

**Cisco 100-101 CCNA**

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Number: 100-101  
Passing Score: 800  
Time Limit: 120 min  
File Version: 20.0

**Exam code: CCNA 100-101**

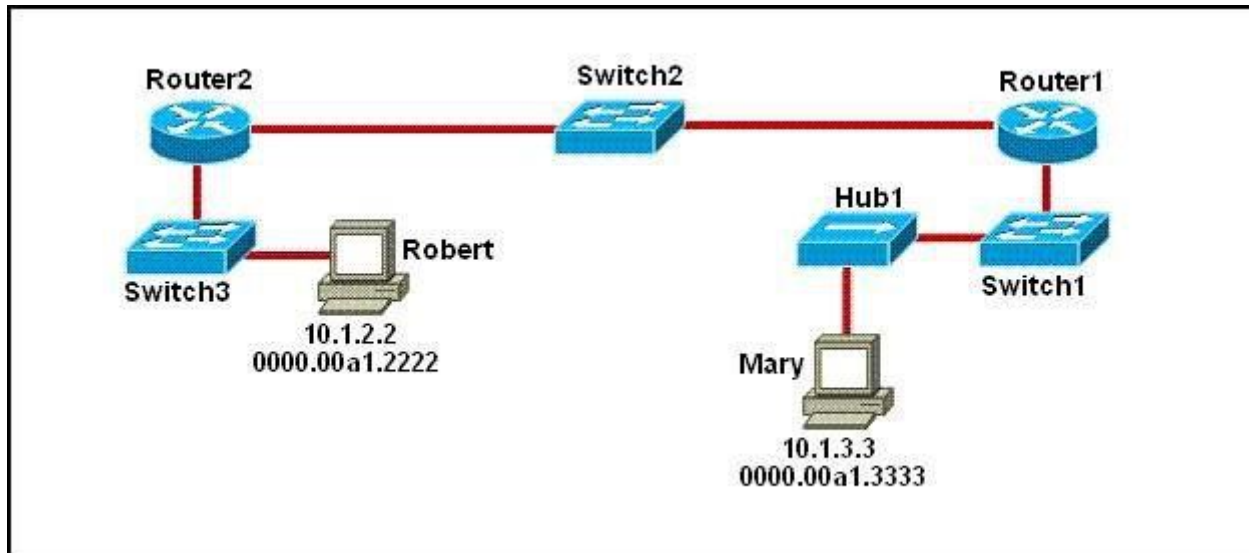
**Exam name: Cisco Interconnecting Cisco Networking Devices Part 1 (ICND)**

**Version 20.0**

## Question Set 1

## QUESTION 1

Refer to the exhibit.



As packets travel from Mary to Robert, which three devices will use the destination MAC address of the packet to determine a forwarding path? (Choose three.)

- A. Hub1
- B. Switch1
- C. Router1
- D. Switch2
- E. Router2
- F. Switch3

**Correct Answer:** BDF

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

Switches use the destination MAC address information for forwarding traffic, while routers use the destination IP address information.

Local Area Networks employ Layer 2 Switches and Bridges to forward and filter network traffic. Switches and Bridges operate at the Data Link Layer of the Open System Interconnect Model (OSI). Since Switches and Bridges operate at the Layer 2 they operate more intelligently than hubs, which work at Layer 1 (Physical Layer) of the OSI. Because the switches and bridges are able to listen to the traffic on the wire to examine the source and destination MAC address. Being able to listen to the traffic also allows the switches and bridges to compile a MAC address table to better filter and forward network traffic.

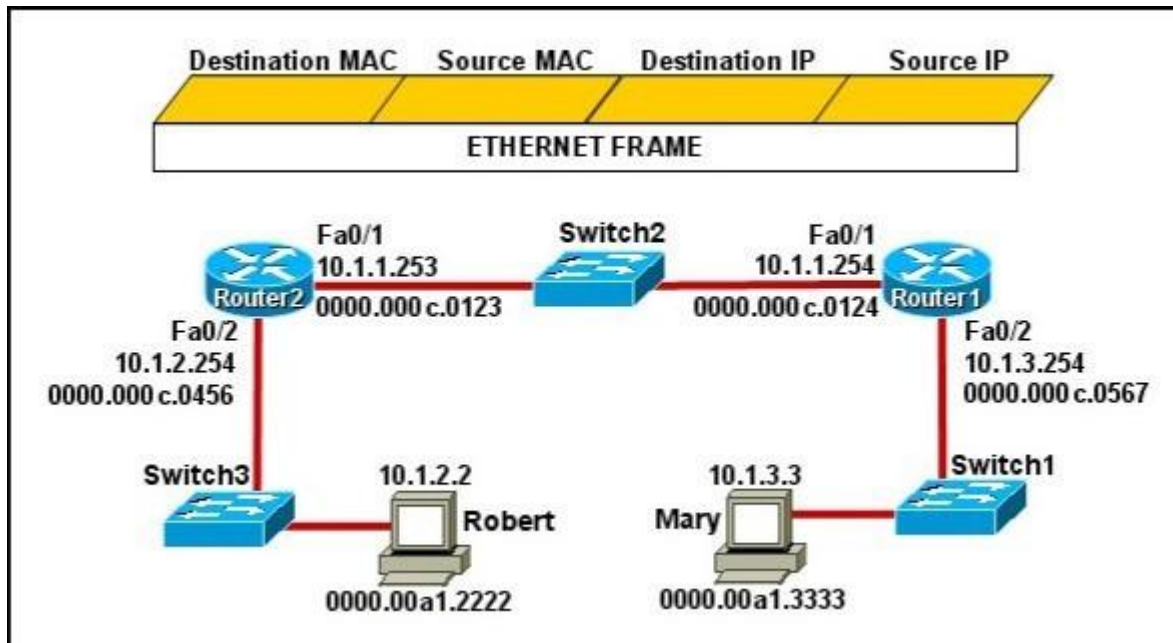
To accomplish the above functions switches and bridges carry out the following tasks:

MAC address learning by a switch or a bridge is accomplished by the same method. The switch or bridge listens to each device connected to each of its ports and scan the incoming frame for the source MAC address. This creates a MAC address to port map that is cataloged in the switches/bridge MAC database. Another name for the MAC address table is content addressable memory or CAM table.

When a switch or bridge is listening o the network traffic, it receives each frame and compares it to the MAC address table. By checking the MAC table the switch/ bridge are able o determine which port the frame came in on. If the frame is on the MAC table the frame is filtered or transmitted on only that port. If the switch determines that the frame is not on the MAC table, the frame is forwarded out to all ports except the incoming port.

## QUESTION 2

Refer to the exhibit.



Mary is sending an instant message to Robert. The message will be broken into a series of packets that will traverse all network devices. What addresses will populate these packets as they are forwarded from Router1 to Router2?

- A.
- | Destination MAC | Source MAC     | Destination IP | Source IP |
|-----------------|----------------|----------------|-----------|
| 0000.00a1.2222  | 0000.00a1.3333 | 10.1.2.2       | 10.1.3.3  |
- B.
- | Destination MAC | Source MAC     | Destination IP | Source IP |
|-----------------|----------------|----------------|-----------|
| 0000.000c.0123  | 0000.000c.0124 | 10.1.2.2       | 10.1.3.3  |
- C.
- | Destination MAC | Source MAC     | Destination IP | Source IP  |
|-----------------|----------------|----------------|------------|
| 0000.000c.0123  | 0000.000c.0124 | 10.1.1.253     | 10.1.1.254 |
- D.
- | Destination MAC | Source MAC     | Destination IP | Source IP  |
|-----------------|----------------|----------------|------------|
| 0000.00a1.2222  | 0000.00a1.3333 | 10.1.1.253     | 10.1.1.254 |
- E.
- | Destination MAC | Source MAC     | Destination IP | Source IP |
|-----------------|----------------|----------------|-----------|
| 0000.000c.0456  | 0000.000c.0567 | 10.1.2.2       | 10.1.3.3  |

- A. Option A  
B. Option B  
C. Option C  
D. Option D  
E. Option E

**Correct Answer:** B

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

The Source and Destination IP address is not going to change. Host 1 IP address will stay as being the source IP and the Host 2 IP address will stay the destination IP address. Those two are not going to change.

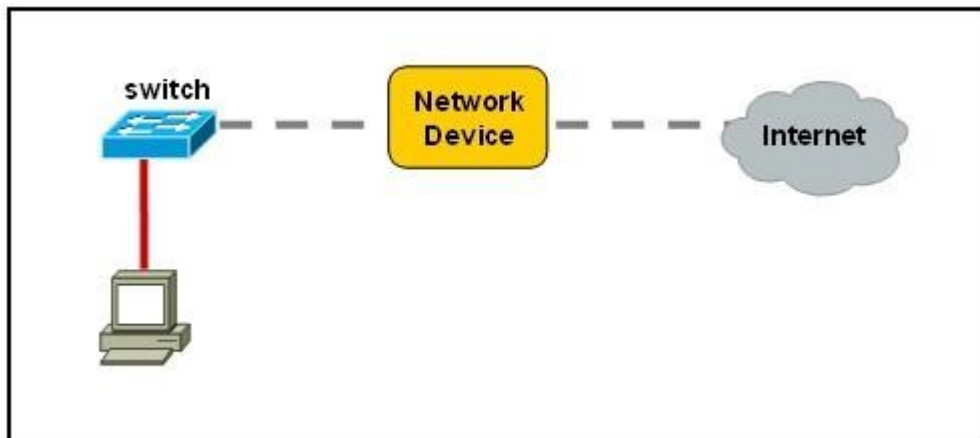
For the MAC address it is going to change each time it goes from one hope to another. (Except switches... they don't change anything)

Frame leaving HOST 1 is going to have a source MAC of Host 1 and a destination MAC of Router 1.

Router 1 is going to strip that info off and then will make the source MAC address of Router1's exiting interface, and making Router2's interface as the destination MAC address. Then the same will happen... Router2 is going to change the source/destination info to the source MAC being the Router2 interface that it is going out, and the destination will be Host2's MAC address.

**QUESTION 3**

Refer to the exhibit.



A network device needs to be installed in the place of the icon labeled Network Device to accommodate a leased line attachment to the Internet. Which network device and interface configuration meets the minimum requirements for this installation?

- A. a router with two Ethernet interfaces
- B. a switch with two Ethernet interfaces
- C. a router with one Ethernet and one serial interface
- D. a switch with one Ethernet and one serial interface
- E. a router with one Ethernet and one modem interface

**Correct Answer:** C

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

Only a router can terminate a leased line attachment access circuit, and only a router can connect two different IP networks. Here, we will need a router with two interfaces, one serial connection for the line attachment and one Ethernet interface to connect to the switch on the LAN.

**QUESTION 4**

Which transport layer protocol provides best-effort delivery service with no acknowledgment receipt required?

- A. HTTP
- B. IP
- C. TCP
- D. Telnet
- E. UDP

**Correct Answer:** E

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

UDP provides a connectionless datagram service that offers best-effort delivery, which means that UDP does not guarantee delivery or verify sequencing for any datagrams. A source host that needs reliable communication must use either TCP or a program that provides its own sequencing and acknowledgment services.

**QUESTION 5**

Which layer of the OSI model controls the reliability of communications between network devices using flow control, sequencing and acknowledgments?

- A. Physical
- B. Data-link
- C. Transport
- D. Network

**Correct Answer:** C

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

Layer	Function	Examples
Application (Layer 7)	User interface	Telnet, HTTP
Presentation (Layer 6)	Handles encryption & changes to syntax	ASCII/EBCDIC, JPEG/MP3
Session (Layer 5)	Manages multiple applications and maintains synchronisation points	Operating systems, scheduling
Transport (Layer 4)	Provides reliable or best-effort delivery and (optional) error and flow control	TCP, UDP
Network (Layer 3)	Provides logical end-to-end addressing used by routers and hosts	IP
Data Link (Layer 2)	Creates frames from data bits, uses MAC addresses to access endpoints, and provides error detection but no correction	802.3, 802.2, HDLC, Frame Relay
Physical (Layer 1)	Specifies voltage, wire speed, and cable pin-outs	EIA/TIA, V.35

#### QUESTION 6

Which statements are true regarding ICMP packets? (Choose two.)

- A. They acknowledge receipt of TCP segments.
- B. They guarantee datagram delivery.
- C. TRACERT uses ICMP packets.
- D. They are encapsulated within IP datagrams.
- E. They are encapsulated within UDP datagrams.

**Correct Answer:** CD

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

Ping may be used to find out whether the local machines are connected to the network or whether a remote site is reachable. This tool is a common network tool for determining the network connectivity which uses ICMP protocol instead of TCP/IP and UDP/IP. This protocol is usually associated with the network management tools which provide network information to network administrators, such as ping and traceroute (the later also uses the UDP/

IP protocol). ICMP is quite different from the TCP/IP and UDP/IP protocols. No source and destination ports are included in its packets. Therefore, usual packet-filtering rules for TCP/IP and UDP/IP are not applicable. Fortunately, a special "signature" known as the packet's Message type is included for denoting the purposes of the ICMP packet. Most commonly used message types are namely, 0, 3, 4, 5, 8, 11, and 12 which represent echo reply, destination unreachable, source quench, redirect, echo request, time exceeded, and parameter problem respectively. In the ping service, after receiving the ICMP "echo request" packet from the source location, the destination

#### **QUESTION 7**

Which statements accurately describe CDP? (Choose three.)

- A. CDP is an IEEE standard protocol.
- B. CDP is a Cisco proprietary protocol.
- C. CDP is a datalink layer protocol.
- D. CDP is a network layer protocol.
- E. CDP can discover directly connected neighboring Cisco devices.
- F. CDP can discover Cisco devices that are not directly connected.

**Correct Answer:** BCE

**Section:** [none]

**Explanation**

#### **Explanation/Reference:**

Explanation:

CDP (Cisco Discovery Protocol) is a proprietary protocol designed by Cisco to help administrators collect information about both locally attached and remote devices. By using CDP, you can gather hardware and protocol information about neighbor devices containing useful info for troubleshooting and documenting the network.

#### **QUESTION 8**

How does a switch differ from a hub?

- A. A switch does not induce any latency into the frame transfer time.
- B. A switch tracks MAC addresses of directly-connected devices.
- C. A switch operates at a lower, more efficient layer of the OSI model.
- D. A switch decreases the number of broadcast domains.
- E. A switch decreases the number of collision domains.

**Correct Answer:** B

**Section:** [none]

**Explanation**

#### **Explanation/Reference:**



Explanation:

Some of the features and functions of a switch include:

A switch is essentially a fast, multi-port bridge, which can contain dozens of ports. Rather than creating two collision domains, each port creates its own collision domain. In a network of twenty nodes, twenty collision domains exist if each node is plugged into its own switch port.

If an uplink port is included, one switch creates twenty-one single-node collision domains. A switch dynamically builds and maintains a Content-Addressable Memory (CAM) table, holding all of the necessary MAC information for each port. For a detailed description of how switches operate, and their key differences to hubs, see the reference link below.

Reference: <http://www.cisco.com/warp/public/473/lan-switch-cisco.shtml>

### QUESTION 9

What must occur before a workstation can exchange HTTP packets with a web server?

- A. A UDP connection must be established between the workstation and its default gateway.
- B. A UDP connection must be established between the workstation and the web server.
- C. A TCP connection must be established between the workstation and its default gateway.
- D. A TCP connection must be established between the workstation and the web server.
- E. An ICMP connection must be established between the workstation and its default gateway.
- F. An ICMP connection must be established between the workstation and the web server.

**Correct Answer:** D

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

HTTP uses TCP port 80.

<http://pentestlab.wordpress.com/2012/03/05/common-tcpip-ports/>

### QUESTION 10

How does TCP differ from UDP? (Choose two.)

- A. TCP provides best effort delivery.
- B. TCP provides synchronized communication.
- C. TCP segments are essentially datagrams.
- D. TCP provides sequence numbering of packets.
- E. TCP uses broadcast delivery.

**Correct Answer:** BD

**Section:** [none]

**Explanation**

**Explanation/Reference:****QUESTION 11**

A workstation has just resolved a browser URL to the IP address of a server. What protocol will the workstation now use to determine the destination MAC address to be placed into frames directed toward the server?

- A. HTTP
- B. DNS
- C. DHCP
- D. RARP
- E. ARP

**Correct Answer:** E

**Section:** [none]

**Explanation**

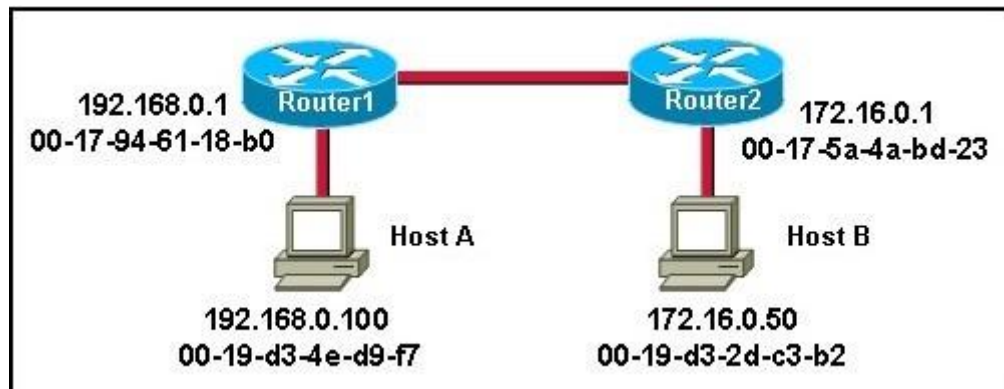
**Explanation/Reference:**

Explanation:

The RARP protocol is used to translate hardware interface addresses to protocol addresses. The RARP message format is very similar to the ARP format. When the booting computer sends the broadcast ARP request, it places its own hardware address in both the sending and receiving fields in the encapsulated ARP data packet. The RARP server will fill in the correct sending and receiving IP addresses in its response to the message. This way the booting computer will know its IP address when it gets the message from the RARP server

**QUESTION 12**

Refer to the exhibit.



Host A is sending a packet to Host B for the first time. What destination MAC address will Host A use in the ARP request?

- A. 192.168.0.1
- B. 172.16.0.50
- C. 00-17-94-61-18-b0
- D. 00-19-d3-2d-c3-b2
- E. ff-ff-ff-ff-ff-ff
- F. 255.255.255.255

**Correct Answer:** E

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Reference:

<http://www.technicalhowto.com/protocols/arp/arp.html>

For the initial communication, Host A will send a broadcast ARP (all F's) to determine the correct address to use to reach the destination.

ARP sends an Ethernet frame called an ARP request to every host on the shared link-layer legmen. The Ethernet header includes the source host MAC address and a destination address of all Fs representing a broadcast frame. The ARP request contains the sender's MAC and IP address and the target (destination) IP address. The target's MAC address is set to all 0s.

ARP Request

```

> Frame 30: 42 bytes on wire (336 bits), 42 bytes captured (336 bits)
  Ethernet II, Src: Vmware_10:a8:27 (00:0c:29:10:a8:27), Dst: Broadcast (ff:ff:ff:ff:ff:ff)
    Destination: Broadcast (ff:ff:ff:ff:ff:ff)
    Source: Vmware_10:a8:27 (00:0c:29:10:a8:27)
    Type: ARP (0x0806)
  Address Resolution Protocol (request)
    Hardware type: Ethernet (1)
    Protocol type: IP (0x0800)
    Hardware size: 6
    Protocol size: 4
    Opcode: request (1)
    [Is gratuitous: False]
    Sender MAC address: Vmware_10:a8:27 (00:0c:29:10:a8:27)
    Sender IP address: 172.20.66.1 (172.20.66.1)
    Target MAC address: 00:00:00_00:00:00 (00:00:00:00:00:00)
    Target IP address: 172.20.66.2 (172.20.66.2)

```

### QUESTION 13

What are two common TCP applications? (Choose two.)

- A. TFTP
- B. SMTP
- C. SNMP
- D. FTP
- E. DNS

**Correct Answer:** BD

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

SMTP uses TCP port 25, while FTP uses TCP ports 20 and 21. <http://pentestlab.wordpress.com/2012/03/05/common-tcpip-ports/>

#### QUESTION 14

Refer to the exhibit.

SwitchA# <b>show mac-address-table</b>			
< non-essential output omitted >			
Destination Address	Address Type	VLAN	Destination Port
-----	-----	---	-----
00b0.d056.fe4d	Dynamic	1	FastEthernet0/3
00b0.d043.ac2e	Dynamic	1	FastEthernet0/4
00b0.d0fe.ac32	Dynamic	1	FastEthernet0/5
00b0.d0da.cb56	Dynamic	1	FastEthernet0/6
<b>Frame received by SwitchA:</b>			
<b>Source MAC</b>	<b>Destination MAC</b>	<b>Source IP</b>	<b>Destination IP</b>
00b0.d056.fe4d	00b0.d0da.cb56	192.168.40.5	192.168.40.6

SwitchA receives the frame with the addressing shown. According to the command output also shown in the exhibit, how will SwitchA handle this frame?

- A. It will drop the frame.
- B. It will forward the frame out port Fa0/6 only.
- C. It will flood the frame out all ports.
- D. It will flood the frame out all ports except Fa0/3.

**Correct Answer:** D

**Section:** [none]

**Explanation**

**Explanation/Reference:**

#### QUESTION 15

Refer to the exhibit.

SwitchA# <b>show mac-address-table</b>			
< non-essential output omitted >			
Destination Address	Address Type	VLAN	Destination Port
-----	-----	---	-----
00b0.d056.fe4d	Dynamic	1	FastEthernet0/3
00b0.d043.ac2e	Dynamic	1	FastEthernet0/4
00b0.d0fe.ac32	Dynamic	1	FastEthernet0/5
00b0.d0da.cb56	Dynamic	1	FastEthernet0/6
<b>Frame received by SwitchA:</b>			
<b>Source MAC</b>	<b>Destination MAC</b>	<b>Source IP</b>	<b>Destination IP</b>
00b0.d056.fe4d	00b0.d0da.895a	192.168.40.5	192.168.40.6

SwitchA receives the frame with the addressing shown in the exhibit. According to the command output also shown in the exhibit, how will SwitchA handle this frame?

- A. It will drop the frame.
- B. It will forward the frame out port Fa0/6 only.

- C. It will forward the frame out port Fa0/3 only.
- D. It will flood the frame out all ports.
- E. It will flood the frame out all ports except Fa0/3.

