

1. Send a simple PDU from PC1 to PC5. The results should be successful. If the communication fails, double-click the button under the Fire column in the simulation pane, where you see the results of the communication to send the packet again.

The screenshot displays the Cisco Packet Tracer interface. The main workspace shows a network topology with the following components:

- PC1** (IP: 10.1.1.1) connected to **Switch0**.
- PC2** (IP: 10.1.1.2) connected to **Switch0**.
- PC3** (IP: 10.1.1.3) connected to **Switch0**.
- Router0** connected to **Switch0** and **Router1**.
- Router1** connected to **Switch1**.
- PC4** (IP: 11.1.1.1) connected to **Switch1**.
- PC5** (IP: 11.1.1.2) connected to **Switch1**.
- PC6** (IP: 11.1.1.3) connected to **Switch1**.

The bottom status bar shows the simulation is in **Realtime** mode. A table in the bottom right corner, circled in red, displays the simulation log:

Fire	Last Status	Source	Destination	Type
	Successful	PC1	PC5	ICMP

- Send a simple PDU from PC1 to PC5. The results should be successful. If the communication fails, double-click the button under the Fire column in the simulation pane, where you see the results of the communication to send the packet again.

The screenshot displays the Cisco Packet Tracer interface. The main workspace shows a network topology with the following components:

- PC1 (IP: 10.1.1.1) is circled in red.
- PC2 (IP: 10.1.1.2) is connected to Switch0.
- PC3 (IP: 10.1.1.3) is connected to Switch0.
- Switch0 is connected to Router0.
- Router0 is connected to Router1.
- Router1 is connected to Switch1.
- PC4 (IP: 11.1.1.1) is connected to Switch1.
- PC5 (IP: 11.1.1.2) is connected to Switch1.
- PC6 (IP: 11.1.1.3) is connected to Switch1.

The Simulation Panel on the right shows the Event List:

Vis.	Time(sec)	Last Device
	0.000	--
	0.001	PC1
	0.002	Switch0
	0.003	Router0
	0.004	Router1
	0.005	Switch1
	0.006	PC5
	0.007	Switch1
	0.008	Router1
	0.009	Router0
	0.010	Switch0

At the bottom right, the PDU List Window shows a successful ICMP packet:

Fire	Last Status	Source	Destination	Type
	Successful	PC1	PC5	ICMP

- In Router0's routing table, you see three entries, one for each network Router0 knows about. PC5 is on network 11.0.0.0, and the entry in the routing table tells Router0 that it can get to that network by sending packets to address 12.1.1.101, which is the address of Router1. You'll learn much more about routing and routing tables in [Chapter 8](#) and more network and IP addresses in [Chapter 6](#).

Routing Table for Router0

Type	Network	Port	Next Hop IP	Metric
C	10.0.0.0/8	FastEthernet0/0	--	0/0
S	11.0.0.0/8	--	12.1.1.101	1/0
C	12.0.0.0/8	FastEthernet1/0	--	0/0

Event List

Vis.	Time(sec)	Last Device
0.000	--	
0.000	--	
0.001	--	PC1
0.001	--	
0.002	--	PC1
0.002	--	Switch0
0.003	--	Switch0
0.003	--	Router0
0.004	--	Router0
0.004	--	Router1
0.005	--	Router1
0.005	--	Switch1
0.006	--	Switch1
0.006	--	PC5
0.007	--	PC5
0.007	--	Switch1
0.008	--	Switch1
0.008	--	Router1
0.009	--	Router1
0.009	--	Router0
0.010	--	Router0
0.010	--	Switch0
0.011	--	Switch0

Time: 01:10:40.836 PLAY CONTROLS

2811 IOS15

Scenario 0

Fire	Last Status	Source	Destination	Type
●	Successful	PC1	PC5	ICMP
●	Successful	PC1	PC5	ICMP

- Close the routing table for Router0 and inspect Router1's routing table to see that it has an entry for the 10.0.0.0 network, which is where PC1 is located.

The screenshot shows a Cisco Packet Tracer interface with a network topology. The topology consists of two routers (Router0 and Router1) connected to each other. Router0 is connected to Switch0, which is connected to PC1 (10.1.1.1), PC2 (10.1.1.2), and PC3 (10.1.1.3). Router1 is connected to Switch1, which is connected to PC4 (11.1.1.1), PC5 (11.1.1.2), and PC6 (11.1.1.3). The routing table for Router1 is displayed, showing the following entries:

Type	Network	Port	Next Hop IP	Metric
S	10.0.0.0/8	---	12.1.1.100	1/0
C	11.0.0.0/8	FastEthernet0/0	---	0/0
C	12.0.0.0/8	FastEthernet1/0	---	0/0

The Event List on the right shows a series of events from 0.000 to 0.006, involving PC1, Switch0, Router0, Router1, Switch1, and PC5. The bottom status bar shows the time as 01:10:40.836 and the simulation is in Realtime mode.