

6-3-4 觀察 Switch 封包流動

☀ 觀察步驟：

- ◆ 未學習之前，廣播到所有埠口
- ◆ 經過多次傳送之後，交換器紀錄個埠口 Ethernet Address 後。

The screenshot shows a network simulation environment. At the top, there is a menu bar with options like 'Back', '[Root]', 'New Cluster', 'Move Object', 'Set Tiled Background', 'Viewport', and 'Environment: 08:28:00'. The main workspace displays a network topology with a central switch labeled 'Switch0' (2960/24T) connected to three PCs: 'PC0', 'PC1', and 'PC2'. Red text labels are overlaid on the diagram: '發送訊框' (Send packet) near PC0, '接收訊框' (Receive packet) near PC1, and '拋棄訊框' (Discard packet) near PC2. The switch is labeled '轉送訊框' (Forward packet). On the right side, there is a 'Simulation Panel' with an 'Event List' table. The table has columns for 'Vis.', 'Time(sec)', 'Last Device', 'At Device', and 'Type'. Two events are listed: one at 0.002s from Switch0 to PC1 (ARP) and another at 0.002s from Switch0 to PC2 (ARP). Below the table are 'Reset Simulation' and 'Constant Delay' checkboxes, and a 'Captured to:' field. The 'Play Controls' section includes 'Back', 'Auto Capture / Play', and 'Capture / Forward' buttons, with the latter highlighted by a red box. Below the play controls is a list of 'Event List Filters - Visible Events' including ACL Filter, ARP, BGP, Bluetooth, CAPWAP, CDP, DHCP, DHCPv6, DNS, DTP, EIGRP, EIGRPv6, FTP, H.323, HSRP, HSRPv6, HTTP, HTTPS, ICMP, ICMPv6, IPsec, ISAKMP, IoT, IoT TCP, LACP, LLDP, NDP, NETFLOW, NTP, OSPF, OSPFv6, PaGP, POP3, PTP, RADIUS, REP, RIP, RIPng, RTP, SCCP, SMTP, SNMP, SSH, STP, SYSLOG, TACACS, TCP, TFTP, Telnet, UDP, USB, VTP. At the bottom of the simulation panel, there are 'Edit Filters' and 'Show All/None' buttons. The bottom status bar shows 'Time: 00:14:42.764 | Power Cycle Devices | PLAY CONTROLS: Back | Auto Capture / Play | Capture / Forward | Event List | Simulation', with the 'Simulation' button highlighted by a red box.