**Correct Answer:** E

**Section:** [none]

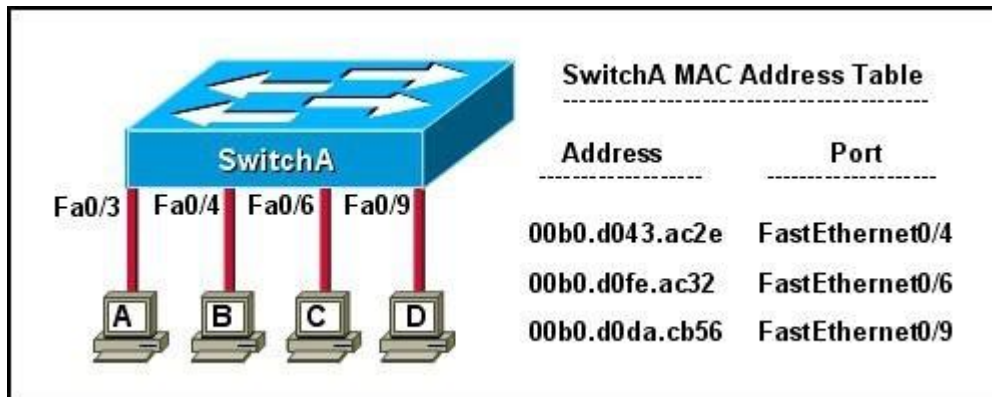
**Explanation**

**Explanation/Reference:**

When frame receives the frame, it checks the source address on MAC table if MAC address found in MAC table it tries to forward if not in MAC table adds the Address on MAC table. After checking the source address, it checks the destination address on MAC table, if MAC address found on MAC table it forwards to proper ports otherwise floods on all ports except the source port.

**QUESTION 16**

Refer to the exhibit.



The exhibit is showing the topology and the MAC address table. Host A sends a data frame to host D. What will the switch do when it receives the frame from host A?

- A. The switch will add the source address and port to the MAC address table and forward the frame to host D.
- B. The switch will discard the frame and send an error message back to host A.
- C. The switch will flood the frame out of all ports except for port Fa0/3.
- D. The switch will add the destination address of the frame to the MAC address table and forward the frame to host D.

**Correct Answer:** A

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

When switch receives the data frame from the host not having the MAC address already on the MAC table, it will add the MAC address to source port on MAC address table and sends the data frame.

**QUESTION 17**

Which two statements describe the operation of the CSMA/CD access method? (Choose two.)

- A. In a CSMA/CD collision domain, multiple stations can successfully transmit data simultaneously.
- B. In a CSMA/CD collision domain, stations must wait until the media is not in use before transmitting.
- C. The use of hubs to enlarge the size of collision domains is one way to improve the operation of the CSMA/CD access method.
- D. After a collision, the station that detected the collision has first priority to resend the lost data.
- E. After a collision, all stations run a random backoff algorithm. When the backoff delay period has expired, all stations have equal priority to transmit data.
- F. After a collision, all stations involved run an identical backoff algorithm and then synchronize with each other prior to transmitting data.

**Correct Answer:** BE

**Section:** [none]

**Explanation**

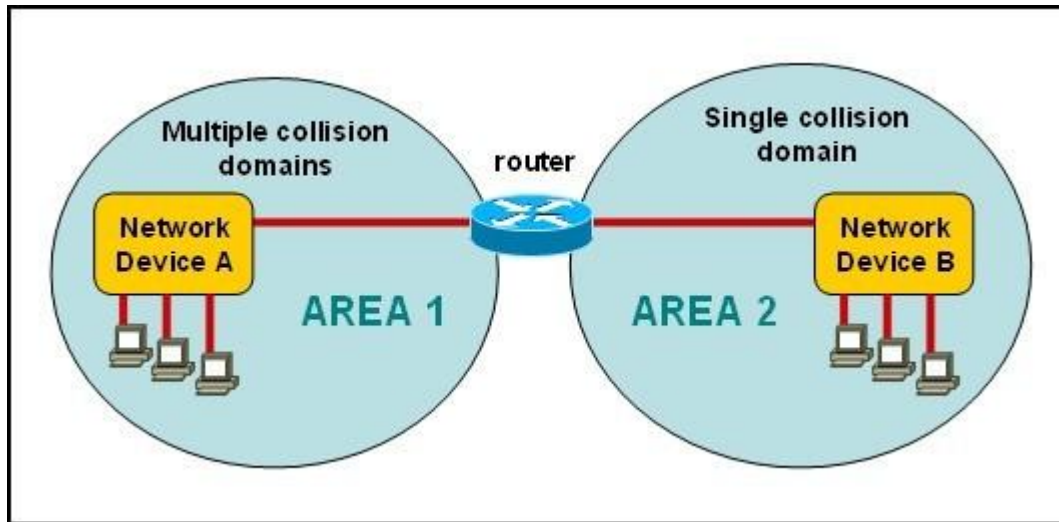
**Explanation/Reference:**

Explanation:

Ethernet networking uses Carrier Sense Multiple Access with Collision Detect (CSMA/CD), a protocol that helps devices share the bandwidth evenly without having two devices transmit at the same time on the network medium. CSMA/CD was created to overcome the problem of those collisions that occur when packets are transmitted simultaneously from different nodes. And trust me, good collision management is crucial, because when a node transmits in a CSMA/CD network, all the other nodes on the network receive and examine that transmission. Only bridges and routers can effectively prevent a transmission from propagating throughout the entire network! So, how does the CSMA/CD protocol work? Like this: when a host wants to transmit over the network, it first checks for the presence of a digital signal on the wire. If all is clear (no other host is transmitting), the host will then proceed with its transmission. But it doesn't stop there. The transmitting host constantly monitors the wire to make sure no other hosts begin transmitting. If the host detects another signal on the wire, it sends out an extended jam signal that causes all nodes on the segment to stop sending data (think, busy signal). The nodes respond to that jam signal by waiting a while before attempting to transmit again. Backoff algorithms determine when the colliding stations can retransmit. If collisions keep occurring after 15 tries, the nodes attempting to transmit will then time out.

**QUESTION 18**

Refer to the exhibit.



A network has been planned as shown. Which three statements accurately describe the areas and devices in the network plan? (Choose three.)

- A. Network Device A is a switch.
- B. Network Device B is a switch.
- C. Network Device A is a hub.
- D. Network Device B is a hub.
- E. Area 1 contains a Layer 2 device.
- F. Area 2 contains a Layer 2 device.

**Correct Answer:** ADE

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

Switches use a separate collision domain for each port, so device A must be a switch. Hubs, however, place all ports in the same collision domain so device B is a hub. Switches reside in layer 2 while hubs are layer 1 devices.

#### QUESTION 19

On a Cisco switch, which protocol determines if an attached VoIP phone is from Cisco or from another vendor?

- A. RTP
- B. TCP



- C. CDP
- D. UDP

**Correct Answer:** C

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

<http://computernetworkingnotes.com/cisco-devices-administration-and-configuration/cisco-discoveryprotocol.html>

The Cisco Unified IP Phone uses CDP to communicate information such as auxiliary VLAN ID, per port power management details, and Quality of Service (QoS) configuration information with the Cisco Catalyst switch.

Cisco Discovery Protocol (CDP) is a proprietary protocol designed by Cisco to help administrators collect information about both locally attached and remote devices. By using CDP, you can gather hardware and protocol information about neighbor devices, which is useful info for troubleshooting the network.

CDP messages are generated every 60 seconds as multicast messages on each of its active interfaces.

The information shared in a CDP packet about a Cisco device includes the following:

Name of the device configured with the hostname command IOS software version

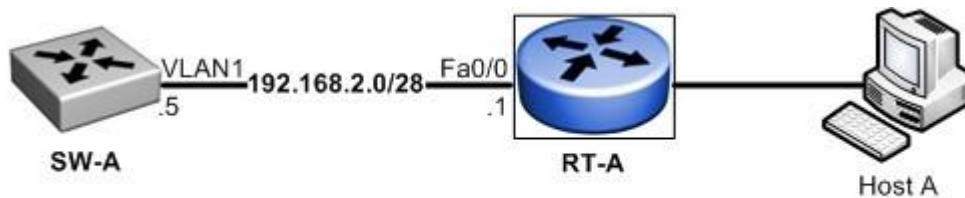
Hardware capabilities, such as routing, switching, and/or bridging Hardware platform, such as 2600, 2950, or 1900

The layer-3 address(es) of the device

The interface the CDP update was generated on

**QUESTION 20**

Refer to the exhibit.



What must be configured to establish a successful connection from Host A to switch SW-A through router RT-A?

- A. VLAN 1 on RT-A
- B. IP routing on SW-A
- C. default gateway on SW-A
- D. crossover cable connecting SW-A and RT-A

**Correct Answer:** C

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

In order for the switch to reach networks that are not local, such as networks attached to different interfaces of the router, it will need to set its default gateway to be the IP address of the attached router.

#### **QUESTION 21**

At which layer of the OSI model does the protocol that provides the information that is displayed by the show cdp neighbors command operate?

- A. application
- B. transport
- C. network
- D. physical
- E. data link

**Correct Answer:** E

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

<http://computernetworkingnotes.com/cisco-devices-administration-and-configuration/cisco-discoveryprotocol.html>

CDP is a device discovery protocol that runs over Layer 2 (the data link layer) on all Cisco-manufactured devices (routers, bridges, access servers, and switches) and allows network management applications to discover Cisco devices that are neighbors of already known devices. With CDP, network management applications can learn the device type and the Simple Network Management Protocol (SNMP) agent address of neighboring devices running lower-layer, transparent protocols.

CDP allows devices to share basic configuration information without even configuring any protocol specific information and is enabled by default on all interfaces. CDP is a Datalink Protocol occurring at Layer 2 of the OSI model. CDP is not routable and can only go over to directly connected devices. CDP is enabled, by default, on all Cisco devices. CDP updates are generated as multicasts every 60 seconds with a hold-down period of 180 seconds for a missing neighbor. The no cdp run command globally disables CDP, while the no cdp enable command disables CDP on an interface. Use show cdp neighbors to list out your directly connected Cisco neighboring devices. Adding the detail parameter will display the layer-3 addressing configured on the neighbor.

#### **QUESTION 22**

Which two characteristics apply to Layer 2 switches? (Choose two.)

- A. Increases the number of collision domains
- B. Decreases the number of collision domains

- C. Implements VLAN
- D. Decreases the number of broadcast domains
- E. Uses the IP address to make decisions for forwarding data packets

**Correct Answer:** AC

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

Layer 2 switches offer a number of benefits to hubs, such as the use of VLANs and each switch port is in its own separate collision domain, thus eliminating collisions on the segment.

### QUESTION 23

Which two characteristics describe the access layer of the hierarchical network design model? (Choose two.)

- A. layer 3 support
- B. port security
- C. redundant components
- D. VLANs
- E. PoE

**Correct Answer:** BD

**Section:** [none]

**Explanation**

**Explanation/Reference:**

<http://www.ciscopath.com/content/61/>

[http://www.mcmcse.com/cisco/guides/hierarchical\\_model.shtml](http://www.mcmcse.com/cisco/guides/hierarchical_model.shtml) Access layer

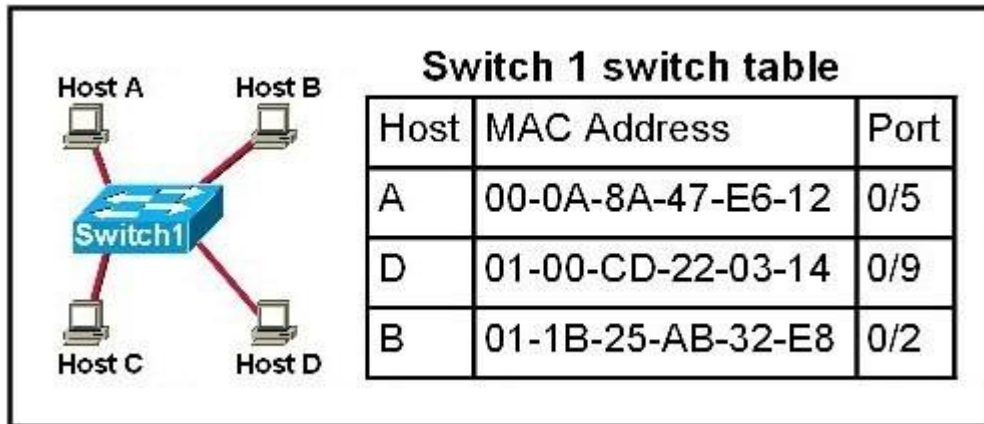
The main purpose of the access layer is to provide direct connection to devices on the network and controlling which devices are allowed to communicate over it. The access layer interfaces with end devices, such as PCs, printers, and IP phones, to provide access to the rest of the network. The access layer can include routers, switches, bridges, hubs, and wireless access points (AP).

Switch features in the Access layer:

- Port security
- VLANs
- Fast Ethernet/Gigabit Ethernet
- Power over Ethernet (PoE)
- Link aggregation
- Quality of Service (QoS)

**QUESTION 24**

Refer to the topology and switching table shown in the graphic.



Host B sends a frame to Host C. What will the switch do with the frame?

- A. Drop the frame
- B. Send the frame out all ports except port 0/2
- C. Return the frame to Host B
- D. Send an ARP request for Host C
- E. Send an ICMP Host Unreachable message to Host B
- F. Record the destination MAC address in the switching table and send the frame directly to Host C

**Correct Answer:** B

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

An Ethernet switch appears to use the same logic as a transparent bridge. However, the internal logic of the switch is optimized for performing the basic function of choosing when to forward and when to filter a frame. Just as with a transparent bridge, the basic logic of a LAN switch is as follows:

- Step 1** A frame is received.
- Step 2** If the destination is a broadcast or multicast, forward on all ports.

**Step 3** If the destination is a unicast and the address is not in the address table, forward on all ports.

**Step 4** If the destination is a unicast and the address is in the address table, forward the frame out the associated port, unless the MAC address is associated with the incoming port.

#### QUESTION 25

Refer to the exhibit.

RouterA# **show ip route**

Codes: C - connected, S - static, R - RIP, M - mobile, B - BGP

D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area

N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2

E1 - OSPF external type 1, E2 - OSPF external type 2

i - IS-IS, su - IS-IS summary, L1 - IS-IS level-1, L2 - IS-IS level-2

ia - IS-IS inter area, \* - candidate default, U - per-user static route

o - ODR, P - periodic downloaded static route

Gateway of last resort is 0.0.0.0 to network 0.0.0.0

172.16.0.0/24 is subnetted, 1 subnets

C 172.16.1.0 is directly connected, Ethernet0/1

10.0.0.0/30 is subnetted, 1 subnets

C 10.255.255.200 is directly connected, Serial0/0

S\* 0.0.0.0/0 is directly connected, Serial0/0

RouterA#

The output is from a router in a large enterprise. From the output, determine the role of the router.

- A. A Core router.
- B. The HQ Internet gateway router.
- C. The WAN router at the central site.
- D. Remote stub router at a remote site.

**Correct Answer:** D

**Section:** [none]

**Explanation**

**Explanation/Reference:**

#### QUESTION 26

To what type of port would a cable with a DB-60 connector attach?

- A. Serial port
- B. Console port
- C. Ethernet port
- D. Fibre optic port

**Correct Answer:** A

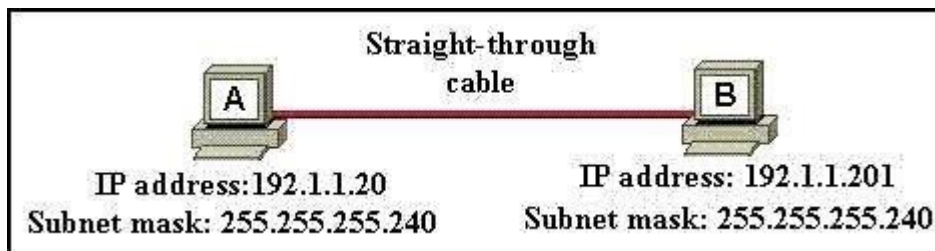
**Section:** [none]

**Explanation**

**Explanation/Reference:**

#### QUESTION 27

A network administrator is connecting PC hosts A and B directly through their Ethernet interfaces as shown in the graphic. Ping attempts between the hosts are unsuccessful. What can be done to provide connectivity between the hosts? (Choose two.)



- A. A crossover cable should be used in place of the straight-through cable.
- B. A rollover cable should be used in place of the straight-through cable.
- C. The subnet masks should be set to 255.255.255.192
- D. A default gateway needs to be set on each host.
- E. The hosts must be reconfigured to use private IP addresses for direct connections of this type.
- F. The subnet masks should be set to 255.255.255.0

**Correct Answer:** AF

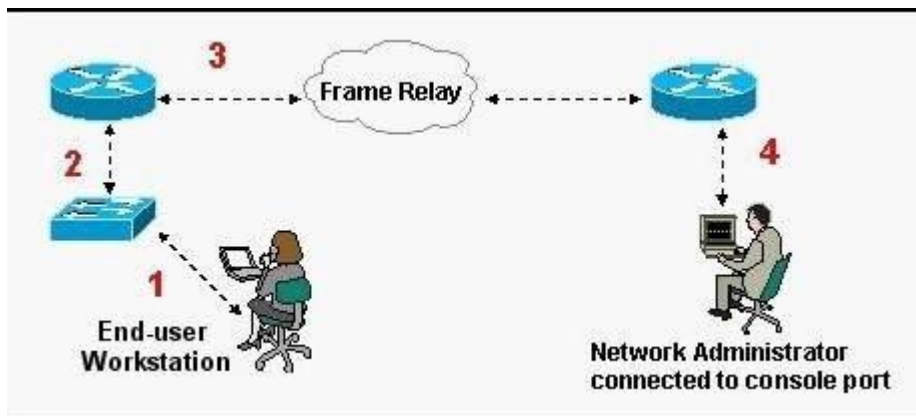
**Section:** [none]

**Explanation**

**Explanation/Reference:**

#### QUESTION 28

Refer to the exhibit.



What kind of cable should be used to make each connection that is identified by the numbers shown?

- A. 1 - Ethernet Crossover cable  
2 - Ethernet straight-through cable  
3 - Fiber Optic cable  
4 - Rollover cable
- B. 1 - Ethernet straight-through cable  
2 - Ethernet straight-through cable

- 3 - Serial cable
- 4 - Rollover cable
- C. 1 - Ethernet rollover cable
- 2 - Ethernet crossover cable
- 3 - Serial cable
- 4 - Null-modem cable
- D. 1 - Ethernet straight-through cable
- 2 - Ethernet Crossover cable
- 3 - Serial cable
- 4 - Rollover cable
- E. 1 - Ethernet straight-through cable
- 2 - Ethernet Crossover cable
- 3 - Serial cable
- 4 - Ethernet Straight-through cable

**Correct Answer:** B

**Section:** [none]

**Explanation**

**Explanation/Reference:**

#### QUESTION 29

Which of the following are types of flow control? (Choose three.)

- A. buffering
- B. cut-through
- C. windowing
- D. congestion avoidance
- E. load balancing

**Correct Answer:** ACD

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

<http://www.info-it.net/cisco/ccna/exam-tips/flow-control.php> During Transfer of data, a high speed computer is generating data traffic a lot faster than the network device can handle in transferring to destination, so single gateway or destination device cannot handle much amount of traffic that is called "Congestion".

Buffering



The Technie is used to control the data transfer when we have congestion, when a network device receive a data it stores in memory section and then transfer to next destination this process called "Buffering".

Windowing Whereas Windowing is used for flow control by the Transport layer. Say the sender device is sending segments and the receiver device can accommodate only a fixed number of segments before it can accept more, the two devices negotiate the window size during the connection setup.

This is done so that the sending device doesn't overflow the receiving device's buffer. Also the receiving device can send a single acknowledgement for the segments it has received instead of sending an acknowledgement after every segment received. Also, this window size is dynamic meaning, the devices can negotiate and change the window size in the middle of a session. So if initially the window size is three and the receiving device thinks that it can accept more number of segments in its buffer it can negotiate with the sending device and it increase it to say 5 for example.

Windowing is used only by TCP since UDP doesn't use or allow flow control.

## Question Set 1

### QUESTION 1

Which two options will help to solve the problem of a network that is suffering a broadcast storm? (Choose two.)

- A. a bridge
- B. a router
- C. a hub
- D. a Layer 3 switch
- E. an access point

**Correct Answer:** BD

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

Routers and layer 3 switches will not propagate broadcast traffic beyond the local segment, so the use of these devices is the best method for eliminating broadcast storms.

### QUESTION 2

A switch receives a frame on one of its ports. There is no entry in the MAC address table for the destination MAC address. What will the switch do with the frame?

- A. drop the frame
- B. forward it out of all ports except the one that received it
- C. forward it out of all ports
- D. store it until it learns the correct port

**Correct Answer:** B

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

Understanding this concept is prime for understanding that when switch receives the data frame from the host not having the MAC address already in the MAC table, it will add the MAC address to the source port on the MAC address table and sends the data frame. If the switch already has the MAC address in it's table for the destination, it will forward the frame directly to the destination port. If it was not already in it's MAC table, then they frame would have been flooded out all ports except for the port that it came from.

### QUESTION 3

Which address type does a switch use to make selective forwarding decisions?

- A. Source IP address
- B. Destination IP address
- C. Source and destination IP address
- D. Source MAC address
- E. Destination MAC address

**Correct Answer:** E

**Section:** [none]

**Explanation**

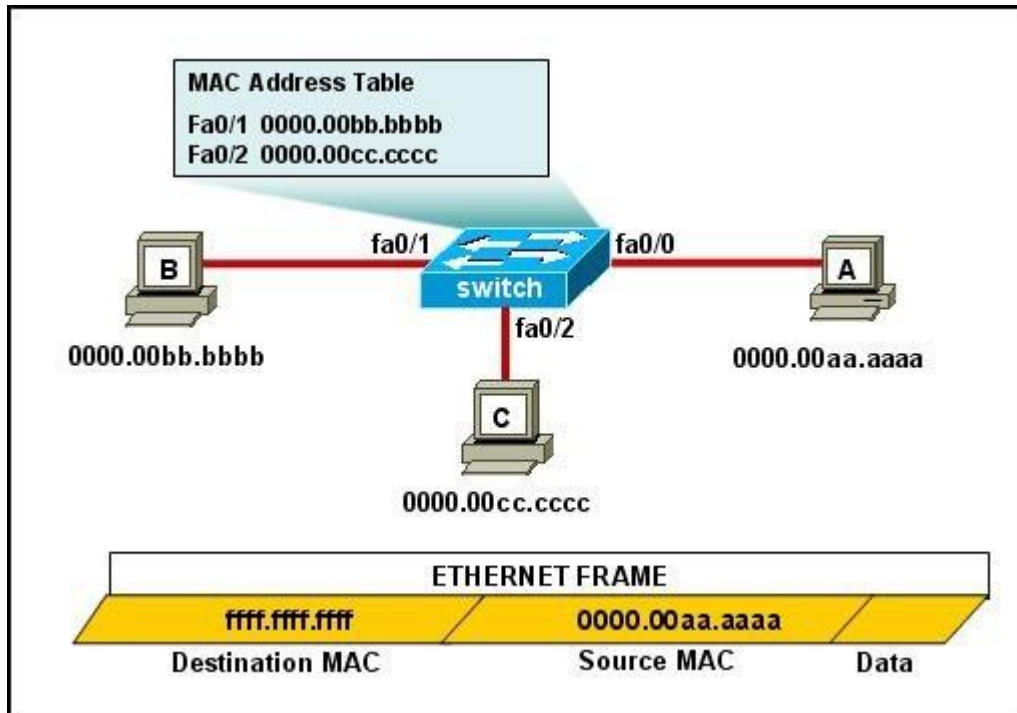
**Explanation/Reference:**

Explanation:

Switches analyze the destination MAC to make its forwarding decision since it is a layer 2 device. Routers use the destination IP address to make forwarding decisions.

