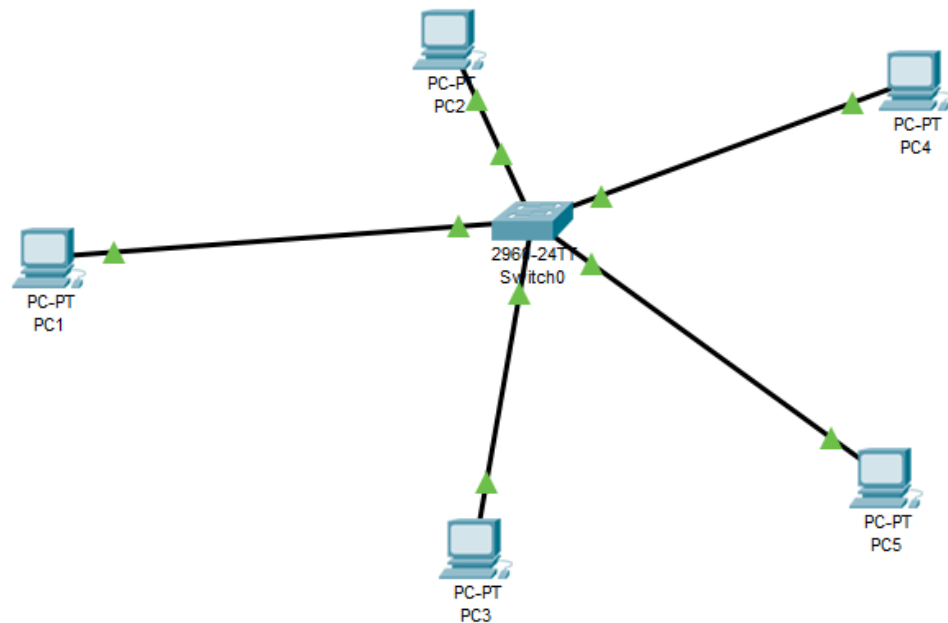


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Task 1:

Construct a network topology having one switch connected with 5 PC's with Fast Ethernet Cable, assign them proper IP addresses, subnet mask and default gateways and send message from PC5 to PC1 and demonstrate the simulation.





Simulation Panel

Event List

| Vis. | Time(sec) | Last Device | At Device | Type |
|------|-----------|-------------|-----------|------|
| | 0.000 | -- | PC1 | ICMP |
| | 0.000 | -- | PC1 | ARP |
| | 0.000 | -- | PC5 | ARP |

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, PPPoE, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP

Edit Filters

Show All/None

Task 2:

Construct a client server model that have 9 hosts, three of them are computers, and other six hosts will be laptops, in which further connected to 2 access points through wireless channel, as three of them will be connected to access point 1 and other through access point 2, assign them IP address and subnet masks dynamically from the server. Moreover, access the HTTP server from the client and show the results.

