



LAN SIMULATOR SOFTWARE TRAINER

MODEL - LAN100SS1

This trainer provides training of hardware and software theory of Local Area Networking Simulation software of Computers.



Hardware:

PC to PC using RJ-45 Connector
Star topology using RJ45 Connector
Bus topology using BNC Connector
Ring topology using DB9 Connector
Data transmission speed : 10/100 Mbps
4 Nodes

Software:

Star, Bus & Ring selection
Protocols : CSMA/CD, CSMA/CA, Stop N Wait, Go back to N, Selective repeat, Sliding Window, Token Bus, Token Ring
Packet size : 128, 256, 512, 1024, 2048, 4096, 8192, 16384
Inter Packet delay : 1000 - 5000 ms
Error generation : Acknowledgment lost, bad packet, auto error generation
Data encryption & decryption
Complete analysis of Network & Protocols

Graphical Representation:

Graphic representation of data on s/w screen with packet details

Network details:

Indication of computer name, IP address, Port number, status of network, MAC address and OS on computer.

Network & protocol analysis :

Indication of packet serial number, file name, file size, file number, receiver name, Workgroup ,receiver IP address , total packets, packet length, time out, protocol, topology, receiver, MAC address, port number, file send start time, file sent completion time, transmission time data rate(Mbps), error.

Power Supply : 220 V \pm 10%, 50 Hz / 60 Hz on request
Power Consumption : 1.8 VA (approx.)

Note: - Two Computer systems (Pentium IV 1.5 Ghz, 80 GB HD, 128 MB RAM) with Windows XP are required to Operate this trainer.

In keeping view of SIGMA policy of continuous development and improvement, the Specifications may be changed without prior notice or obligation.

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Dealer:-

EXPERIMENTS

1. Study & implementation of cable designs in networking
2. Implementation of PC to PC with IEEE 802.3
3. Implementation of Star topology using 100BaseTx
4. Implementation of Bus topology using 10Base2
5. Implementation of Ring topology using DB9
6. Implementation of Peer to Peer network
7. Implementation of Client- Server network
8. Study of protocols: CSMA/CD, CSMA/CA
9. Study of flow control: Stop-N-wait, Sliding window, Go back to N, Selective repeat
10. Token ring
11. Token bus
12. Measurement of throughput & effect of bit errors on various protocols
13. Socket programming
14. Study of wireless LAN