#### **QUESTION 4**

Refer to the exhibit.



The MAC address table is shown in its entirety. The Ethernet frame that is shown arrives at the switch. What two operations will the switch perform when it receives this frame? (Choose two.)

- A. The switch will not forward a frame with this destination MAC address.
- B. The MAC address of 0000.00aa.aaaa will be added to the MAC Address Table.
- C. The MAC address of ffff.ffff.ffff will be added to the MAC address table.
- D. The frame will be forwarded out all active switch ports except for port fa0/0.
- E. The frame will be forwarded out fa0/0 and fa0/1 only.
- F. The frame will be forwarded out all the ports on the switch.

**Correct Answer:** BD

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

If the switch already has the MAC address in its table for the destination, it will forward the frame directly to the destination port. If it was not already in its

MAC table, then the frame would have been flooded out all ports except for the port that it came from.

#### QUESTION 5

A switch has 48 ports and 4 VLANs. How many collision and broadcast domains exist on the switch (collision, broadcast)?

- A. 4, 48
- B. 48, 4
- C. 48, 1
- D. 1, 48
- E. 4, 1

**Correct Answer:** B

**Section:** [none]

**Explanation**

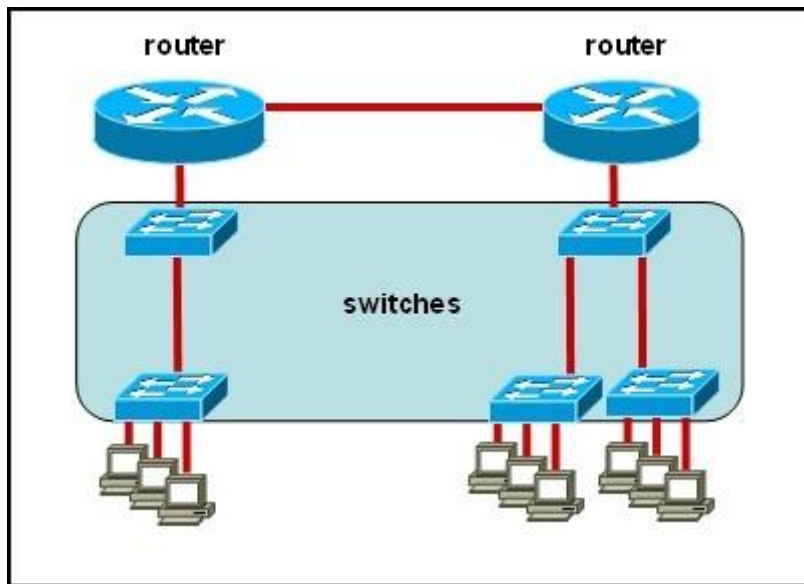
**Explanation/Reference:**

Explanation:

A switch uses a separate collision domain for each port, and each VLAN is a separate broadcast domain.

#### QUESTION 6

Refer to the exhibit.



All devices attached to the network are shown. How many collision domains are present in this network?

- A. 2
- B. 3
- C. 6
- D. 9
- E. 15

**Correct Answer:** E

**Section:** [none]

**Explanation**

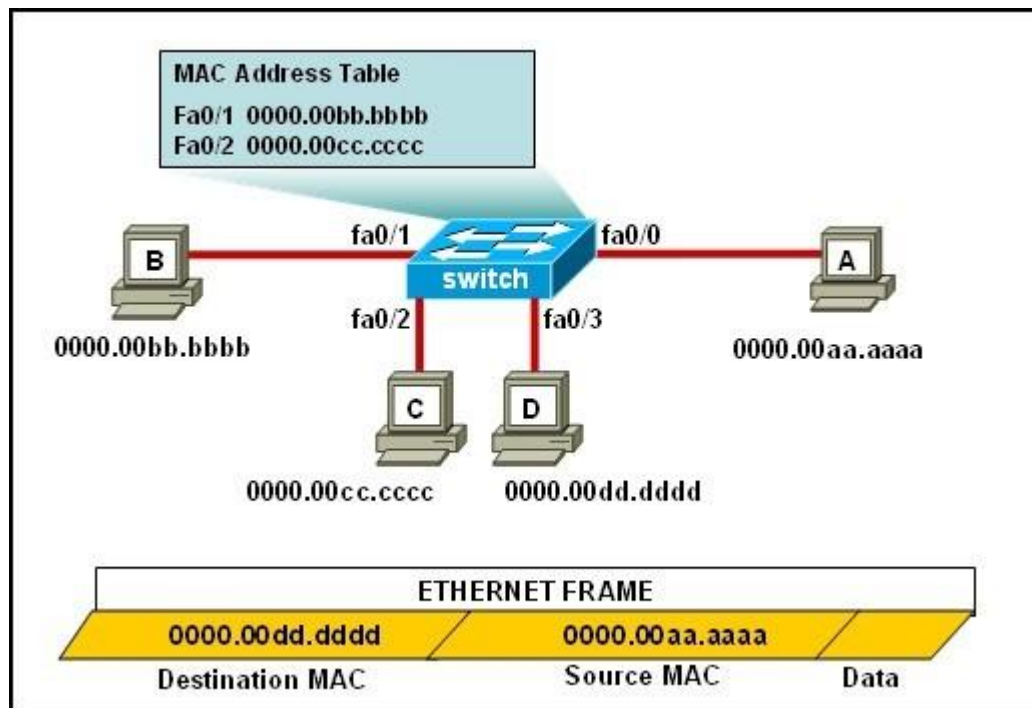
**Explanation/Reference:**

Explanation:

A switch uses a separate collision domain for each port so there are a total of 9 for each device shown. In addition to this, the switch to switch connections (3) are a separate collision domain. Finally, we add the switch to router connections (2) and the router to router connection (1) for a total of 15.

## QUESTION 7

Refer to the exhibit.



The ports that are shown are the only active ports on the switch. The MAC address table is shown in its entirety. The Ethernet frame that is shown arrives at the switch.

What two operations will the switch perform when it receives this frame? (Choose two.)

- A. The MAC address of 0000.00aa.aaaa will be added to the MAC address table.
- B. The MAC address of 0000.00dd.dddd will be added to the MAC address table.
- C. The frame will be forwarded out port fa0/3 only.
- D. The frame will be forwarded out fa0/1, fa0/2, and fa0/3.
- E. The frame will be forwarded out all the active ports.

**Correct Answer:** AD

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

If the switch already has the MAC address in its table for the destination, it will forward the frame directly to the destination port. If it was not already in its MAC table, then the frame would have been flooded out all ports except for the port that it came from. It will also add the MAC address of the source device to its MAC address table

**QUESTION 8**

How many simultaneous Telnet sessions does a Cisco router support by default?

- A. 1
- B. 2
- C. 3
- D. 4
- E. 5
- F. 6

**Correct Answer:** E

**Section:** [none]

**Explanation**

**Explanation/Reference:**

**QUESTION 9**

Refer to the exhibit.



Instructions
<p>This item contains several questions that you must answer. You can view these questions by clicking on the corresponding button to the left. Changing questions can be accomplished by clicking the numbers to the left of each question. In order to complete the questions, you will need to refer to the Exhibit.</p> <p>To gain access to the Exhibit, click on the Exhibit button at the bottom of the screen. When you have finished viewing the Exhibit, you can return to your questions by clicking on the Questions button to the left.</p> <p>Each of the windows can be minimized by clicking on the [-]. You can also reposition a window by dragging it by the title bar.</p>
Scenario
<p>Refer to the Exhibit. As the first step in verifying a local host configuration, a network technician issues the <b>ipconfig /all</b> command on a computer. Use the results of the command to answer the five questions shown on the Questions tab.</p>

```
Exhibit
C:\WINNT\system32\cmd.exe

Connection-specific DNS Suffix . : cisco.com
Description . . . . . : Intel(R) PRO/1000 MT Mobile

Physical Address. . . . . : 00-0D-60-FD-F0-34
DHCP Enabled. . . . . : Yes
Autoconfiguration Enabled . . . : Yes
IP Address. . . . . : 172.16.236.227
Subnet Mask . . . . . : 255.255.255.0
Default Gateway . . . . . : 172.16.236.1
DHCP Server . . . . . : 172.16.3.2
DNS Servers . . . . . : 10.4.8.1
                       : 10.5.2.22
Primary WINS Server . . . . . : 10.69.2.87
Secondary WINS Server . . . . . : 10.69.235.228
Lease Obtained . . . . . : Monday, June 11, 2007 9:26:45 AM
Lease Expires . . . . . : Thursday, June 14, 2007 9:26:45 AM

Ethernet adapter Local Area Connection:

Media State . . . . . : Cable Disconnected
Description . . . . . : Cisco Systems Wireless LAN Adapter

Physical Address. . . . . : 00-0E-9B-48-86-2A
```

What two things can the technician determine by successfully pinging from this computer to the IP address 172.16.236.1? (Choose two)

- A. The network card on the computer is functioning correctly.
- B. The default static route on the gateway router is correctly configured.
- C. The correct default gateway IP address is configured on the computer.
- D. The device with the IP address 172.16.236.1 is reachable over the network.
- E. The default gateway at 172.16.236.1 is able to forward packets to the internet.

**Correct Answer:** AD

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

The source and destination addresses are on the same network therefore, a default gateway is not necessary for communication between these two addresses.

**QUESTION 10**

What is the purpose of flow control?

- A. To ensure data is retransmitted if an acknowledgement is not received.
- B. To reassemble segments in the correct order at the destination device.
- C. To provide a means for the receiver to govern the amount of data sent by the sender.
- D. To regulate the size of each segment.

**Correct Answer:** C

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

<http://whatis.techtarget.com/definition/flow-control> Flow control is the management of data flow between computers or devices or between nodes in a network so that the data can be handled at an efficient pace. Too much data arriving before a device can handle it causes data overflow, meaning the data is either lost or must be retransmitted. For serial data transmission locally or in a network, the Xon/Xoff protocol can be used. For modem connections, either Xon/Xoff or CTS/RTS (Clear to Send/Ready to Send) commands can be used to control data flow.

In a network, flow control can also be applied by refusing additional device connections until the flow of traffic has subsided.

## Question Set 1

### QUESTION 1

Given a Class C IP address subnetted with a /30 subnet mask, how many valid host IP addresses are available on each of the subnets?

- A. 1
- B. 2
- C. 4
- D. 8
- E. 252
- F. 254

**Correct Answer:** B

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

/30 CIDR corresponds to mask 255.255.255.252 whose binary is 11111100 which means 6 subnet bits and 2 host bits which means 62 subnets and 2 hosts per subnet.

### QUESTION 2

Which one of the following IP addresses is the last valid host in the subnet using mask 255.255.255.224?

- A. 192.168.2.63
- B. 192.168.2.62
- C. 192.168.2.61
- D. 192.168.2.60
- E. 192.168.2.32

**Correct Answer:** B

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

With the 224 there are 8 networks with increments of 32 One of these is 32 64 96 128 160 192 224 where 224 is broadcast so 192 is last valid host out of given choices.

### QUESTION 3

What is the subnet address of 172.16.159.159/22?

- A. 172.16.0.0
- B. 172.16.128.0
- C. 172.16.156.0
- D. 172.16.159.0
- E. 172.16.159.128
- F. 172.16.192.0

**Correct Answer:** C

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

Converting to binary format it comes to 11111111.11111111.11111100.00000000 or 255.255.252.0 Starting with 172.16.0.0 and having increment of 4 we get.

#### **QUESTION 4**

What is the subnet address for the IP address 172.19.20.23/28?

- A. 172.19.20.0
- B. 172.19.20.15
- C. 172.19.20.16
- D. 172.19.20.20
- E. 172.19.20.32

**Correct Answer:** C

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

Using same logic as in question 8 we get this answer

#### **QUESTION 5**

An administrator is working with the 192.168.4.0 network, which has been subnetted with a /26 mask. Which two addresses can be assigned to hosts within the same subnet? (Choose two.)

- A. 192.168.4.61
- B. 192.168.4.63

- C. 192.168.4.67
- D. 192.168.4.125
- E. 192.168.4.128
- F. 192.168.4.132

**Correct Answer:** CD

**Section:** [none]

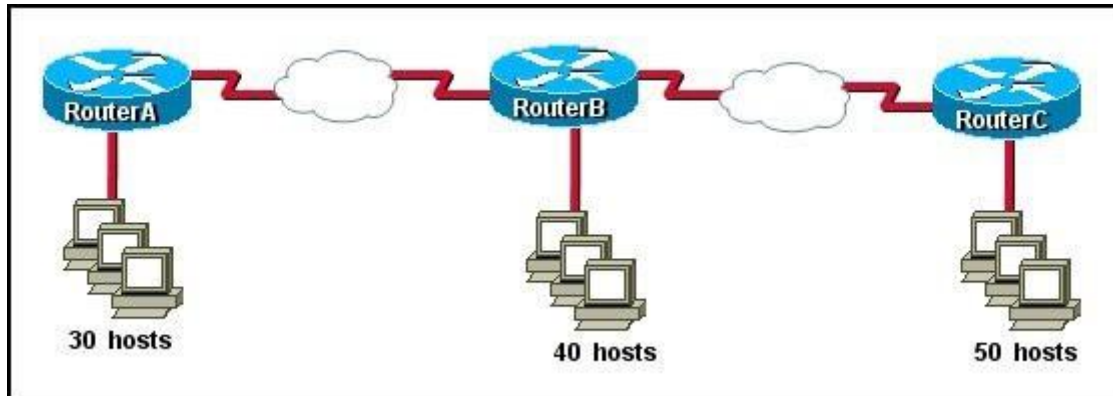
**Explanation**

**Explanation/Reference:**

Only the values of host with 67 and 125 fall within the range of /26 CIDR subnet mask, all others lie beyond it.

#### QUESTION 6

Refer to the exhibit.



The internetwork is using subnets of the address 192.168.1.0 with a subnet mask of 255.255.255.224. The routing protocol in use is RIP version 1. Which address could be assigned to the FastEthernet interface on RouterA?

- A. 192.168.1.31
- B. 192.168.1.64
- C. 192.168.1.127
- D. 192.168.1.190
- E. 192.168.1.192

**Correct Answer:** D

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

Subnet mask 255.255.255.224 with CIDR of /27 which results in 32 hosts per.

192.168.1.31 is the broadcast address for subnet '0' 192.168.1.64 is the network address for subnet '2'  
192.168.1.127 is the broadcast address for subnet '3' 192.168.1.192 is the network address for subnet '6'

Subnet	Network Address	Starting Host	End Host	Broadcast	Netmask
0	192.168.1.0	192.168.1.1	192.168.1.30	192.168.1.31	255.255.255.224
1	192.168.1.32	192.168.1.33	192.168.1.62	192.168.1.63	255.255.255.224
2	192.168.1.64	192.168.1.65	192.168.1.94	192.168.1.95	255.255.255.224
3	192.168.1.96	192.168.1.97	192.168.1.126	192.168.1.127	255.255.255.224
4	192.168.1.128	192.168.1.129	192.168.1.158	192.168.1.159	255.255.255.224
5	192.168.1.160	192.168.1.161	192.168.1.190	192.168.1.191	255.255.255.224
6	192.168.1.192	192.168.1.193	192.168.1.222	192.168.1.223	255.255.255.224
7	192.168.1.224	192.168.1.225	192.168.1.254	192.168.1.255	255.255.255.224

**QUESTION 7**

What is the network address for the host with IP address 192.168.23.61/28?

- A. 192.168.23.0
- B. 192.168.23.32
- C. 192.168.23.48
- D. 192.168.23.56
- E. 192.168.23.60

**Correct Answer:** C

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

Convert bit-length prefix to quad-dotted decimal representation, then from it find the number of bits used for subnetting you can find previously calculated number of subnets by separating subnets each having value of last bit used for subnet masking Find that your IP address is in which subnet,

that subnet's first address is network address and last address is broadcast address.  
Based on above steps the answer is option C

#### **QUESTION 8**

The network manager has requested a 300-workstation expansion of the network. The workstations are to be installed in a single broadcast domain, but each workstation must have its own collision domain. The expansion is to be as cost-effective as possible while still meeting the requirements.

Which three items will adequately fulfill the request? (Choose three).

- A. One IP subnet with a mask of 255.255.254.0
- B. Two IP subnets with a mask of 255.255.255.0
- C. Seven 48-port hubs
- D. Seven 48-port switches
- E. One router interface
- F. Seven router interfaces

**Correct Answer:** ADE

**Section:** [none]

**Explanation**

#### **Explanation/Reference:**

Explanation/Reference:

of 255.255.254.0 can absorb 510 hosts being 23 bits mask and also 7\*48 port switches can handle this much hosts and router interface is required to be minimum to avoid unnecessary wastage hence the answers.

#### **QUESTION 9**

What is the purpose of assigning an IP address to a switch?

- A. provides local hosts with a default gateway address
- B. allows remote management of the switch
- C. allows the switch to respond to ARP requests between two hosts
- D. ensures that hosts on the same LAN can communicate with each other

**Correct Answer:** B

**Section:** [none]

**Explanation**

#### **Explanation/Reference:**

Explanation:

Switch is a layer 2 device and doesn't use network layer for packet forwarding. The IP address may be used only for administrative purposes such as Telnet access or for network management purposes.



## QUESTION 10

An administrator must assign static IP addresses to the servers in a network. For network 192.168.20.24/29, the router is assigned the first usable host address while the sales server is given the last usable host address.

Which of the following should be entered into the IP properties box for the sales server?

- A. IP address: 192.168.20.14  
Subnet Mask: 255.255.255.248  
Default Gateway: 192.168.20.9
- B. IP address: 192.168.20.254  
Subnet Mask: 255.255.255.0  
Default Gateway: 192.168.20.1
- C. IP address: 192.168.20.30  
Subnet Mask: 255.255.255.248  
Default Gateway: 192.168.20.25
- D. IP address: 192.168.20.30  
Subnet Mask: 255.255.255.240  
Default Gateway: 192.168.20.17
- E. IP address: 192.168.20.30  
Subnet Mask: 255.255.255.240  
Default Gateway: 192.168.20.25

**Correct Answer: C**

**Section: [none]**

**Explanation**

**Explanation/Reference:**

## QUESTION 11

Which IP address is a private address?

- A. 12.0.0.1
- B. 168.172.19.39
- C. 172.20.14.36
- D. 172.33.194.30
- E. 192.169.42.34

**Correct Answer: C**

**Section: [none]**

## Explanation

### Explanation/Reference:

Explanation/Reference:

Private IP Address Ranges (RFC 1918)

Class	From	To	CIDR Mask	Decimal Mask
Class A (24 Bit)	10.0.0.0	10.255.255.255	/8	255.0.0.0
Class B (20 Bit)	172.16.0.0	172.31.255.255	/12	255.240.0.0
Class C (16 Bit)	192.168.0.0	192.168.255.255	/16	255.255.0.0

### QUESTION 12

Which command can you use to manually assign a static IPV6 address to a router interface?

- A. ipv6 address PREFIX\_1::1/64
- B. ipv6 autoconfig 2001:db8:2222:7272::72/64
- C. ipv6 autoconfig
- D. ipv6 address 2001:db8:2222:7272::72/64

**Correct Answer:** D

**Section:** [none]

**Explanation**

**Explanation/Reference:**

### QUESTION 13

Which two of these statements are true of IPv6 address representation? (Choose two.)

- A. There are four types of IPv6 addresses: unicast, multicast, anycast, and broadcast.
- B. A single interface may be assigned multiple IPv6 addresses of any type.
- C. Every IPv6 interface contains at least one loopback address.
- D. The first 64 bits represent the dynamically created interface ID.
- E. Leading zeros in an IPv6 16 bit hexadecimal field are mandatory.

**Correct Answer:** BC

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

[http://www.cisco.com/en/US/technologies/tk648/tk872/technologies\\_white\\_paper0900aecd8026\\_003d.pdf](http://www.cisco.com/en/US/technologies/tk648/tk872/technologies_white_paper0900aecd8026_003d.pdf)

A single interface may be assigned multiple addresses of any type (unicast, anycast, multicast). Every IPv6-enabled interface must contain at least one loopback and one link-local address. Optionally, every interface can have multiple unique local and global addresses. IPv6 host addresses can be assigned in multiple ways:

Static configuration

Stateless autoconfiguration

DHCPv6

When IPv6 is used over Ethernet networks, the Ethernet MAC address can be used to generate the 64-bit interface ID for the host. This is called the EUI-64 address. Since MAC addresses use 48 bits, additional bits must be inserted to fill the 64 bits required.

#### **QUESTION 14**

Which option is a valid IPv6 address?

- A. 2001:0000:130F::099a::12a
- B. 2002:7654:A1AD:61:81AF:CCC1
- C. FEC0:ABCD:WXYZ:0067::2A4
- D. 2004:1:25A4:886F::1

**Correct Answer:** D

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

<http://www.ipv6.com/articles/general/IPv6-Addressing.htm>

IPv6 Address Notation

IPv6 addresses are denoted by eight groups of hexadecimal quartets separated by colons in between them.

Following is an example of a valid IPv6 address: 2001:cdba:0000:0000:0000:0000:3257:9652 Any four-digit group of zeroes within an IPv6 address may be reduced to a single zero or altogether omitted.

Therefore, the following IPv6 addresses are similar and equally valid:

2001:cdba:0000:0000:0000:0000:3257:9652

2001:cdba:0:0:0:0:3257:9652

2001:cdba::3257:9652

The URL for the above address will be of the form:  
[http://\[2001:cdba:0000:0000:0000:0000:3257:9652\]/](http://[2001:cdba:0000:0000:0000:0000:3257:9652]/)

#### QUESTION 15

How many bits are contained in each field of an IPv6 address?

