

## **Assignment 4.2: Build a Mobile Network**

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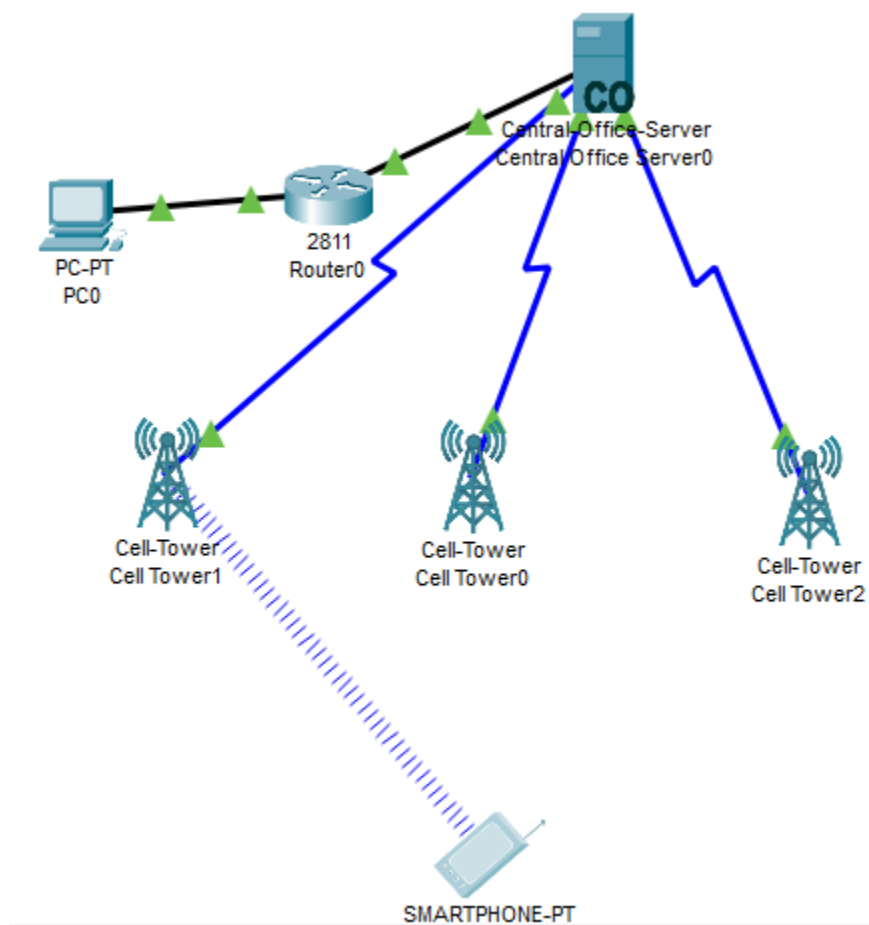
University of Advancing Technology

NTW103 - Fundamentals of Network Engineering II - OCT23113

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```

Cisco Packet Tracer PC Command Line 1.0
C:\>ping 192.168.10.10

Pinging 192.168.10.10 with 32 bytes of data:

Request timed out.
Request timed out.
Reply from 192.168.10.10: bytes=32 time=21ms TTL=126
Reply from 192.168.10.10: bytes=32 time=18ms TTL=126

Ping statistics for 192.168.10.10:
    Packets: Sent = 4, Received = 2, Lost = 2 (50% loss),
Approximate round trip times in milli-seconds:
    Minimum = 18ms, Maximum = 21ms, Average = 19ms

C:\>ping 192.168.10.10

Pinging 192.168.10.10 with 32 bytes of data:

Reply from 192.168.10.10: bytes=32 time=14ms TTL=126
Reply from 192.168.10.10: bytes=32 time=19ms TTL=126
Reply from 192.168.10.10: bytes=32 time=18ms TTL=126
Reply from 192.168.10.10: bytes=32 time=30ms TTL=126

Ping statistics for 192.168.10.10:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 14ms, Maximum = 30ms, Average = 20ms

C:\>

```

To set up a mobile network, a CO server, and cell towers are the basic requirements. In the first screenshot, The three cell towers are connected to the CO server through coax cables. The mobile phone is automatically connected to the cell towers 3G/4G services and the router, server, and PC were configured with IP Addresses. The server had a class B IP address while the router and PC had class C IP addresses. Once the server, router, and PC are successfully connected, the mobile phone can communicate with the PC, which is what the command prompt screenshot depicts.