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.

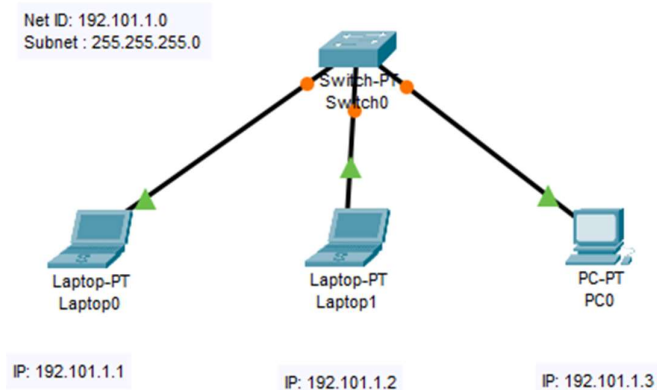**Step 6:** Connect all hosts one by one with switch through Ethernet ports
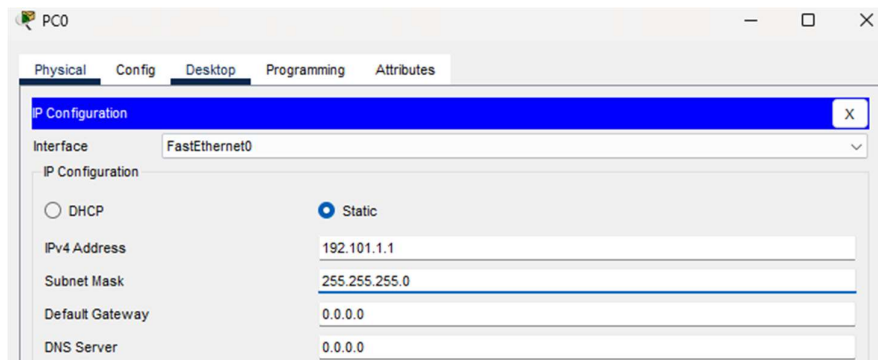

Figure 1.1: Designing network

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

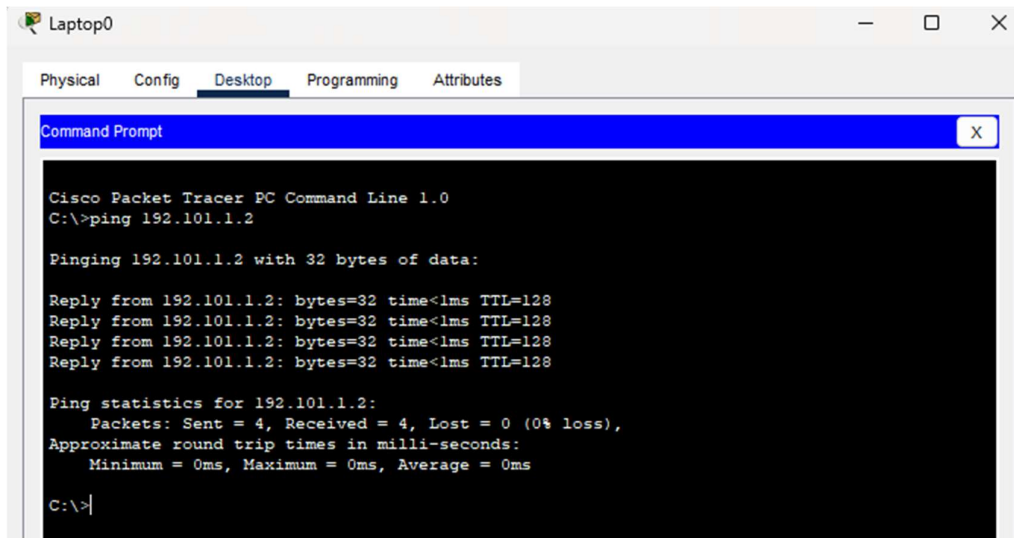**Step 9:** If replies come from receiver, it means that network is working well

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

Figure 1.4: Simulation Pannel