- A. 24
- B. 4
- C. 8
- D. 16

**Correct Answer:** D

**Section:** [none]

**Explanation**

#### **Explanation/Reference:**

Explanation/Reference:

[http://www.cisco.com/en/US/technologies/tk648/tk872/technologies\\_white\\_paper0900aecd8026\\_003d.pdf](http://www.cisco.com/en/US/technologies/tk648/tk872/technologies_white_paper0900aecd8026_003d.pdf)

One of the key advantages IPv6 brings is the exponentially larger address space. The following will outline the basic address architecture of IPv6. 128-bit-long addresses

Represented in hexadecimal format:

Uses CIDR principles: prefix/prefix length

x:x:x:x:x:x:x, where x is a 16-bit hex field

The last 64 bits are used for the interface ID

#### QUESTION 16

Which three approaches can be used while migrating from an IPv4 addressing scheme to an IPv6 scheme? (Choose three)

- A. static mapping of IPv4 address to IPv6 addresses
- B. configuring IPv4 tunnels between IPv6 islands
- C. use DHCPv6 to map IPv4 addresses to IPv6 addresses
- D. use proxying and translation (NAT-PT) to translate IPv6 packets into IPv4 packets
- E. configure IPv6 directly
- F. enable dual-stack routing

**Correct Answer:** BDF

**Section:** [none]

**Explanation**

#### **Explanation/Reference:**

Explanation/Reference:

<http://www.opus1.com/ipv6/howdoitransitiontoipv6.html> Connecting IPv6 islands with tunnels

An IPv6 island is a network made of IPv6 links directly connected by IPv6 routers. In the early days of IPv6 deployment, there are many IPv6 islands. IPv6 in IPv4 tunnels are used to connect those islands together. In each island, one (or more) dual stack routers are designated to encapsulate and decapsulate IPv6 packets within IPv4 packets. Different mechanisms have been developed to manage tunnels: automatic tunnels3, configured tunnels3, tunnel brokers3, 6over43, 6to43,...

Reference 2:

<http://www.petri.co.il/ipv6-transition.htm>

Network Address Translation - Protocol Translation (NAT-PT) The NAT-PT method enables the ability to either statically or dynamically configure a translation of a IPv4 network address into an IPv6 network address and vice versa. For those familiar with more typically NAT implementations, the operation is very similar but includes a protocol translation function. NAT-PT also ties in an Application Layer Gateway (ALG) functionality that converts Domain Name System (DNS) mappings between protocols.

#### Dual Stack

The simplest approach when transitioning to IPv6 is to run IPv6 on all of the devices that are currently running IPv4. If this is something that is possible within the organizational network, it is very easy to implement.

However, for many organizations, IPv6 is not supported on all of the IPv4 devices; in these situations other methods must be considered.

#### QUESTION 17

Which statement about IPv6 is true?

- A. Addresses are not hierarchical and are assigned at random.
- B. Only one IPv6 address can exist on a given interface.
- C. There are 2.7 billion addresses available.
- D. Broadcasts have been eliminated and replaced with multicasts.

**Correct Answer: D**

**Section: [none]**

**Explanation**

#### Explanation/Reference:

Explanation/Reference:

[http://technet.microsoft.com/en-us/library/cc757359\(v=ws.10\).aspx](http://technet.microsoft.com/en-us/library/cc757359(v=ws.10).aspx)

IPv6 has three types of addresses, which can be categorized by type and scope:

Unicast addresses. A packet is delivered to one interface. Multicast addresses. A packet is delivered to multiple interfaces. Anycast addresses. A packet is delivered to the nearest of multiple interfaces (in terms of routing distance).

IPv6 does not use broadcast messages.

Unicast and anycast addresses in IPv6 have the following scopes (for multicast addresses, the scope are built into the address structure):

Link-local. The scope is the local link (nodes on the same subnet). Site-local. The scope is the organization (private site addressing). Global. The scope is global (IPv6 Internet addresses). In addition, IPv6 has special addresses such as the loopback address. The scope of a special address depends on the type of special address.

Much of the IPv6 address space is unassigned.

## QUESTION 18

Which statements are TRUE regarding Internet Protocol version 6 (IPv6) addresses? (Choose three.)

- A. An IPv6 address is divided into eight 16-bit groups.
- B. A double colon (::) can only be used once in a single IPv6 address.
- C. IPv6 addresses are 196 bits in length.
- D. Leading zeros cannot be omitted in an IPv6 address.
- E. Groups with a value of 0 can be represented with a single 0 in IPv6 address.

**Correct Answer:** ABE

**Section:** [none]

**Explanation**

### Explanation/Reference:

Explanation/Reference:

IPv6 addresses are divided into eight 16-bit groups, a double colon (::) can only be used once in an IPv6 address, and groups with a value of 0 can be represented with a single 0 in an IPv6 address.

The following statements are also true regarding IPv6 address:

IPv6 addresses are 128 bits in length.

Eight 16-bit groups are divided by a colon (:).

Multiple groups of 16-bit 0s can be represented with double colon (::).

Double colons (::) represent only 0s.

Leading zeros can be omitted in an IPv6 address.

The option stating that IPv6 addresses are 196 bits in length is incorrect. IPv6 addresses are 128 bits in length.

The option stating that leading zeros cannot be omitted in an IPv6 address is incorrect. Leading zeros can be omitted in an IPv6 address.

## QUESTION 19

Which of the following IP addresses are valid Class B host addresses if a default Class B mask is in use? (Choose two.)

- A. 10.6.8.35
- B. 133.6.5.4
- C. 192.168.5.9
- D. 127.0.0.1
- E. 190.6.5.4

**Correct Answer:** BE

**Section:** [none]

**Explanation**

### Explanation/Reference:

Explanation/Reference:

The IP addresses 133.6.5.4 and 190.6.5.4 are both valid Class B addresses when a default mask is in use.

The Class B default mask is 255.255.0.0 and the range of valid addresses is 128.0.0.0- 191.255.255.255.

The IP address 10.6.8.35 is a Class A address. The Class A default mask is 255.0.0.0 and the range of valid addresses is 1.0.0.0 - 127.255.255.255, with the exception of the range 127.0.0.1 - 127.255.255.255, which is reserved and cannot be assigned. The IP address 192.168.5.9 is a Class C address. The Class C default mask is 255.255.255.0 and the range of valid addresses is 192.0.0.0 - 223.255.255.255. The IP address 127.0.0.1 is a Class A address, but it comes from a reserved portion that cannot be assigned.

The range 127.0.0.1 - 127.255.255.255 is used for diagnostics, and although any address in the range will work as a diagnostic address, 127.0.0.1 is known as the loopback address. If you can ping this address, or any address in the 127.0.0.1 - 127.255.255.255 range, then the NIC is working and TCP/IP is installed. The Class A default mask is 255.0.0.0 and the range of valid addresses is 1.0.0.0 - 127.255.255.255, with the exception of the range 127.0.0.1 - 127.255.255.255, which is reserved and cannot be assigned.

Class	Address Range	Supports
Class A	1.0.0.1 to 126.255.255.254	Supports 16 million hosts on each of 127 networks.
Class B	128.1.0.1 to 191.255.255.254	Supports 65,000 hosts on each of 16,000 networks.
Class C	192.0.1.1 to 223.255.254.254	Supports 254 hosts on each of 2 million networks.
Class D	224.0.0.0 to 239.255.255.255	Reserved for multicast groups.
Class E	240.0.0.0 to 254.255.255.254	Reserved for future use, or Research and Development Purposes.

#### QUESTION 20

How many addresses will be available for dynamic NAT translation when a router is configured with the following commands?

```
Router(config)#ip nat pool TAME 209.165.201.23 209.165.201.30 netmask 255.255.255.224 Router(config)#ip nat inside source list 9 pool TAME
```

- A. 7
- B. 8
- C. 9
- D. 10
- E. 24
- F. 32

**Correct Answer:** B

**Section:** [none]

## **Explanation**

### **Explanation/Reference:**

Explanation/Reference:

209.165.201.23 to 209.165.201.30 provides for 8 addresses.



## Question Set 1

### QUESTION 1

Which two of these functions do routers perform on packets? (Choose two.)

- A. Examine the Layer 2 headers of inbound packets and use that information to determine the next hops for the packets
- B. Update the Layer 2 headers of outbound packets with the MAC addresses of the next hops
- C. Examine the Layer 3 headers of inbound packets and use that information to determine the next hops for the packets
- D. Examine the Layer 3 headers of inbound packets and use that information to determine the complete paths along which the packets will be routed to their ultimate destinations
- E. Update the Layer 3 headers of outbound packets so that the packets are properly directed to valid next hops
- F. Update the Layer 3 headers of outbound packets so that the packets are properly directed to their ultimate destinations

**Correct Answer:** BC

**Section:** [none]

**Explanation**

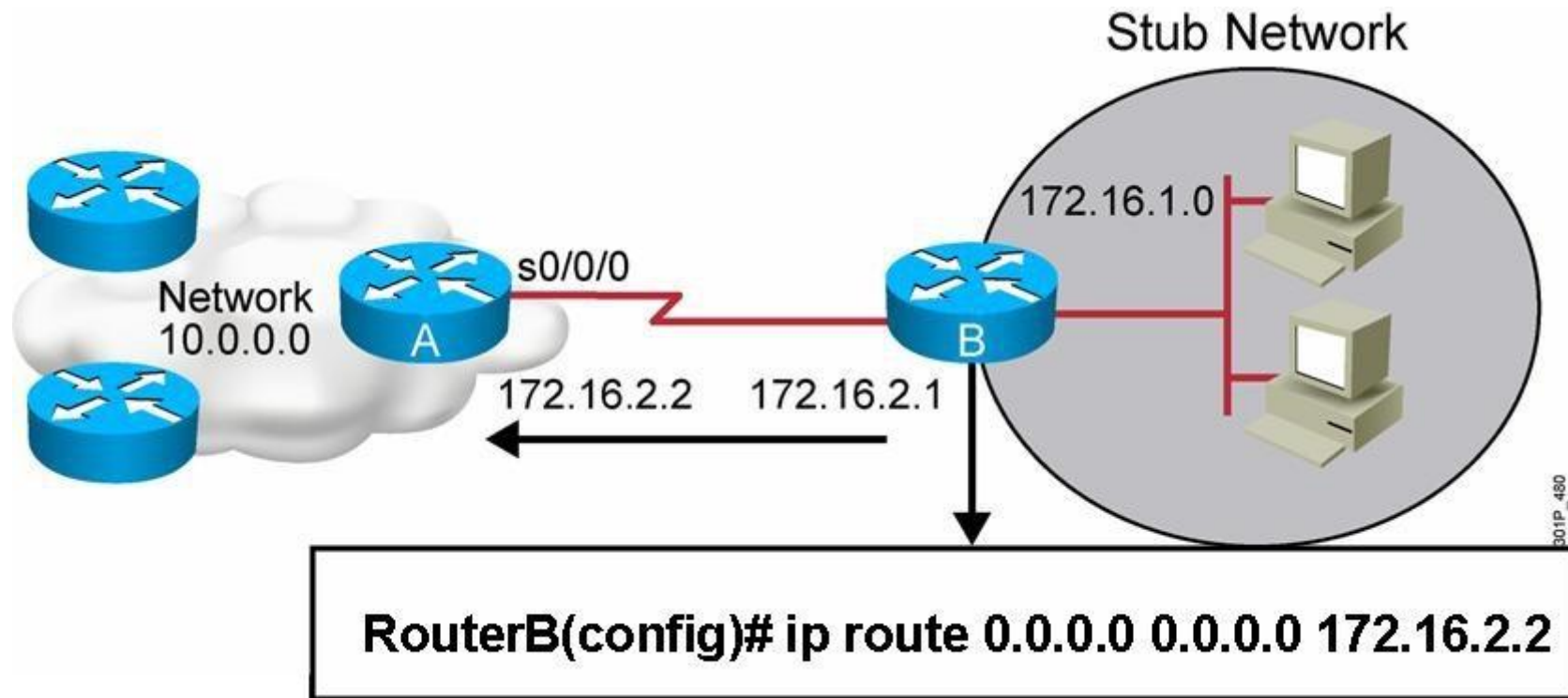
**Explanation/Reference:**

Explanation/Reference:

This is the basic function of the router to receive incoming packets and then forward them to their required destination. This is done by reading layer 3 headers of inbound packets and update the info to layer 2 for further hopping.

### QUESTION 2

Refer to the exhibit.



Which two statements are correct? (Choose two.)

- A. This is a default route.
- B. Adding the subnet mask is optional for the ip route command.
- C. This will allow any host on the 172.16.1.0 network to reach all known destinations beyond RouterA.
- D. This command is incorrect, it needs to specify the interface, such as s0/0/0 rather than an IP address.
- E. The same command needs to be entered on RouterA so that hosts on the 172.16.1.0 network can reach network 10.0.0.0.

**Correct Answer:** AC

**Section:** [none]

**Explanation**

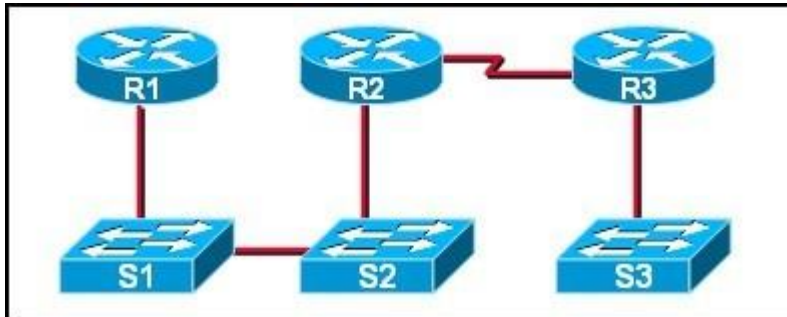
**Explanation/Reference:**

Explanation/Reference:

This is obviously the default value for the route which is set between the routers and since it is entered in such a manner that it ensures connectivity between the stub network and any host lying beyond RouterA.

**QUESTION 3**

Refer to the exhibit.



If CDP is enabled on all devices and interfaces, which devices will appear in the output of a show cdp neighbors command issued from R2?

- A. R2 and R3
- B. R1 and R3
- C. R3 and S2
- D. R1, S1, S2, and R3
- E. R1, S1, S2, R3, and S3

**Correct Answer:** C

**Section:** [none]

**Explanation**

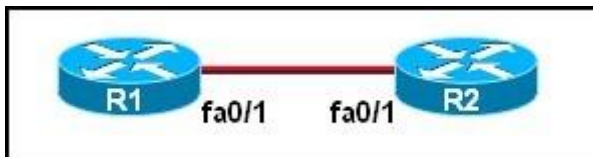
**Explanation/Reference:**

Explanation/Reference:

A Cisco device enabled with CDP sends out periodic interface updates to a multicast address in order to make itself known to neighbors. Since it is a layer two protocol, these packets are not routed. So the devices detected would be immediate connected neighbors.

**QUESTION 4**

Refer to the exhibit.



The two routers have had their startup configurations cleared and have been restarted. At a minimum, what must the administrator do to enable CDP to exchange information between R1 and R2?

- A. Configure the router with the cdp enable command.
- B. Enter no shutdown commands on the R1 and R2 fa0/1 interfaces.
- C. Configure IP addressing and no shutdown commands on both the R1 and R2 fa0/1 interfaces.
- D. Configure IP addressing and no shutdown commands on either of the R1 or R2 fa0/1 interfaces.

**Correct Answer:** B

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

If the shut down commands are not entered, then CDP can exchange information between the two routers, else it would fail.

#### **QUESTION 5**

Which two commands will display the current IP address and basic Layer 1 and 2 status of an interface? (Choose two.)

- A. router#show version
- B. router#show ip interface
- C. router#show protocols
- D. router#show controllers
- E. router#show running-config

**Correct Answer:** BC

**Section:** [none]

**Explanation**

**Explanation/Reference:**

#### **QUESTION 6**

An administrator is in the process of changing the configuration of a router. What command will allow the administrator to check the changes that have been made prior to saving the new configuration?

- A. Router# show startup-config
- B. Router# show current-config
- C. Router# show running-config
- D. Router# show memory

- E. Router# show flash
- F. Router# show processes

**Correct Answer:** C

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

This command followed by the appropriate parameter will show the running config hence the admin will be able to see what changes have been made, and then they can be saved.

#### **QUESTION 7**

On a live network, which commands will verify the operational status of router interfaces? (Choose two.)

- A. Router# show interfaces
- B. Router# show ip protocols
- C. Router# debug interface
- D. Router# show ip interface brief
- E. Router# show start

**Correct Answer:** AD

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

Both these commands will show the current status of the interfaces, either in show or debug mode both will display the information.

#### **QUESTION 8**

Which router command will configure an interface with the IP address 10.10.80.1/19?

- A. router(config-if)# ip address 10.10.80.1/19
- B. router(config-if)# ip address 10.10.80.1 255.255.0.0
- C. router(config-if)# ip address 10.10.80.1 255.255.255.0
- D. router(config-if)# ip address 10.10.80.1 255.255.224.0
- E. router(config-if)# ip address 10.10.80.1 255.255.240.0
- F. router(config-if)# ip address 10.10.80.1 255.255.255.240

**Correct Answer:** D

Section: [none]

Explanation

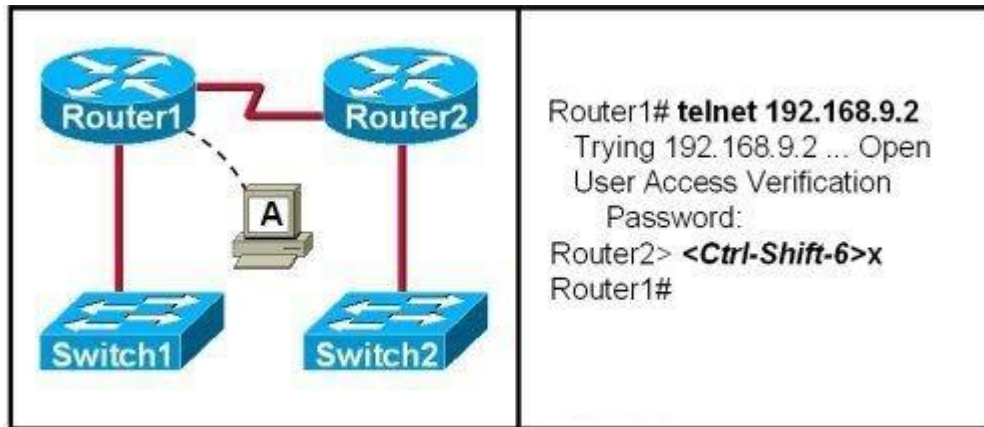
Explanation/Reference:

Explanation/Reference:

255.255.224 equal /19 in CIDR format hence the answer

#### QUESTION 9

Refer to the exhibit.



If the resume command is entered after the sequence that is shown in the exhibit, which router prompt will be displayed?

- A. Router1>
- B. Router1#
- C. Router2>
- D. Router2#

Correct Answer: C

Section: [none]

Explanation

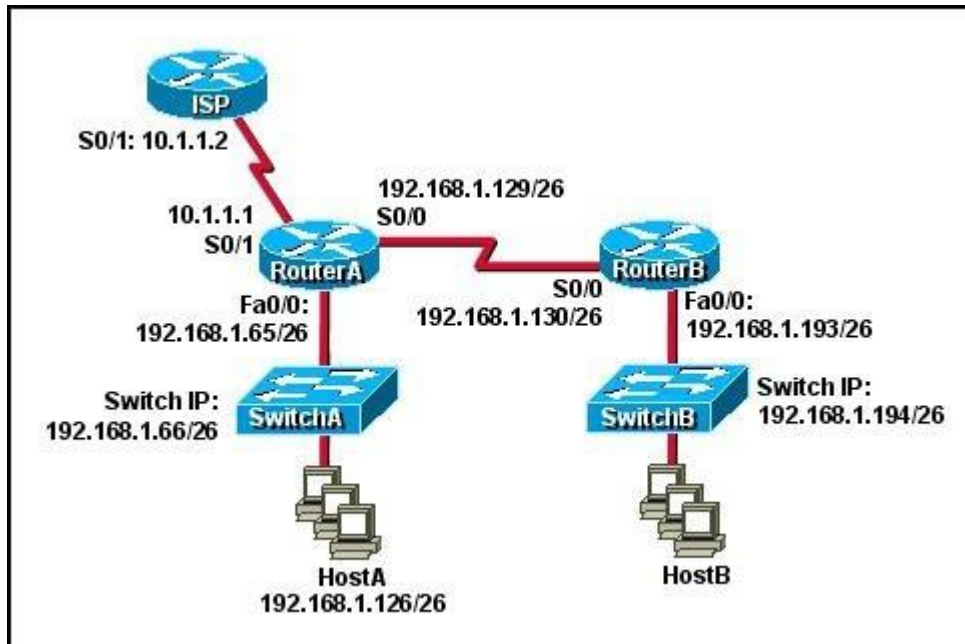
Explanation/Reference:

Explanation/Reference:

After resuming the telnet session by using the Enter key after it has been suspended, it will resume back to the telnet session so it will be back to the router2> prompt.

#### QUESTION 10

Refer to the exhibit.



Which default gateway address should be assigned to HostA?

- A. 192.168.1.1
- B. 192.168.1.65
- C. 192.168.1.66
- D. 192.168.1.129
- E. 10.1.1.1
- F. 10.1.1.2

**Correct Answer:** B

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

It should be one less than the switch IP to which it is connected so it will be B.

**QUESTION 11**

Refer to the output of the corporate router routing table shown in the graphic.

```
Corp#show ip route
...
Gateway of last resort is not set

C 192.168.13.0/24 is directly connected, Serial0/1
C 192.168.14.0/24 is directly connected, FastEthernet0/0
C 192.168.15.0/24 is directly connected, Serial0/0.102
C 192.168.20.0/24 is directly connected, Serial0/0.117
R 192.168.21.0/24 [120/3] via 192.168.15.2, 00:00:05, Serial0/0.102
R 192.168.21.0/24 [120/3] via 192.168.15.2, 00:00:05, Serial0/0.102
R 192.168.21.0/24 [120/3] via 192.168.20.2, 00:00:25, Serial0/0.117
R 192.168.21.0/24 [120/3] via 192.168.20.2, 00:00:25, Serial0/0.117
R 192.168.21.0/24 [120/3] via 192.168.20.2, 00:00:25, Serial0/0.117
R 192.168.214.0/24 [120/1] via 192.168.14.2, 00:00:22, FastEthernet0/0
```

The corporate router receives an IP packet with a source IP address of 192.168.214.20 and a destination address of 192.168.22.3.

What will the router do with this packet?

- A. It will encapsulate the packet as Frame Relay and forward it out interface Serial 0/0.117.
- B. It will discard the packet and send an ICMP Destination Unreachable message out interface FastEthernet 0/0.
- C. It will forward the packet out interface Serial 0/1 and send an ICMP Echo Reply message out interface serial 0/0.102.
- D. It will change the IP packet to an ARP frame and forward it out FastEthernet 0/0.

**Correct Answer:** B

**Section:** [none]

**Explanation**

**Explanation/Reference:**

**QUESTION 12**

What is the default administrative distance of the OSPF routing protocol?

