

EXPERIMENT 2: Configuring IP address to Routers in Packet Tracer. Explore the following messages: Ping Responses, Destination unreachable, Request timed out, Reply

• OBSERVATIONS:

- The router allows devices with different IP ranges to communicate with each other
- router is used to connect two different networks together
- topology: Star topology

The image displays two screenshots of the Cisco Packet Tracer interface, illustrating a star topology and its simulation results.

Top Screenshot: Shows a star topology with a central Router0 (194.1) connected to two PCs: PC0 (10.0.0.1) and PC1 (20.0.0.1). The Router0 has interfaces 10.0.0.10 and 20.0.0.20. The interface is set to Logical/Physical mode. The bottom panel shows the Scenario 0 configuration with a Copper Cross-Over cable connecting the router to the PCs.

Bottom Screenshot: Shows the same topology with the Simulation Panel open. The Event List table displays the following data:

Vis.	Time(sec)	Last Device	At Device	Type
	20.969	-	Router0	CDP
	20.969	-	Router0	CDP
Visible	20.970	Router0	PC0	CDP
Visible	20.970	Router0	PC1	CDP

The Simulation Panel also shows the Reset Simulation checkbox checked, Constant Delay selected, and Play Controls. The Event List Filters - Visible Events section lists various protocols including ACL, Filter, ARP, RDP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, FTP, EAPOL, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, IOT, L2TP, LACP, LLDP, Meraki, NDP, NETFLOW, NTP, OSPF, OSPFv6, PAgg, PDP, PPP, PPPoE, PTP, RADIUS, RSP, RSP, RSP, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP.

Cisco Packet Tracer - C:\Users\Soudarya Lakshmi\Cisco Packet Tracer 7.3.1\save\exp2.pkt

File Edit Options View Tools Extensions Help

Logical Physical 100% 7/8/9

PC0
10.0.0.1

Router
10.0.0.10 20.0.0.20

PC1
20.0.0.1

PC0

Physical Config Desktop Programming Attributes

Command Prompt

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Finging 20.0.0.1 with 32 bytes of data:  
Request timed out.  
Reply from 20.0.0.1: bytes=32 time=1ms TTL=127  
Reply from 20.0.0.1: bytes=32 time=1ms TTL=127  
Reply from 20.0.0.1: bytes=32 time=1ms TTL=127  
Ping statistics for 20.0.0.1:  
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),  
    Approximate round trip times in milli-seconds:  
        Minimum = 0ms, Maximum = 1ms, Average = 3ms  
C:\>ping 20.0.0.1  
Finging 20.0.0.1 with 32 bytes of data:  
Reply from 20.0.0.1: bytes=32 time=1ms TTL=127  
Reply from 20.0.0.1: bytes=32 time=1ms TTL=127  
Reply from 20.0.0.1: bytes=32 time=1ms TTL=127  
Reply from 20.0.0.1: bytes=32 time=1ms TTL=127  
Ping statistics for 20.0.0.1:  
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),  
    Approximate round trip times in milli-seconds:  
        Minimum = 0ms, Maximum = 1ms, Average = 0ms  
C:\>
```

Time: 01:10:27

Scenario 0

New Delete

Toggle PDU List Window

Realtime Simulation

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