

Lab -1

Implementation of Broadcast domain and Collision Domain

Objective:

In this lab we'll create a network that consist of single broadcast domain. And then we'll perform communication between devices in that network

Procedure:

Step 1: Pick and drop three hosts from End devices available in bottom left portion of Packet tracer

Step 2: Pick and drop a switch from Network devices portion

Step 3: Single Click on one host then go to Desktop menu for IP configuration

Step 4: Edit IP Address and Subnet Mask of each host through IP Configuration then exit

Step 5: Choose straight wire from connections in bottom left.

Step 6: Connect all hosts one by one with switch through Ethernet ports

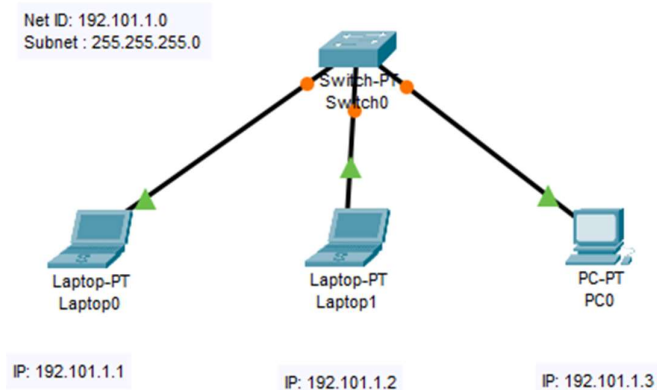


Figure 1.1: Designing network

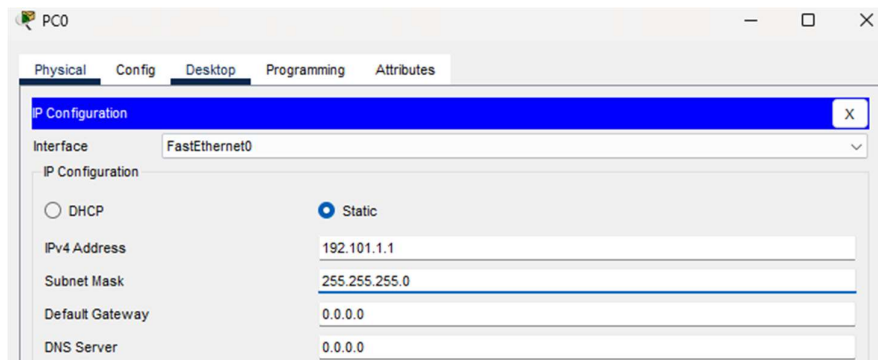


Figure 1.2: Assigning IPs

Step 7: Single click on any of hosts and go to desktop then open command prompt

Step 8: Run the command: "ping 192.101.1.2" (Receiver's IP) and press enter

Step 9: If replies come from receiver, it means that network is working well

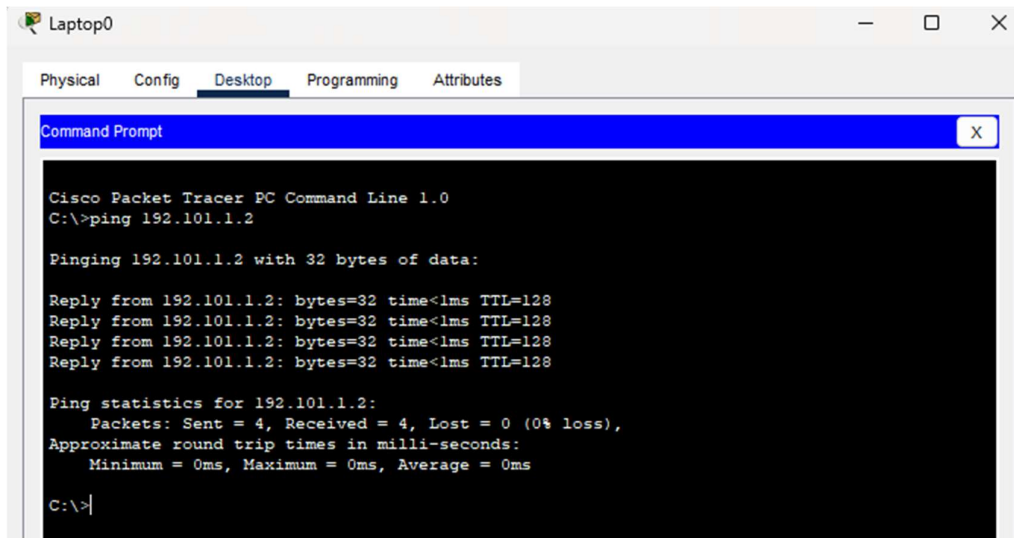


Figure 1.3: Ping from one host to other

Step 10: Drag and Drop Simple PDU from upper tab to sender host and then to receiver host

Step 11: Goto Simulation from bottom right portion and observe the communication process

The screenshot shows the 'Simulation Panel' window with an 'Event List' table. The table has four columns: Vis., Time(sec), Last Device, and At Device. The events listed show the path of a packet from Laptop0 to Switch0, then to Laptop1, and finally back to Switch0.

Vis.	Time(sec)	Last Device	At Device
	0.000	--	Laptop0
	0.001	Laptop0	Switch0
	0.002	Switch0	Laptop1
	0.003	Laptop1	Switch0
	0.004	Switch0	Laptop0
	0.995	--	Switch0

Figure 1.4: Simulation Pannel