- A. 90



- B. 100
- C. 110
- D. 120
- E. 130
- F. 170

**Correct Answer:** C

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

Default Distance Value Table

This table lists the administrative distance default values of the protocols that Cisco supports:

Route Source	Default Distance Values
Connected interface	0
Static route	1
Enhanced Interior Gateway Routing Protocol (EIGRP) summary route	5
External Border Gateway Protocol (BGP)	20
Internal EIGRP	90
IGRP	100
OSPF	110
Intermediate System-to-Intermediate System (IS-IS)	115
Routing Information Protocol (RIP)	120
Exterior Gateway Protocol (EGP)	140
On Demand Routing (ODR)	160
External EIGRP	170
Internal BGP	200
Unknown*	255

If the administrative distance is 255, the router does not believe the source of that route and does not install the route in the routing table.

### QUESTION 13

To allow or prevent load balancing to network 172.16.3.0/24, which of the following commands could be used in R2? (Choose two.)

**Instructions**

This item contains several questions that you must answer. You can view these questions by clicking on the corresponding button to the left. Changing questions can be accomplished by clicking the numbers to the left of each question. In order to complete the questions, you will need to refer to the topology.

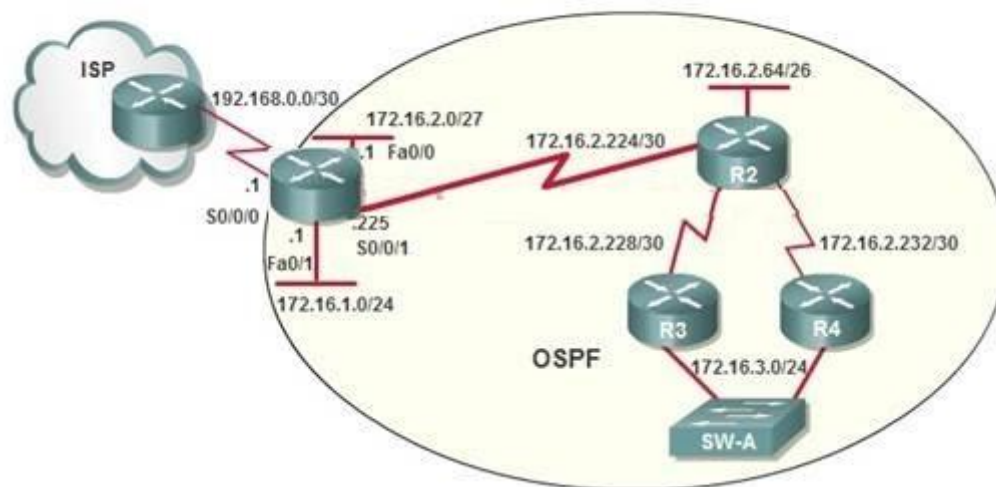
To gain access to the topology, click on the topology button at the bottom of the screen. When you have finished viewing the topology, you can return to your questions by **clicking on the Questions button to the left**.

Each of the windows can be minimized by clicking on the [-]. You can also reposition a window by dragging it by the title bar.

**Scenario**

Refer to the topology. Using the information shown, answer the four questions shown on the Questions tab.

## Topology



- A. R2(config-if)#clock rate
- B. R2(config-if)#bandwidth
- C. R2(config-if)#ip ospf cost
- D. R2(config-if)#ip ospf priority
- E. R2(config-router)#distance ospf

**Correct Answer:** BC

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

[http://www.cisco.com/en/US/tech/tk365/technologies\\_white\\_paper09186a0080094e9e.shtml#t6](http://www.cisco.com/en/US/tech/tk365/technologies_white_paper09186a0080094e9e.shtml#t6)

The cost (also called metric) of an interface in OSPF is an indication of the overhead required to send packets across a certain interface. The cost of an interface is inversely proportional to the bandwidth of that interface. A higher bandwidth indicates a lower cost. There is more overhead (higher cost) and time delays involved in crossing a 56k serial line than crossing a 10M Ethernet line. The formula used to calculate the cost is:

Cost = 10000 0000/bandwidth in bps

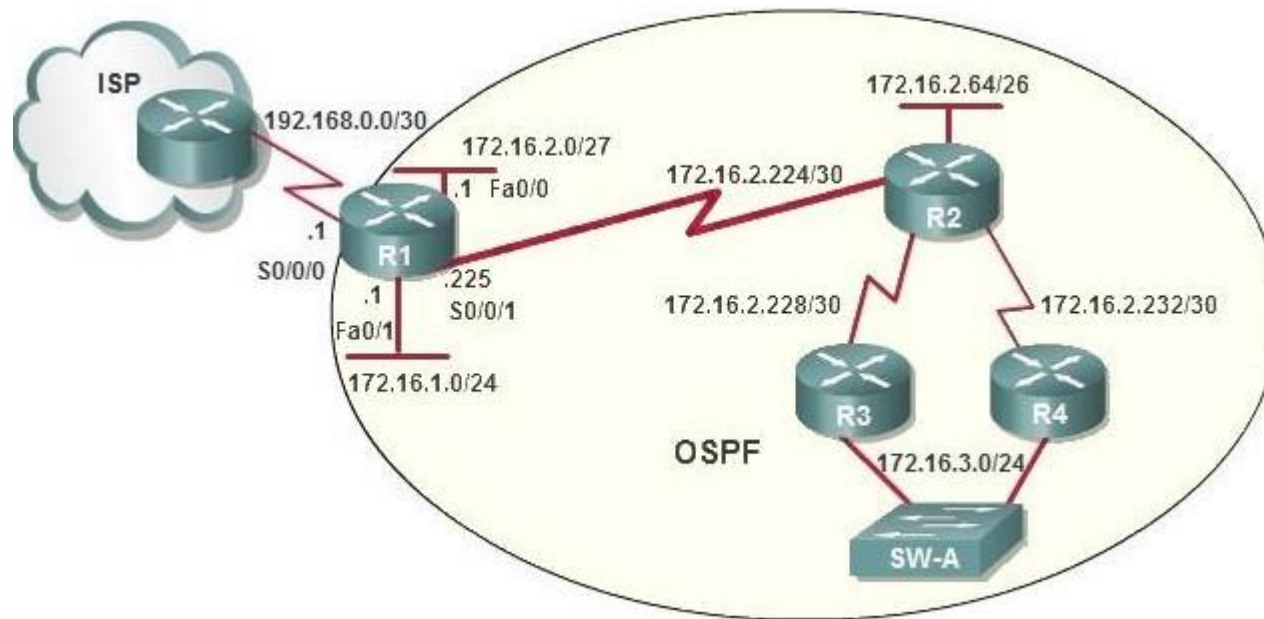
For example, it will cost  $10 \text{ EXP}8/10 \text{ EXP}7 = 10$  to cross a 10M Ethernet line and will cost  $10 \text{ EXP}8/1544000 = 64$  to cross a T1 line.

By default, the cost of an interface is calculated based on the bandwidth; you can force the cost of an interface with the ip ospf cost <value> interface

subconfiguration mode command.

#### QUESTION 14

After the network has converged, what type of messaging, if any, occurs between R3 and R4?



- A. No messages are exchanged
- B. Hellos are sent every 10 seconds.
- C. The full database from each router is sent every 30 seconds.
- D. The routing table from each router is sent every 60 seconds.

**Correct Answer:** B

**Section:** [none]

**Explanation**

#### **Explanation/Reference:**

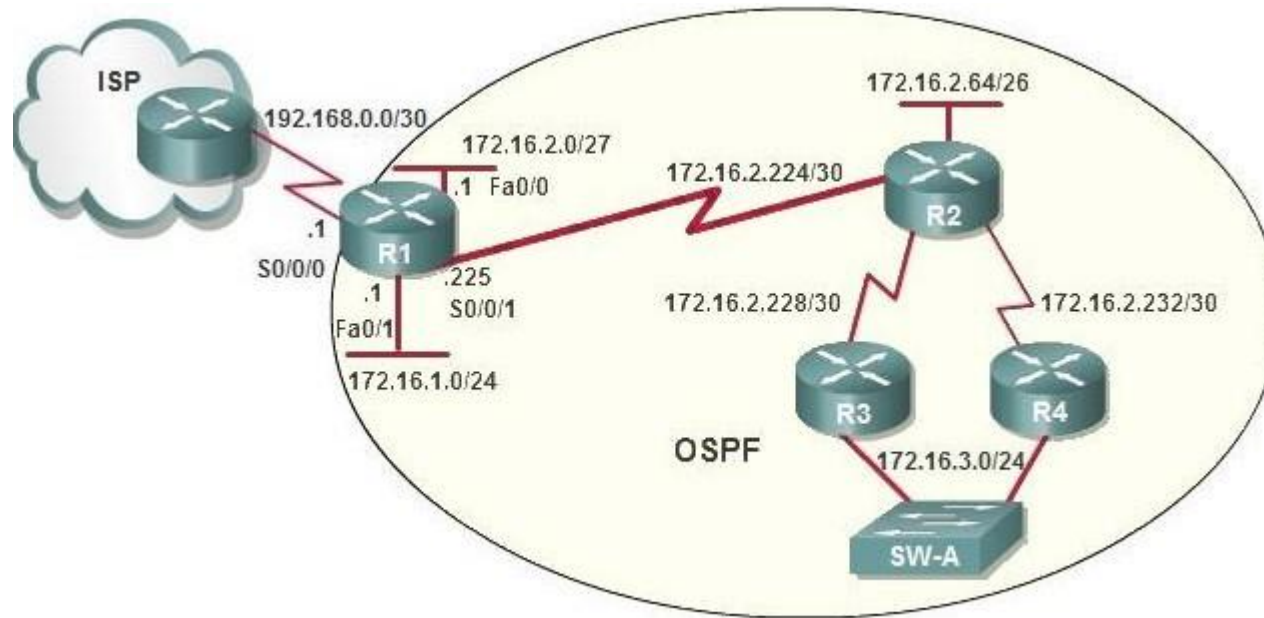
Explanation/Reference:

HELLO messages are used to maintain adjacent neighbors so even when the network is converged, hellos are still exchanged. On broadcast and point-to-point links, the default is 10 seconds, on NBMA the default is 30 seconds.

Although OSPF is a link-state protocol the full database from each router is sent every 30 minutes (not seconds) therefore, C and D are not correct.

**QUESTION 15**

OSPF is configured using default classful addressing. With all routers and interfaces operational, how many networks will be in the routing table of R1 that are indicated to be learned by OSPF?



- A. 2
- B. 3
- C. 4
- D. 5
- E. 6
- F. 7

**Correct Answer:** C

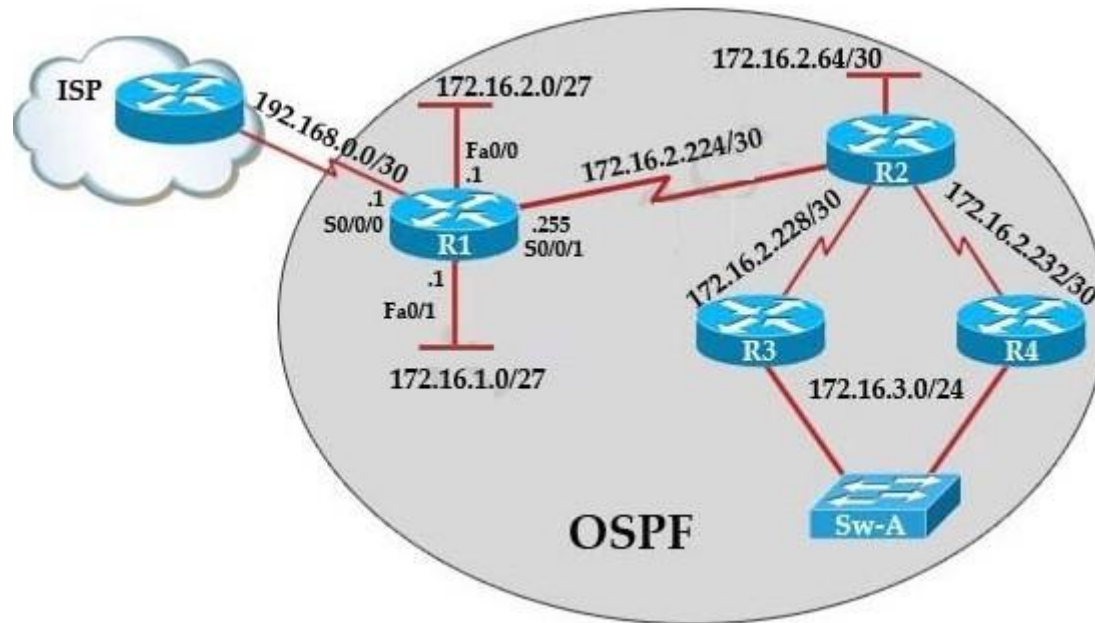
**Section:** [none]

**Explanation**

**Explanation/Reference:**

**QUESTION 16**

R1 is configured with the default configuration of OSPF. From the following list of IP addresses configured on R1, which address will the OSPF process select as the router ID?



- A. 192.168.0.1
- B. 172.16.1.1
- C. 172.16.2.1
- D. 172.16.2.225

**Correct Answer:** A

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

The Router ID (RID) is an IP address used to identify the router and is chosen using the following sequence.

- + The highest IP address assigned to a loopback (logical) interface.
- + If a loopback interface is not defined, the highest IP address of all active router's physical interfaces will be chosen.

- + The router ID can be manually assigned

In this case, because a loopback interface is not configured so the highest active IP address 192.168.0.1 is chosen as the router ID.

### QUESTION 17

ROUTER# show ip route

192.168.12.0/24 is variably subnetted, 9 subnets, 3 masks C 192.168.12.64 /28 is directly connected, Loopback1 C 192.168.12.32 /28 is directly connected, Ethernet0 C 192.168.12.48 /28 is directly connected, Loopback0 O 192.168.12.236 /30 [110/128] via 192.168.12.233, 00:35:36, Serial0 C 192.168.12.232 /30 is directly connected, Serial0 O 192.168.12.245 /30 [110/782] via 192.168.12.233, 00:35:36, Serial0 O 192.168.12.240 /30 [110/128] via 192.168.12.233, 00:35:36, Serial0 O 192.168.12.253 /30 [110/782] via 192.168.12.233, 00:35:37, Serial0 O 192.168.12.249 /30 [110/782] via 192.168.12.233, 00:35:37, Serial0 O 192.168.12.240/30 [110/128] via 192.168.12.233, 00:35:36, Serial 0

To what does the 128 refer to in the router output above?

- A. OSPF cost
- B. OSPF priority
- C. OSPF hop count
- D. OSPF ID number
- E. OSPF administrative distance

**Correct Answer:** A

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

The first parameter is the Administrative Distance of OSPF (110) while the second parameter is the cost of OSPF.

### QUESTION 18

Which of the following describe the process identifier that is used to run OSPF on a router? (Choose two)

- A. It is locally significant.
- B. It is globally significant.
- C. It is needed to identify a unique instance of an OSPF database.
- D. It is an optional parameter required only if multiple OSPF processes are running on the router.
- E. All routers in the same OSPF area must have the same process ID if they are to exchange routing information.

**Correct Answer:** AC

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

<https://learningnetwork.cisco.com/thread/6248>

They are locally significant only, and have no bearing on the structure of any OSPF packet or LSA update. So you can have a separate process-id on every single router in your network if you so desire!

## QUESTION 19

Which address are OSPF hello packets addressed to on point-to-point networks?

- A. 224.0.0.5
- B. 172.16.0.1
- C. 192.168.0.5
- D. 223.0.0.1
- E. 254.255.255.255

**Correct Answer:** A

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

Why Does the show ip ospf neighbor Command Reveal Neighbors in the Init State?

[http://www.cisco.com/en/US/tech/tk365/technologies\\_tech\\_note09186a0080093f11.shtml](http://www.cisco.com/en/US/tech/tk365/technologies_tech_note09186a0080093f11.shtml)

OSPF hello packets have a destination address of 224.0.0.5 (the all ospf routers multicast address).

## QUESTION 20

Some routers have been configured with default routes. What are some of the advantages of using default routes? (Choose two)

- A. They establish routes that will never go down.
- B. They keep routing tables small.
- C. They require a great deal of CPU power.
- D. They allow connectivity to remote networks that are not in the routing table
- E. They direct traffic from the internet into corporate networks.

**Correct Answer:** BD

**Section:** [none]

**Explanation**

**Explanation/Reference:**

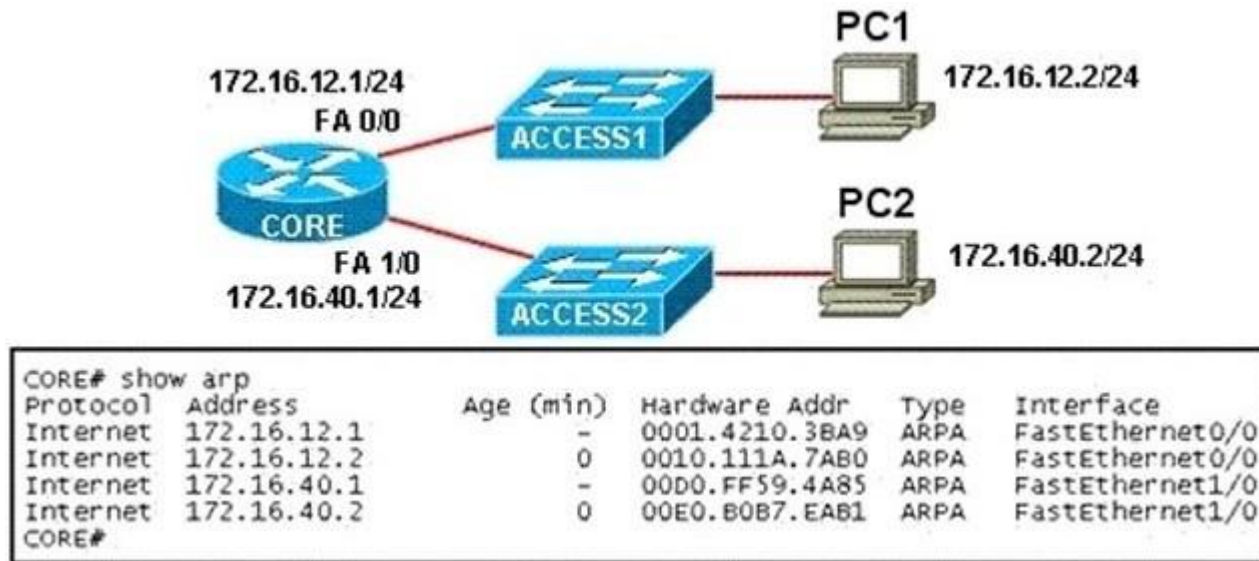
Explanation/Reference:

Cisco administration 101: What you need to know about default routes Reference:



### QUESTION 21

Refer to the exhibit.



PC1 pings PC2. What three things will CORE router do with the data that is received from PC1? (Choose three.)

- A. The data frames will be forwarded out interface FastEthernet0/1 of CORE router.
- B. The data frames will be forwarded out interface FastEthernet1/0 of CORE router.
- C. CORE router will replace the destination IP address of the packets with the IP address of PC2.
- D. CORE router will replace the MAC address of PC2 in the destination MAC address of the frames.
- E. CORE router will put the IP address of the forwarding FastEthernet interface in the place of the source IP address in the packets.
- F. CORE router will put the MAC address of the forwarding FastEthernet interface in the place of the source MAC address.

**Correct Answer:** BDF

**Section:** [none]

**Explanation**

**Explanation/Reference:**

### QUESTION 22

Which three statements are correct about RIP version 2? (Choose three)

- A. It uses broadcast for its routing updates.
- B. It supports authentication.
- C. It is a classless routing protocol.
- D. It has a lower default administrative distance than RIP version 1.
- E. It has the same maximum hop count as RIP version 1.
- F. It does not send the subnet mask in updates.

**Correct Answer:** BCE

**Section:** [none]

**Explanation**

**Explanation/Reference:**

#### QUESTION 23

Refer to the exhibit.

Neighbor_ID	Pri	State	Dead Time	Address	Interface
208.149.23.194	1	Full/DR	00:00:33	190.172.32.10	Ethernet1
208.149.23.60	1	Full/BDR	00:00:33	190.172.32.10	Ethernet0
208.149.23.130	1	Full/DR	00:00:39	190.172.32.10	Ethernet0

Why are two OSPF designated routers identified on Core-Router?

- A. Core-Router is connected to more than one multi-access network.
- B. The router at 208.149.23.130 is a secondary DR in case the primary fails.
- C. Two router IDs have the same OSPF priority and are therefore tied for DR election
- D. The DR election is still underway and there are two contenders for the role.

**Correct Answer:** A

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

OSPF elects one DR per multi-access network. In the exhibit there are two DR so there must be more than one multi-access network.

**QUESTION 24**

What is the OSPF default frequency, in seconds, at which a Cisco router sends hello packets on a multi-access network?

- A. 10
- B. 40
- C. 30
- D. 20

**Correct Answer:** A

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

On broadcast multiaccess and point-to-point links, the default is 10 seconds. On NBMA, the default is 30 seconds.

**QUESTION 25**

What does the "Inside Global" address represent in the configuration of NAT?

- A. the summarized address for all of the internal subnetted addresses
- B. the MAC address of the router used by inside hosts to connect to the Internet
- C. a globally unique, private IP address assigned to a host on the inside network
- D. a registered address that represents an inside host to an outside network

**Correct Answer:** D

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

NAT: Local and Global Definitions

[http://www.cisco.com/en/US/tech/tk648/tk361/technologies\\_tech\\_note09186a0080094837.shtml](http://www.cisco.com/en/US/tech/tk648/tk361/technologies_tech_note09186a0080094837.shtml)

Explanation:

Cisco defines these terms as:

Inside local address--The IP address assigned to a host on the inside network. This is the address configured as a parameter of the computer OS or received via dynamic address allocation protocols such as DHCP. The address is likely not a legitimate IP address assigned by the Network Information Center (NIC) or service provider. Inside global address--A legitimate IP address assigned by the NIC or service provider that represents one or more inside local IP addresses to the outside world. Outside local address--The IP address of an outside host as it appears to the inside network. Not necessarily a legitimate address, it is allocated from an address space routable on the inside. Outside global address--The IP address assigned to a

host on the outside network by the host owner.

The address is allocated from a globally routable address or network space. These definitions still leave a lot to be interpreted. For this example, this document redefines these terms by first defining local address and global address. Keep in mind that the terms inside and outside are NAT definitions. Interfaces on a NAT router are defined as inside or outside with the NAT configuration commands, `ip nat inside destination` and `ip nat outside source`. Networks to which these interfaces connect can then be thought of as inside networks or outside networks, respectively.

Local address--A local address is any address that appears on the inside portion of the network. Global address--A global address is any address that appears on the outside portion of the network.

## Question Set 1

### QUESTION 1

What is the best practice when assigning IP addresses in a small office of six hosts?

- A. Use a DHCP server that is located at the headquarters.
- B. Use a DHCP server that is located at the branch office.
- C. Assign the addresses by using the local CDP protocol.
- D. Assign the addresses statically on each node.

