer5
- Layer4
- Layer3
- Layer2
- Layer1

Out Layers

- Layer7
- Layer6
- Layer5
- Layer4
- Layer3
- Layer2: Ethernet II Header 0050.0FA9.8798 >> 0060.700D.9501
- Layer 1: Port FastEthernet0/1

1. The outgoing port is an access port. Switch sends the frame out that port.

Challenge Me << Previous Layer Next Layer >>

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
0.000	-	-
0.001	-	Laptop0
0.002	-	Switch0

Reset Simulation Constant Delay Captured to: 0.002 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, Icmp, Icmpv6, 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

OSI Model Inbound PDU Details

At Device: Router0
Source: Laptop0
Destination: Laptop2

In Layers

- Layer7
- Layer6
- Layer5
- Layer4
- Layer3
- Layer2
- Layer1

Out Layers

- Layer7
- Layer6
- Layer5
- Layer4
- Layer3: IP Header Src. IP: 192.168.100.100, Dest. IP: 192.168.200.100 ICMP Message Type: 8
- Layer 2: Ethernet II Header 0050.0FA9.8798 >> 0060.700D.9501
- Layer 1: Port GigabitEthernet0/0/1

1. The next-hop IP address is in the adjacency table. The device sets the frame's destination MAC address to the one found in the table.
2. The device encapsulates the PDU into an Ethernet frame.

Challenge Me << Previous Layer Next Layer >>

Logical Physical x 546, y 695

Simulation Panel

Event List

Time(sec)	Last Device
000	-
001	Laptop0
002	Switch0
003	Router0

Reset Simulation Constant Delay Captured to: 0.003 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

OSI Model Inbound PDU Details Outbound PDU Details

At Device: Switch1

Source: Laptop0

Destination: Laptop2

In Layers

Layer7

Layer6

Layer5

Layer4

Layer3

Layer 2: Ethernet II Header

0060.700D.9502 >> 0060.3E9D.8C16

Layer 1: Port FastEthernet0/1

Out Layers

Layer7

Layer6

Layer5

Layer4

Layer3

Layer 2: Ethernet II Header

0060.700D.9502 >> 0060.3E9D.8C16

Layer 1: Port(s): FastEthernet0/2

1. The outgoing port is an access port. Switch sends the frame out that port.

Challenge Me << Previous Layer Next Layer >>

Logical Physical x 996, y 304

Simulation Panel

Event List

Vis.	Time(sec)	Last Device
	0.000	-
	0.001	Laptop0
	0.002	Switch0
	0.003	Router0
	0.004	Switch1

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

OSI Model Inbound PDU Details Outbound PDU Details

At Device: Laptop2

Source: Laptop0

Destination: Laptop2

In Layers

Layer7

Layer6

Layer5

Layer4

Layer3: IP Header Src. IP:

192.168.100.100, Dest. IP:

192.168.200.100, ICMP Message

Type: 8

Layer 2: Ethernet II Header

0060.700D.9502 >> 0060.3E9D.8C16

Layer 1: Port FastEthernet0

Out Layers

Layer7

Layer6

Layer5

Layer4

Layer3: IP Header Src. IP:

192.168.200.100, Dest. IP:

192.168.100.100, ICMP Message

Type: 0

Layer 2: Ethernet II Header

0060.3E9D.8C16 >> 0060.700D.9502

Layer 1: Port(s): FastEthernet0

1. The next-hop IP address is a unicast. The ARP process looks it up in the ARP table.

2. The next-hop IP address is in the ARP table. The ARP process sets the frame's destination MAC address to the one found in the table.

3. The device encapsulates the PDU into an Ethernet frame.

Challenge Me << Previous Layer Next Layer >>