**Correct Answer:** D

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

Its best to use static addressing scheme where the number of systems is manageable rather than use dynamic protocol as it is easy to operate and manage.

### QUESTION 2

When configuring NAT, the Internet interface is considered to be what?

- A. local
- B. inside
- C. global
- D. outside

**Correct Answer:** D

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

Network address translation or NAT requires the Internet to be considered as an outside interface else it won't serve the purpose it intends to.

### QUESTION 3

The ip helper-address command does what?

- A. assigns an IP address to a host
- B. resolves an IP address from a DNS server

- C. relays a DHCP request across networks
- D. resolves an IP address overlapping issue

**Correct Answer:** C

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

<http://cisco.net.com/tcpip/dhcp/107-how-to-use-ip-helper-address-to-connect-remote-dhcp-server.html>

When the DHCP client sends the DHCP request packet, it doesn't have an IP address. So it uses the all-zeroes address, 0.0.0.0, as the IP source address. And it doesn't know how to reach the DHCP server, so it uses a general broadcast address, 255.255.255.255, for the destination. So the router must replace the source address with its own IP address, for the interface that received the request. And it replaces the destination address with the address specified in the ip helper-address command. The client device's MAC address is included in the payload of the original DHCP request packet, so the router doesn't need to do anything to ensure that the server receives this information.

#### QUESTION 4

The network administrator is using a Windows PC application that is called putty.exe for remote communication to a switch for network troubleshooting. Which two protocols could be used during this communication? (Choose two.)

- A. SNMP
- B. HTTP
- C. Telnet
- D. RMON
- E. SSH

**Correct Answer:** CE

**Section:** [none]

**Explanation**

**Explanation/Reference:**

#### QUESTION 5

A network administrator cannot connect to a remote router by using SSH. Part of the show interfaces command is shown.

router#show interfaces

Serial0/1/0 is up, line protocol is down

At which OSI layer should the administrator begin troubleshooting?

- A. physical
- B. data link
- C. network
- D. transport

**Correct Answer:** B

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

<https://learningnetwork.cisco.com/thread/12389>

I think the indication here is "Serial 0 is up, line protocol is down". What causes this indication? Correct me if I am wrong. When you have this indication, a cable unplugged is not a correct answer. If you check the output of your "show interface serial 0" command again, you should notice it as "Serial 0 is down, line protocol is down. Under the "show ip int brief" you should see status = down and protocol = down as opposed to up, down. Because you disconnected the cable, layer 1 will go down, which is indicated by the serial 0 down status. The line protocol status is for layer 2. So, a cable unplugged is not a correct answer to "Serial 0 is up, line protocol is down". Hope this helps.

Layer	Function	Examples
Application (Layer 7)	User interface	Telnet, HTTP
Presentation (Layer 6)	Handles encryption & changes to syntax	ASCII/EBCDIC, JPEG/MP3
Session (Layer 5)	Manages multiple applications and maintains synchronisation points	Operating systems, scheduling
Transport (Layer 4)	Provides reliable or best-effort delivery and (optional) error and flow control	TCP, UDP
Network (Layer 3)	Provides logical end-to-end addressing used by routers and hosts	IP
Data Link (Layer 2)	Creates frames from data bits, uses MAC addresses to access endpoints, and provides error detection but no correction	802.3, 802.2, HDLC, Frame Relay
Physical (Layer 1)	Specifies voltage, wire speed, and cable pin-outs	EIA/TIA, V.35

## QUESTION 6

Which of the following statements are TRUE regarding Cisco access lists? (Choose two.)

- A. In an inbound access list, packets are filtered as they enter an interface.
- B. In an inbound access list, packets are filtered before they exit an interface.
- C. Extended access lists are used to filter protocol-specific packets.
- D. You must specify a deny statement at the end of each access list to filter unwanted traffic.
- E. When a line is added to an existing access list, it is inserted at the beginning of the access list.

**Correct Answer:** AC

**Section:** [none]

**Explanation**

### Explanation/Reference:

Explanation/Reference:

In an inbound access list, packets are filtered as they enter an interface. Extended access lists are used to filter protocol specific packets. Access lists can be used in a variety of situations when the router needs to be given guidelines for decision-making. These situations include:

Filtering traffic as it passes through the router

To control access to the VTY lines (Telnet)

To identify "interesting" traffic to invoke Demand Dial Routing (DDR) calls To filter and control routing updates from one router to another There are two types of access lists, standard and extended. Standard access lists are applied as close to the destination as possible (outbound), and can only base their filtering criteria on the source IP address. The number used while creating an access list specifies the type of access list created. The range used for standard access lists is 1 to 99 and 1300 to 1999. Extended access lists are applied as close to the source as possible (inbound), and can base their filtering criteria on the source or destination IP address, or on the specific protocol being used. The range used for extended access lists is 100 to 199 and 2000 to 2699.

Other features of access lists include:

Inbound access lists are processed before the packet is routed. Outbound access lists are processed after the packet has been routed to an exit interface. An "implicit deny" is at the bottom of every access list, which means that if a packet has not matched any preceding access list condition, it will be filtered (dropped). Access lists require at least one permit statement, or all packets will be filtered (dropped). One access list may be configured per direction for each Layer 3 protocol configured on an interface The option stating that in an inbound access list, packets are filtered before they exit an interface is incorrect.

Packets are filtered as they exit an interface when using an outbound access list. The option stating that a deny statement must be specified at the end of each access list in order to filter unwanted traffic is incorrect. There is an implicit deny at the bottom of every access list. When a line is added to an existing access list, it is not inserted at the beginning of the access list. It is inserted at the end. This should be taken into consideration. For example, given the following access list, executing the command `access-list 110 deny tcp 192.168.5.0 0.0.0.255 any eq www` would have NO effect on the packets being filtered because it would be inserted at the end of the list, AFTER the line that allows all traffic.

```
access-list 110 permit ip host 192.168.5.1 any
```

```
access-list 110 deny icmp 192.168.5.0 0.0.0.255 any echo access-list 110 permit any any
```



## QUESTION 7

### Select and Place:

Various protocols are listed on the left. On the right are applications for the use of those protocols. Drag the protocol on the left to an associated function for that protocol on the right. (Not all options are used.)

ICMP

DHCP

RARP

UDP

DNS

ARP

A PC sends packets to the default gateway IP address the first time since the PC turned on.

The network administrator is checking basic IP connectivity from a workstation to a server.

The TCP/IP protocol stack must find an IP address for packets destined for a URL.

A network device will automatically assign IP addresses to workstations.

### Correct Answer:

Various protocols are listed on the left. On the right are applications for the use of those protocols. Drag the protocol on the left to an associated function for that protocol on the right. (Not all options are used.)

	ARP
	ICMP
RARP	DNS
UDP	DHCP

Section: [none]

Explanation

Explanation/Reference:

#### QUESTION 8

Select and Place:

Move the protocol or service on the left to a situation on the right where it would be used. (Not all options are used.)

OSPF

ARP

NAT

DNS

SQL

DHCP

A PC with address 10.1.5.10 must access devices on the Internet.

Only routers and servers require static IP addresses. Easy IP administration is required.

A PC only knows a server as **//MediaServer**. IP needs to send data to that server.

A protocol is needed to replace current static routes with automatic route updates.

**Correct Answer:**

Move the protocol or service on the left to a situation on the right where it would be used. (Not all options are used.)

ARP

SQL

NAT

DHCP

DNS

OSPF

Section: [none]

Explanation

Explanation/Reference:

QUESTION 9

Select and Place:

Drag the definition on the left to the correct term on the right. Not all definitions on the left will be used.

a protocol that converts human-readable names into machine-readable addresses

used to assign IP addresses automatically and set parameters such as subnet mask and default gateway

a protocol for using HTTP or HTTPS to exchange XML-based messages over computer networks

a connectionless service that uses UDP to transfer files between systems

a protocol used to monitor and manage network devices

a reliable, connection-oriented service that uses TCP to transfer files between systems

SNMP

FTP

TFTP

DNS

DHCP

**Correct Answer:**

Drag the definition on the left to the correct term on the right. Not all definitions on the left will be used.

a protocol for using HTTP or HTTPS to exchange XML-based messages over computer networks

a protocol used to monitor and manage network devices

a reliable, connection-oriented service that uses TCP to transfer files between systems

a connectionless service that uses UDP to transfer files between systems

a protocol that converts human-readable names into machine-readable addresses

used to assign IP addresses automatically and set parameters such as subnet mask and default gateway

Section: [none]

Explanation

Explanation/Reference:

**Question Set 1****QUESTION 1**

Refer to the exhibit.

```
Router# configure terminal
Router(config)# hostname Router1
Router1(config)# enable secret sanfran
Router1(config)# enable password cisco
Router1(config)# line vty 0 4
Router1(config-line)# password sanjose
Router1(config-line)#
```

The network administrator made the entries that are shown and then saved the configuration. From a console connection, what password or password sequence is required for the administrator to access privileged mode on Router1?

- A. cisco
- B. sanfran
- C. sanjose
- D. either cisco or sanfran
- E. either cisco or sanjose
- F. sanjose and sanfran

**Correct Answer:** B

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

The enable secret password takes precedence over the enable password, so sanfran will be used.

**QUESTION 2**

A company has placed a networked PC in a lobby so guests can have access to the corporate directory.

A security concern is that someone will disconnect the directory PC and re-connect their laptop computer and have access to the corporate network. For the port servicing the lobby, which three configuration steps should be performed on the switch to prevent this? (Choose three.)

- A. Enable port security.
- B. Create the port as a trunk port.

- C. Create the port as an access port.
- D. Create the port as a protected port.
- E. Set the port security aging time to 0.
- F. Statically assign the MAC address to the address table.
- G. Configure the switch to discover new MAC addresses after a set time of inactivity.

**Correct Answer:** ACF

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

If port security is enabled and the port is only designated as access port, and finally static MAC address is assigned, it ensures that even if a physical connection is done by taking out the directory PC and inserting personal laptop or device, the connection cannot be made to the corporate network, hence ensuring safety.

### QUESTION 3

Why would a network administrator configure port security on a switch?

- A. to prevent unauthorized Telnet access to a switch port
- B. to prevent unauthorized hosts from accessing the LAN
- C. to limit the number of Layer 2 broadcasts on a particular switch port
- D. block unauthorized access to the switch management interfaces

**Correct Answer:** B

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

You can use the port security feature to restrict input to an interface by limiting and identifying MAC addresses of the stations allowed to access the port. When you assign secure MAC addresses to a secure port, the port does not forward packets with source addresses outside the group of defined addresses. If you limit the number of secure MAC addresses to one and assign a single secure MAC address, the workstation attached to that port is assured the full bandwidth of the port.

If a port is configured as a secure port and the maximum number of secure MAC addresses is reached, when the MAC address of a station attempting to access the port is different from any of the identified secure MAC addresses, a security violation occurs. Also, if a station with a secure MAC address configured or learned on one secure port attempts to access another secure port, a violation is flagged.

### QUESTION 4

How can you ensure that only the MAC address of a server is allowed by switch port Fa0/1?



- A. Configure port Fa0/1 to accept connections only from the static IP address of the server.
- B. Configure the server MAC address as a static entry of port security.
- C. Use a proprietary connector type on Fa0/1 that is incompatible with other host connectors.
- D. Bind the IP address of the server to its MAC address on the switch to prevent other hosts from spoofing the server IP address.

**Correct Answer:** B

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

When the MAC address is configured as static entry, no other address is allowed.

#### **QUESTION 5**

What should be part of a comprehensive network security plan?

- A. Allow users to develop their own approach to network security.
- B. Physically secure network equipment from potential access by unauthorized individuals.
- C. Encourage users to use personal information in their passwords to minimize the likelihood of passwords being forgotten.
- D. Delay deployment of software patches and updates until their effect on end-user equipment is well known and widely reported.
- E. Minimize network overhead by deactivating automatic antivirus client updates.

**Correct Answer:** B

**Section:** [none]

**Explanation**

**Explanation/Reference:**

#### **QUESTION 6**

What is the purpose of the switchport command?

Switch(config-if)# switchport port-security maximum 1 Switch(config-if)# switchport port-security mac-address 0018.DE8B.4BF8

- A. It ensures that only the device with the MAC address 0018.DE8B.4BF8 will be able to connect to the port that is being configured.
- B. It informs the switch that traffic destined for MAC address 0018.DE8B.4BF8 should only be sent to the port that is being configured.
- C. It will act like an access list and the port will filter packets that have a source or destination MAC of 0018.DE8B.4BF8.
- D. The switch will shut down the port of any traffic with source MAC address of 0018.DE8B.4BF8.

**Correct Answer:** A

**Section: [none]**

**Explanation**

**Explanation/Reference:**

**QUESTION 7**

What are two recommended ways of protecting network device configuration files from outside network security threats? (Choose two.)

- A. Allow unrestricted access to the console or VTY ports.
- B. Use a firewall to restrict access from the outside to the network devices.
- C. Always use Telnet to access the device command line because its data is automatically encrypted.
- D. Use SSH or another encrypted and authenticated transport to access device configurations.
- E. Prevent the loss of passwords by disabling password encryption.

**Correct Answer: BD**

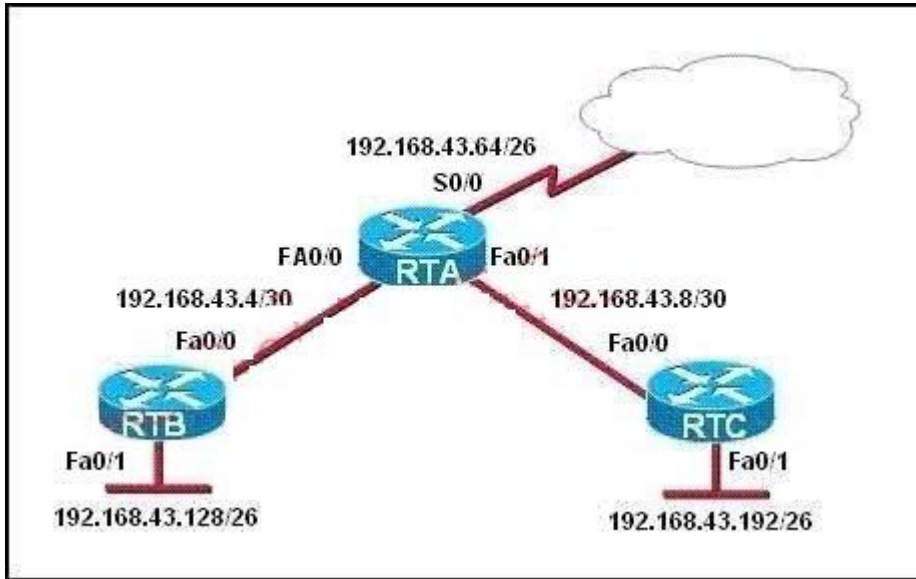
**Section: [none]**

**Explanation**

**Explanation/Reference:**

**QUESTION 8**

Refer to the exhibit.



For security reasons, information about RTA, including platform and IP addresses, should not be accessible from the Internet. This information should, however, be accessible to devices on the internal networks of RTA.

Which command or series of commands will accomplish these objectives?

- A. RTA(config)#no cdp run
- B. RTA(config)#no cdp enable
- C. RTA(config)#interface s0/0  
RTA(config-if)#no cdp run
- D. RTA(config)#interface s0/0  
RTA(config-if)#no cdp enable

**Correct Answer:** D

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

[http://www.cisco.com/en/US/tech/tk962/technologies\\_tech\\_note09186a00801aa000.shtml#topic enab](http://www.cisco.com/en/US/tech/tk962/technologies_tech_note09186a00801aa000.shtml#topic%20enab)

When CDP is enabled globally using the cdp run command, it is enabled by default on all supported interfaces (except for Frame Relay multipoint subinterfaces) to send and receive CDP information. You can disable CDP on an interface that supports CDP with the no cdp enable command.

```
Router#show cdp neighbors
```

Capability Codes: R - Router, T - Trans Bridge, B - Source Route Bridge S - Switch, H - Host, I - IGMP, r Repeater

Device ID	Local Intrfce	Holdtme	Capability	Platform	Port ID
R2-AGS	Ser 1	129	R	2500	Ser 0
R6-2500	Eth 0	144	R	4000	Eth 0

```
Router#
```

```
Router#
```

On this router, CDP is enabled on Serial 1 and Ethernet 0 interfaces. Disable CDP on the Serial 1 interface and verify if the neighbor device is discovered on the serial 1 interface, as this output shows:

```
Router#configure terminal
```

Enter configuration commands, one per line. End with CNTL/Z.

```
Router(config)#interface s1
```

```
Router(config-if)#no cdp enable
```

```
Router(config-if)# Z
```

```
Router#4w5D. %SYS-5-CONFIG_I: Configured from console by console
```

### QUESTION 9

From which of the following attacks can Message Authentication Code (MAC) shield your network?

- A. DoS
- B. DDoS
- C. spoofing
- D. SYN floods

**Correct Answer: C**

**Section: [none]**

**Explanation**

#### Explanation/Reference:

Explanation/Reference:

Message Authentication Code (MAC) can shield your network from spoofing attacks. Spoofing, also known as masquerading, is a popular trick in which an attacker intercepts a network packet, replaces the source address of the packets header with the address of the authorized host, and reinserts fake information which is sent to the receiver. This type of attack involves modifying packet contents. MAC can prevent this type of attack and ensure data integrity by ensuring that no data has changed. MAC also protects against frequency analysis, sequence manipulation, and ciphertext-only attacks.

MAC is a secure message digest that requires a secret key shared by the sender and receiver, making it impossible for sniffers to change both the data and the MAC as the receiver can detect the changes.

A denial-of-service (DoS) attack floods the target system with unwanted requests, causing the loss of service to users. One form of this attack generates

a flood of packets requesting a TCP connection with the target, tying up all resources and making the target unable to service other requests. MAC does not prevent DoS attacks. Stateful packet filtering is the most common defense against a DoS attack.

A Distributed Denial of Service attack (DDoS) occurs when multiple systems are used to flood the network and tax the resources of the target system. Various intrusion detection systems, utilizing stateful packet filtering, can protect against DDoS attacks. In a SYN flood attack, the attacker floods the target with spoofed IP packets and causes it to either freeze or crash. A SYN flood attack is a type of denial of service attack that exploits the buffers of a device that accept incoming connections and therefore cannot be prevented by MAC. Common defenses against a SYN flood attack include filtering, reducing the SYN-RECEIVED timer, and implementing SYN cache or SYN cookies.

## QUESTION 10

Select and Place:

Drag the appropriate command on the left to the configuration task it accomplishes. (Not all options are used.)

login password cantCome1n

enable password uwi11NeverNo

service password-encryption

line console 0  
password friendS0nly

enable secret noWay1n4u

line vty 0 4  
password 2hard2Guess

encrypt all clear text passwords

protect access to the user mode prompt

set privileged mode encrypted password

set password to allow Telnet connections

set privileged mode clear text password

Correct Answer:

Drag the appropriate command on the left to the configuration task it accomplishes. (Not all options are used.)

login password cantCome1n	service password-encryption
	line console 0 password friend\$0nly
	enable secret noWay1n4u
	line vty 0 4 password 2hard2Guess
	enable password uwi11NeverNo

Section: [none]

Explanation

Explanation/Reference:

## Question Set 1

### QUESTION 1

#### Instructions



For both the Router and the Switch the simulated console mode needs to start and remain in enabled mode.

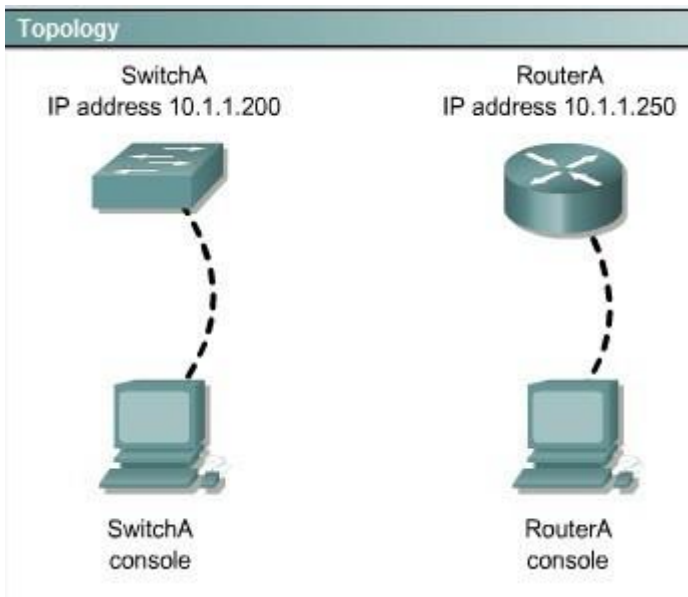
RouterA and SwitchA have been configured to operate in a private network which will connect to the Internet. You have been asked to review the configuration prior to cabling and implementation.

This task requires the use of various IOS commands to access and inspect the running configuration of RouterA and SwitchA. No configuration changes are necessary.

You will connect to RouterA and SwitchA via the console devices that are attached to each.

There are 4 multiple-choice questions with this task. Be sure to answer all of them before leaving this item. In order to score the maximum points you will need to have accessed both SwitchA and RouterA.

NOTE: The configuration command has been disabled for both the router and switch in this simulation.



Which of the following is true regarding the configuration of SwitchA?

- A. only 5 simultaneous remote connections are possible
- B. remote connections using ssh will require a username and password
- C. only connections from the local network will be possible
- D. console access to SwitchA requires a password

**Correct Answer:** B

**Section:** [none]

**Explanation**

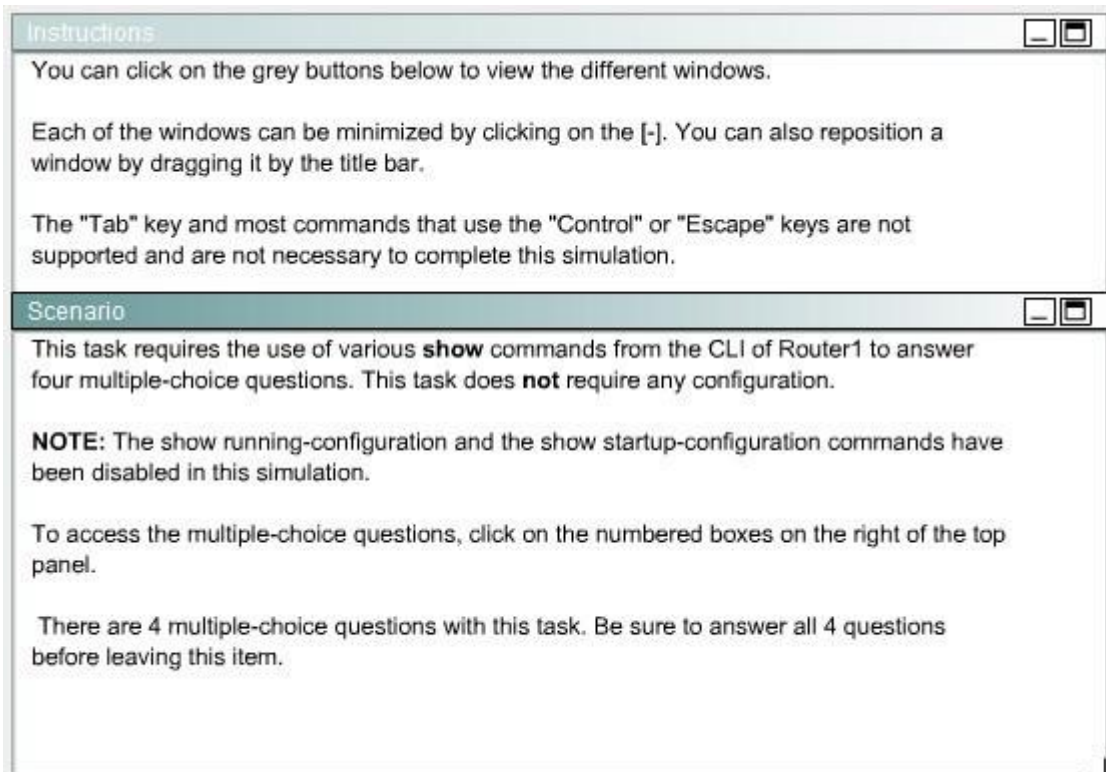
**Explanation/Reference:**

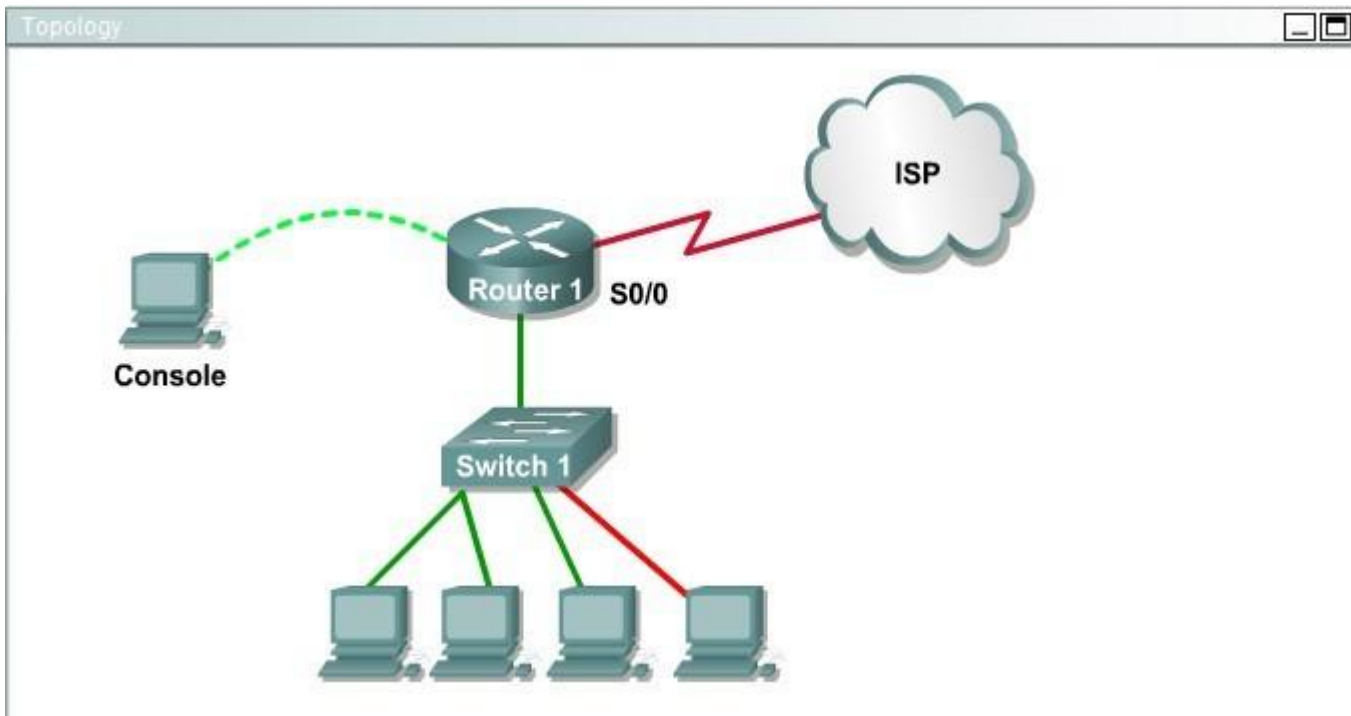
Explanation/Reference:

Ssh login requires a user name and password always while other conditions may or may not be true.

**QUESTION 2**









What is the subnet broadcast address of the LAN connected to Router1?

- A. 192.168.8.15
- B. 192.168.8.31
- C. 192.168.8.63
- D. 192.168.8.127

**Correct Answer:** A

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

The IP address assigned to FA0/1 is 192.168.8.9/29, making 192.168.8.15 the broadcast address.

### QUESTION 3

Instructions

You can click on the grey buttons below to view the different windows.

Each of the windows can be minimized by clicking on the [-]. You can also reposition a window by dragging it by the title bar.

The "Tab" key and most commands that use the "Control" or "Escape" keys are not supported and are not necessary to complete this simulation.

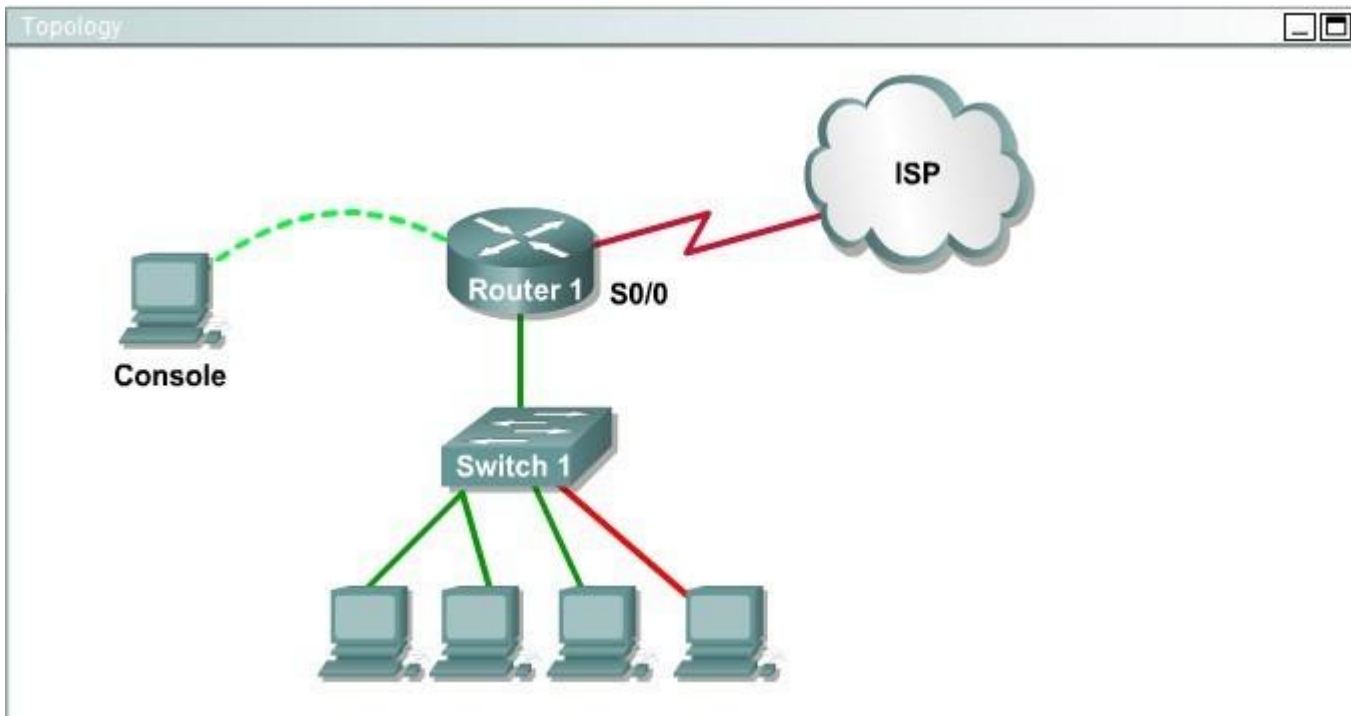
Scenario

This task requires the use of various **show** commands from the CLI of Router1 to answer four multiple-choice questions. This task does **not** require any configuration.

**NOTE:** The show running-configuration and the show startup-configuration commands have been disabled in this simulation.

To access the multiple-choice questions, click on the numbered boxes on the right of the top panel.

There are 4 multiple-choice questions with this task. Be sure to answer all 4 questions before leaving this item.





What is the bandwidth on the WAN interface of Router 1?

- A. 16 Kbit/sec
- B. 32 Kbit/sec
- C. 64 Kbit/sec
- D. 128 Kbit/sec
- E. 512 Kbit/sec
- F. 1544 Kbit/sec

**Correct Answer:** A

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

Use the "show interface s0/0" to see the bandwidth set at 16 Kbit/sec. The show interface s0/0 command results will look something like this and the bandwidth will be represented by the "BW" on the fourth line as seen below where BW equals 1544 Kbits/sec.

```
R2#show interface serial 0/0
```

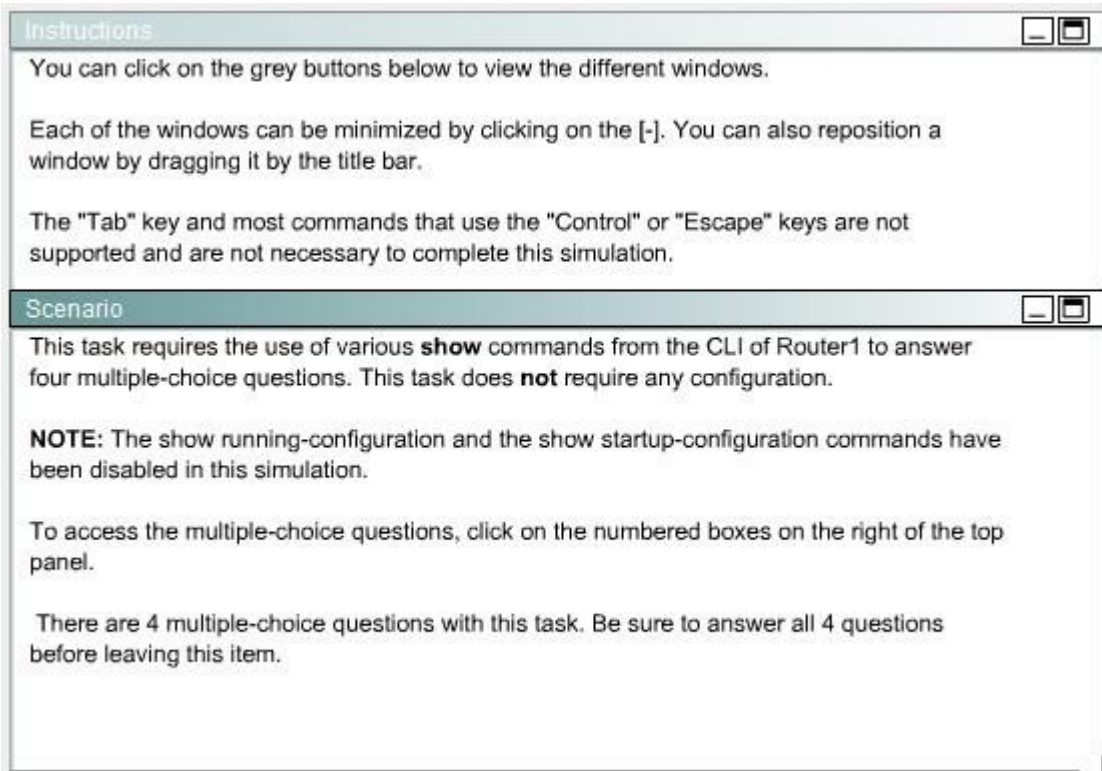
```
Serial0/0 is up, line protocol is down
```

```
Hardware is GT96K Serial
```

```
Internet address is 10.1.1.5/30
```

```
MTU 1500 bytes, BW 1544 Kbit/sec, DLY 20000 uses.
```

#### QUESTION 4



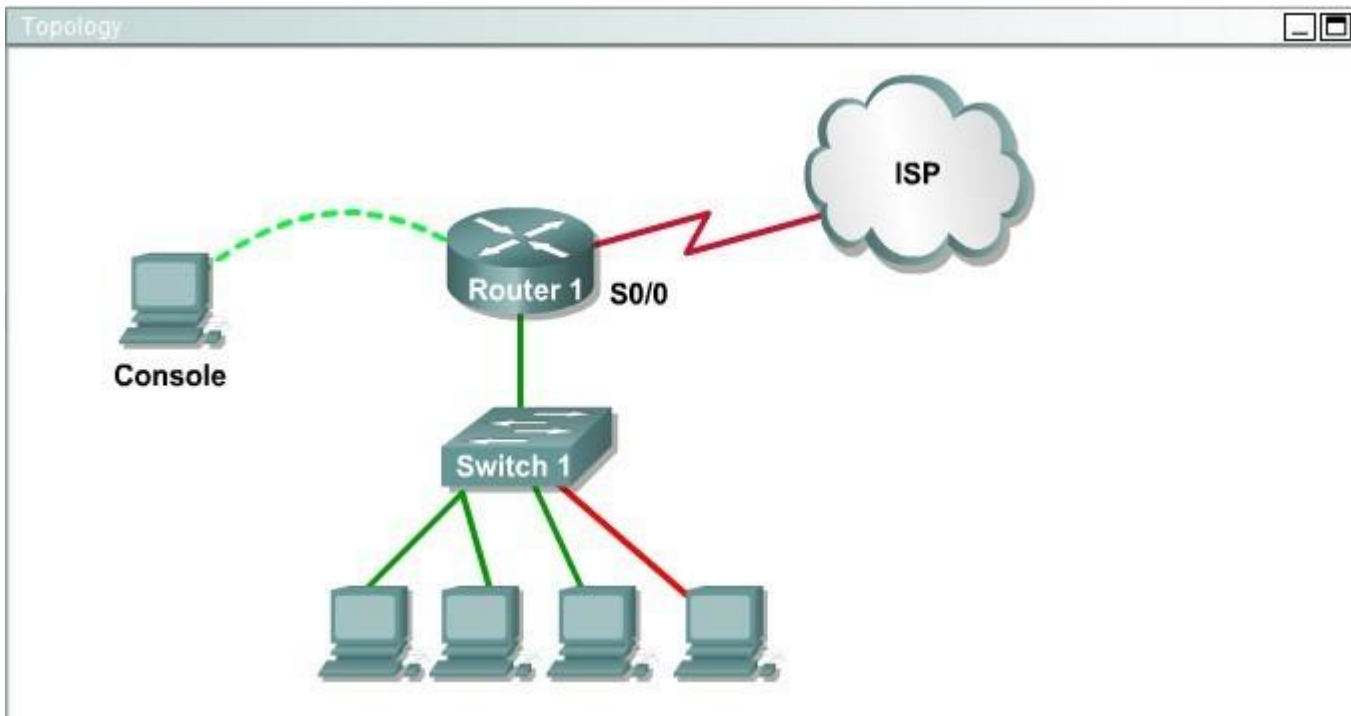
The screenshot shows a simulation window with two main sections: "Instructions" and "Scenario".

**Instructions:**

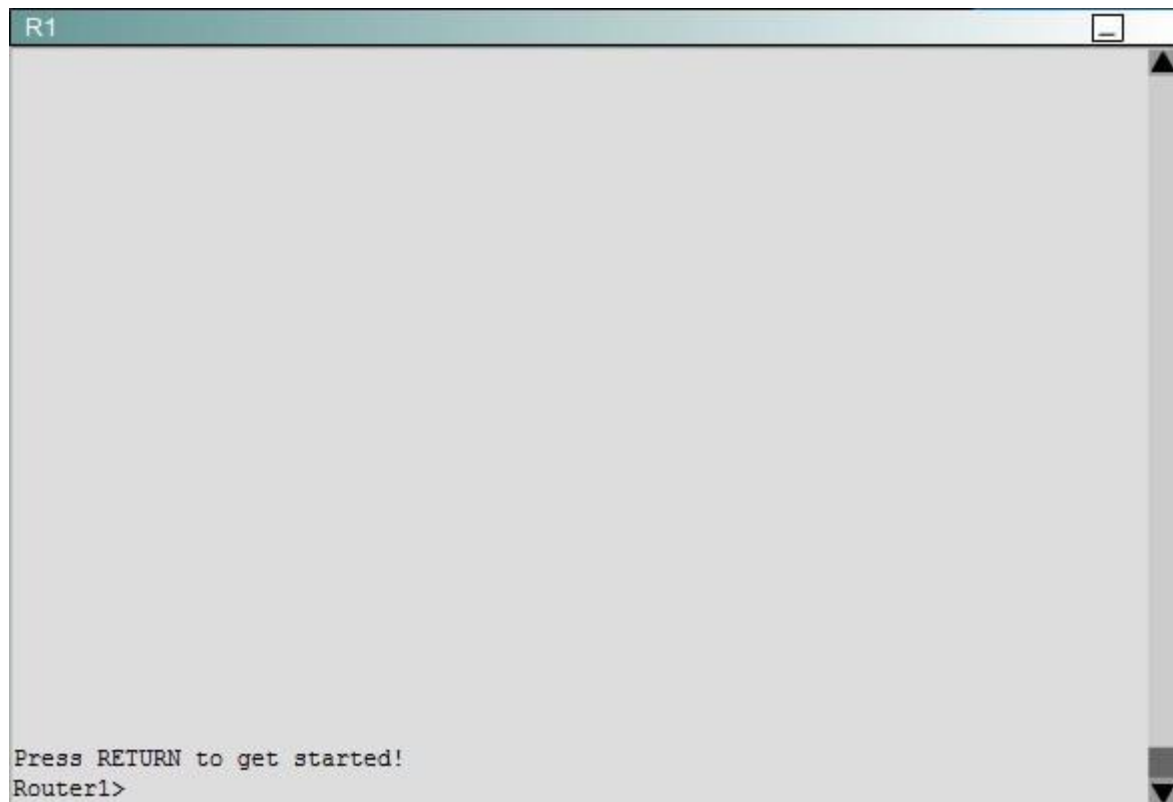
- You can click on the grey buttons below to view the different windows.
- Each of the windows can be minimized by clicking on the [-]. You can also reposition a window by dragging it by the title bar.
- The "Tab" key and most commands that use the "Control" or "Escape" keys are not supported and are not necessary to complete this simulation.

**Scenario:**

- This task requires the use of various **show** commands from the CLI of Router1 to answer four multiple-choice questions. This task does **not** require any configuration.
- NOTE:** The show running-configuration and the show startup-configuration commands have been disabled in this simulation.
- To access the multiple-choice questions, click on the numbered boxes on the right of the top panel.
- There are 4 multiple-choice questions with this task. Be sure to answer all 4 questions before leaving this item.







Including the address on the Routed Ethernet interface, how many hosts can have IP addresses on the LAN to which Routed is connected?

- A. 6
- B. 30
- C. 62
- D. 126

**Correct Answer:** A

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

This is a /29 address, so there are 6 usable IP's on this subnet.

## QUESTION 5

Instructions

You can click on the grey buttons below to view the different windows.

Each of the windows can be minimized by clicking on the [-]. You can also reposition a window by dragging it by the title bar.

The "Tab" key and most commands that use the "Control" or "Escape" keys are not supported and are not necessary to complete this simulation.

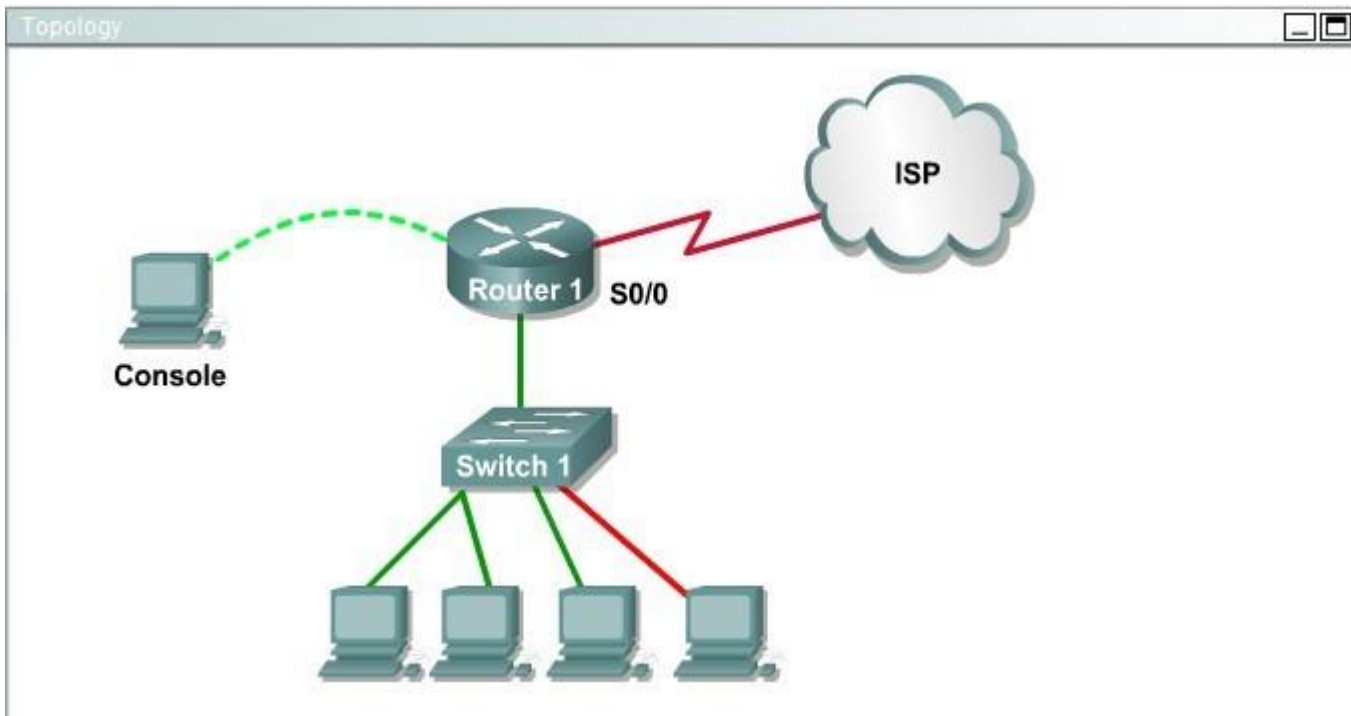
Scenario

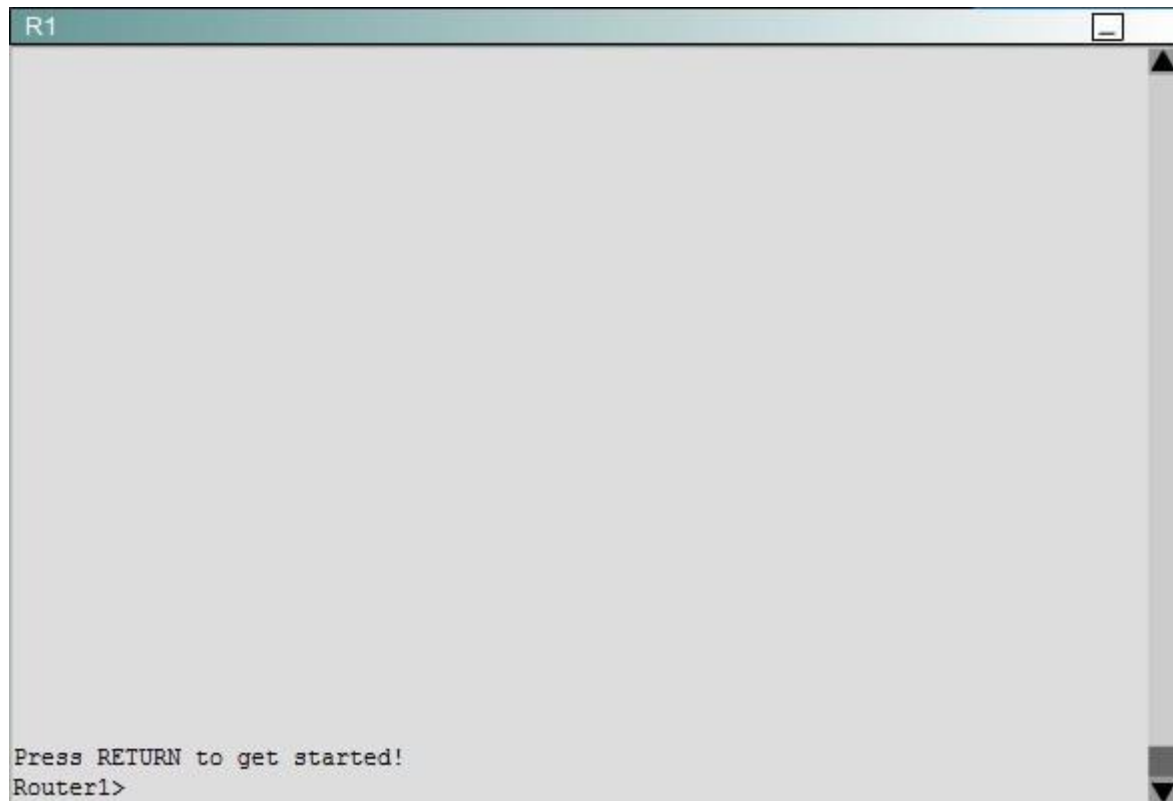
This task requires the use of various **show** commands from the CLI of Router1 to answer four multiple-choice questions. This task does **not** require any configuration.

**NOTE:** The show running-configuration and the show startup-configuration commands have been disabled in this simulation.

To access the multiple-choice questions, click on the numbered boxes on the right of the top panel.

There are 4 multiple-choice questions with this task. Be sure to answer all 4 questions before leaving this item.





The hosts in the LAN are not able to connect to the Internet. Which commands will correct this issue?

- ☐ Router1(conf)# interface fa0/0  
Router1(conf-if)# no shutdown
- ☐ Router1(conf)# interface fa0/1  
Router1(conf-if)# no shutdown
- ☐ Router1(conf)# interface s0/0  
Router1(conf-if)# no shutdown
- ☐ Router1(conf)# interface s0/1  
Router1(conf-if)# no shutdown
- ☐ Router1(conf)# interface s0/0  
Router1(conf-if)# ip address 10.11.12.13 255.255.255.252
- ☐ Router1(conf)# interface s0/1  
Router1(conf-if)# ip address 10.100.1.1255.255.255.252

- A. Option A
- B. Option B
- C. Option C
- D. Option D
- E. Option E

**Correct Answer:** B

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

Do a "show ip int brief" and you will see that Fa0/1 has an IP address assigned, but it is shut down.

#### **QUESTION 6**

The network administrator has found the following problem.

**Central# debug ip rip**

<some output text omitted>

Central#debug ip rip

1d00h: RIP: received v1 update from 172.16.100.2 on Serial0/0

1d00h: 172.16.10.0 in 1 hops

1d00h: 172.16.20.0 in 1 hops

1d00h: 172.16.30.0 in 1 hops

**Central# show ip route**

Gateway of last resort is not set

172.16.0.0/24 is subnetted, 8 subnets

C 172.16.150.0 is directly connected, FastEthernet0/0

C 172.16.220.0 is directly connected, Loopback2

C 172.16.210.0 is directly connected, Loopback1

C 172.16.200.0 is directly connected, Loopback0

R 172.16.30.0 [120/1] via 172.16.100.2, 00:00:07, Serial0/0

S 172.16.20.0 [1/0] via 172.16.150.15

R 172.16.10.0 [120/1] via 172.16.100.2, 00:00:07, Serial0/0

C 172.16.100.0 is directly connected, Serial0/0

The remote networks 172.16.10.0, 172.16.20.0, and 172.16.30.0 are accessed through the Central router's serial 0/0 interface. No users are able to access 172.16.20.0. After reviewing the command output shown in the graphic, what is the most likely cause of the problem?

- A. no gateway of last resort on Central
- B. Central router's not receiving 172.16.20.0 update
- C. incorrect static route for 172.16.20.0
- D. 172.16.20.0 not located in Central's routing table

**Correct Answer: C**

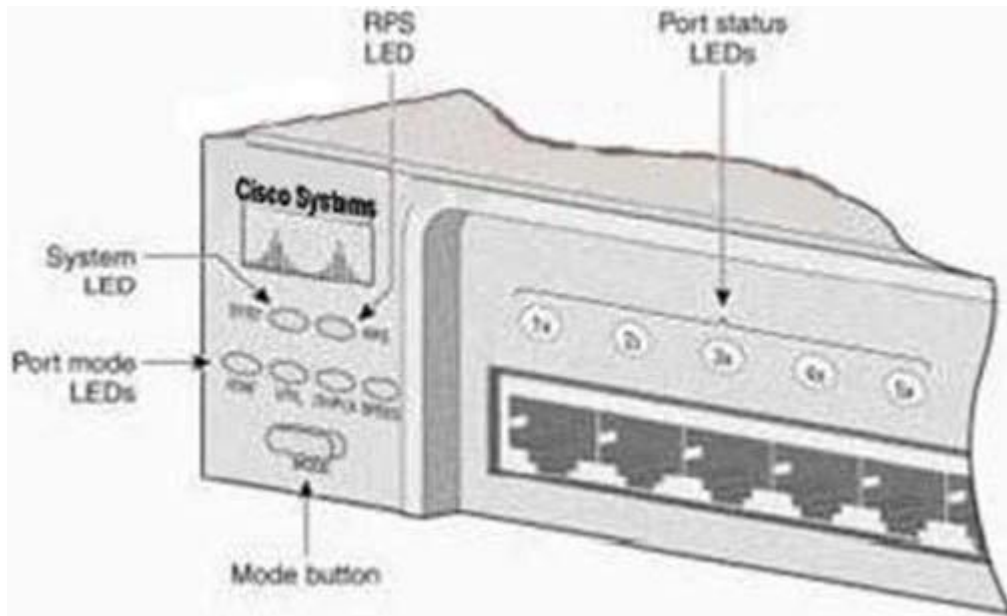
**Section: [none]**

**Explanation**

**Explanation/Reference:**

### QUESTION 7

Refer to the exhibit.



After the power-on-self test (POST), the system LED of a Cisco 2950 switch turns amber. What is the status of the switch?

- A. The POST was successful.
- B. The switch has a problem with the internal power supply and needs an external power supply to be attached.
- C. POST failed and there is a problem that prevents the operating system from being loaded.
- D. The switch has experienced an internal problem but data can still be forwarded at a slower rate.
- E. The switch passed POST, but all the switch ports are busy.

**Correct Answer:** C

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

[http://www.cisco.com/en/US/products/hw/switches/ps607/products\\_tech\\_note09186a0080125913.shtml](http://www.cisco.com/en/US/products/hw/switches/ps607/products_tech_note09186a0080125913.shtml)

Each time you power up the switch, eight Power-On Self Tests (POSTs) run automatically. POSTs check the most important system components before the switch begins to forward packets. When the switch begins the POST, the port status LEDs display amber for two seconds, and then display green. As each test runs, the port status LEDs go out. 1x is the first to go out. The port status LEDs for ports 2x through 8x go out sequentially as the system completes a test. When the POST completes successfully, the port status LEDs go out. This indicates that the switch is operational. If a test fails, the port status LED associated with the test displays amber.

The system LED also displays amber.

NotE. From Cisco IOS Software Release 11.2(8.5) SA6 onwards, the port and system LEDs both remain amber after a POST failure. In the earlier Cisco IOS Software Releases, only the LEDs of failed linked ports remained amber.

#### QUESTION 8

Refer to the exhibit.

```
WG1R2#show ru
% Ambiguous command: "show ru"
WG1R2#_
```

Why did the device return this message?

- A. The command requires additional options or parameters
- B. There is no show command that starts with ru.
- C. The command is being executed from the wrong router mode.
- D. There is more than one show command that starts with the letters ru.

**Correct Answer:** D

**Section:** [none]

**Explanation**

**Explanation/Reference:**

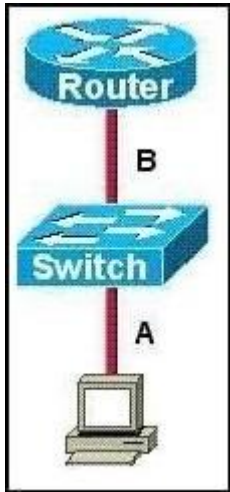
Explanation/Reference:

Answer D is correct because when you type the incomplete command having more same more command same up to types characters it shows display the ambiguous command error.

#### QUESTION 9

Refer to the exhibit.





The two connected ports on the switch are not turning orange or green. What would be the most effective steps to troubleshoot this physical layer problem? (Choose three.)

- A. Ensure that the Ethernet encapsulations match on the interconnected router and switch ports.
- B. Ensure that cables A and B are straight-through cables.
- C. Ensure cable A is plugged into a trunk port.
- D. Ensure the switch has power.
- E. Reboot all of the devices.
- F. Reseat all cables.

**Correct Answer:** BDF

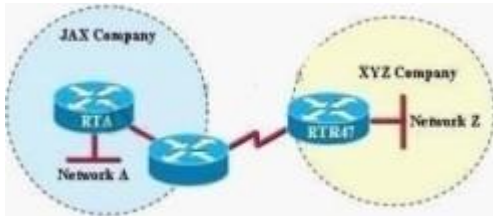
**Section:** [none]

**Explanation**

**Explanation/Reference:**

#### QUESTION 10

Refer to the exhibit.



A person is trying to send a file from a host on Network A of the JAX Company to a server on Network Z of the XYZ Company. The file transfer fails. The host on Network A can communicate with other hosts on Network A.

Which command, issued from router RTA, would be the most useful for troubleshooting this problem?

- A. show flash:
- B. show history
- C. show version
- D. show interfaces
- E. show controllers serial

**Correct Answer: D**

**Section: [none]**

**Explanation**

**Explanation/Reference:**

## QUESTION 11

Refer to the exhibit.

```
C:\>ipconfig /all

Windows IP Configuration

Host Name . . . . . : hone-pc
Primary Dns Suffix . . . . . :
Node Type . . . . . : Hybrid
IP Routing Enabled. . . . . : No
WINS Proxy Enabled. . . . . : No

Ethernet adapter Local Area Connection 3:

Connection-Specific DNX suffix . . . . . :
Description . . . . . : Wired Network Connection
Physical Address . . . . . : 00-13-CE-9B-33-93
Dhcp Enabled . . . . . : No
IP address . . . . . : 10.10.10.2
Subnet Mask . . . . . : 255.255.255.0
Default Gateway . . . . . : 10.10.10.1

C:\>
```

A user cannot reach any web sites on the Internet, but others in the department are not having a problem. What is the most likely cause of the problem?

- A. IP routing is not enabled.
- B. The default gateway is not in the same subnet.
- C. A DNS server address is not reachable by the PC.
- D. A DHCP server address is not reachable by the PC.
- E. NAT has not been configured on the router that connects to the Internet.

**Correct Answer:** C

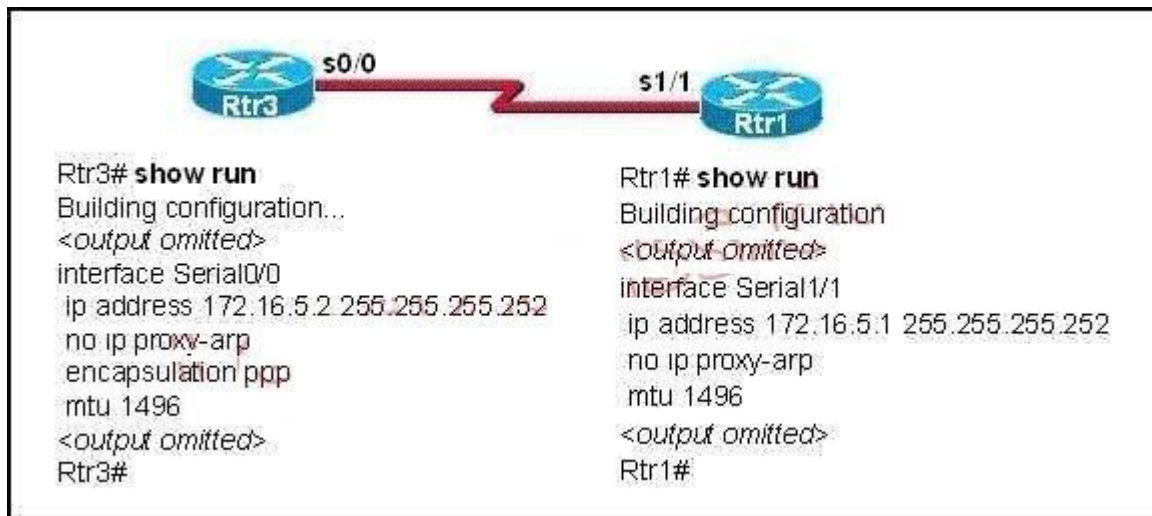
**Section:** [none]

**Explanation**

**Explanation/Reference:**

#### QUESTION 12

Refer to the exhibit.



A network administrator is troubleshooting a connectivity problem on the serial interfaces. The output from the show interfaces command on both routers shows that the serial interface is up, line protocol is down. Given the partial output for the show running-config in the exhibit, what is the most likely cause of this problem?

- A. The serial cable is bad.
- B. The MTU is incorrectly configured.
- C. The Layer 2 framing is misconfigured.
- D. The IP addresses are not in the same subnet.

**Correct Answer:** C

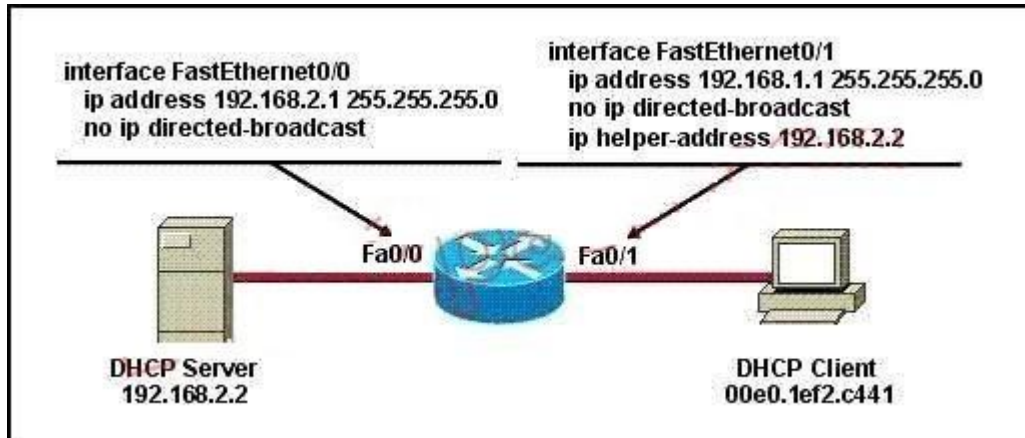
**Section:** [none]

**Explanation**

**Explanation/Reference:**

### QUESTION 13

Refer to the exhibit.



The DHCP settings have recently been changed on the DHCP server and the client is no longer able to reach network resources. What should be done to correct this situation?

- A. Verify that the DNS server address is correct in the DHCP pool.
- B. Ping the default gateway to populate the ARP cache.
- C. Use the tracert command on the DHCP client to first determine where the problem is located.
- D. Clear all DHCP leases on the router to prevent address conflicts.
- E. Issue the ipconfig command with the /release and /renew options in a command window.

**Correct Answer:** E

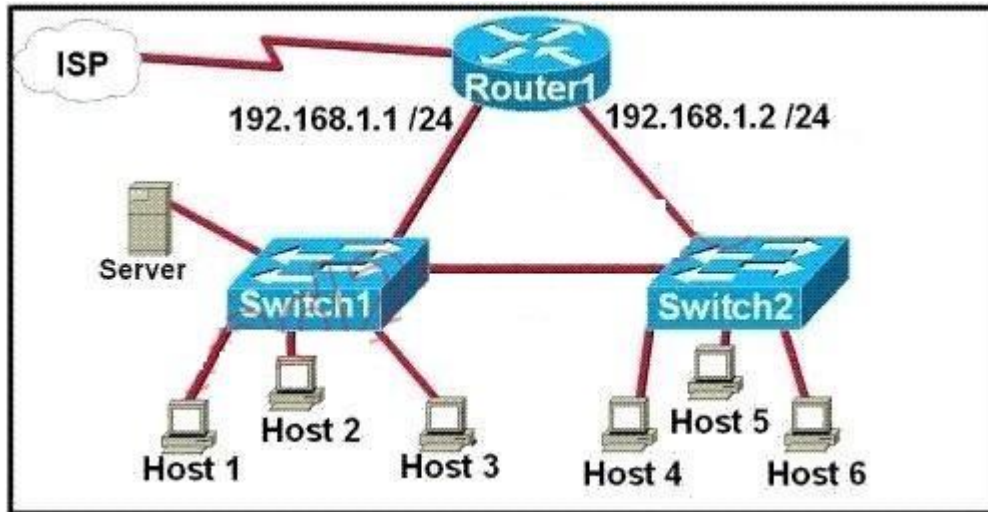
Section: [none]

Explanation

Explanation/Reference:

#### QUESTION 14

Refer to the exhibit.



A network technician is asked to design a small network with redundancy. The exhibit represents this design, with all hosts configured in the same VLAN. What conclusions can be made about this design?

- A. This design will function as intended.
- B. Spanning-tree will need to be used.
- C. The router will not accept the addressing scheme.
- D. The connection between switches should be a trunk.
- E. The router interfaces must be encapsulated with the 802.1Q protocol.

Correct Answer: C

Section: [none]

Explanation

Explanation/Reference:

Explanation/Reference:

The proposed addressing scheme is on the same network.

#### QUESTION 15

Refer to the exhibit.

```
Finance# show interfaces fastEthernet 0/2
FastEthernet0/2 is down, line protocol is down (notconnect)
  Hardware is Fast Ethernet, address is 0017.596d.2a02
  Description: To Central Fa0/0
  MTU 1500 bytes, BW 100000 Kbit, DLY 100 usec,
    reliability 255/255, txload 1/255, rxload 1/255
  Encapsulation ARPA, loopback not set
  Keepalive set (10 sec)
  Full-duplex, 100Mb/s
  input flow-control is off, output flow-control is unsupported
  ARP type: ARPA, ARP Timeout 04:00:00
  Last input 00:00:03, output 00:00:00, output hang never
  Last clearing of "show interface" counters never
<output omitted>
```

An administrator replaced the 10/100 Mb NIC in a desktop PC with a 1 Gb NIC and now the PC will not connect to the network. The administrator began troubleshooting on the switch. Using the switch output shown, what is the cause of the problem?

- A. Speed is set to 100Mb/s.
- B. Input flow control is off.
- C. Encapsulation is set to ARPA.
- D. The port is administratively down.
- E. The counters have never been cleared.

**Correct Answer:** A

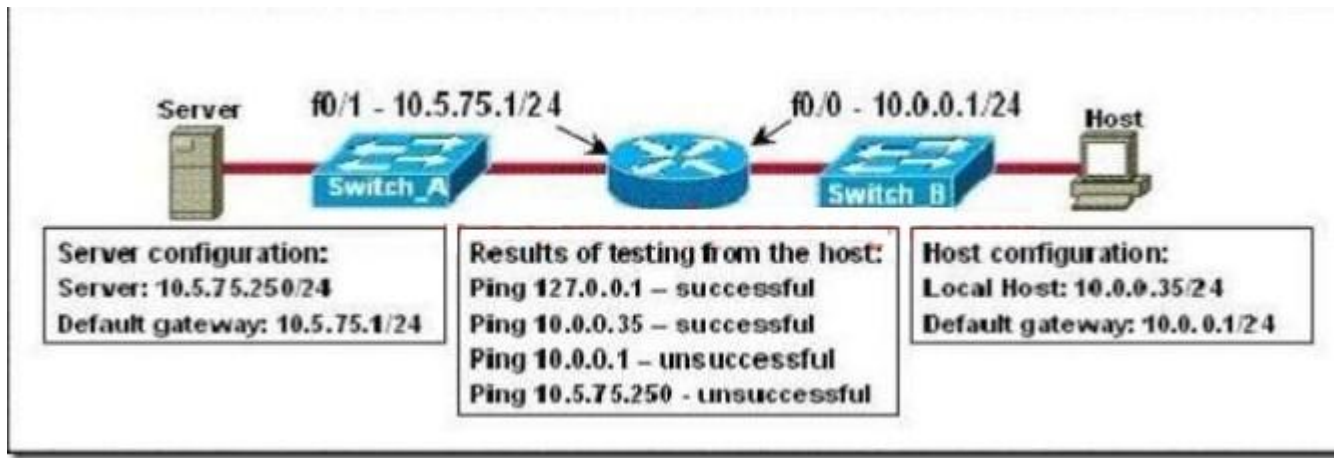
**Section:** [none]

**Explanation**

**Explanation/Reference:**

#### QUESTION 16

Refer to the exhibit.



A technician is troubleshooting a host connectivity problem. The host is unable to ping a server connected to Switch\_A. Based on the results of the testing, what could be the problem?

- A. A remote physical layer problem exists.
- B. The host NIC is not functioning.
- C. TCP/IP has not been correctly installed on the host.
- D. A local physical layer problem exists.

**Correct Answer:** D

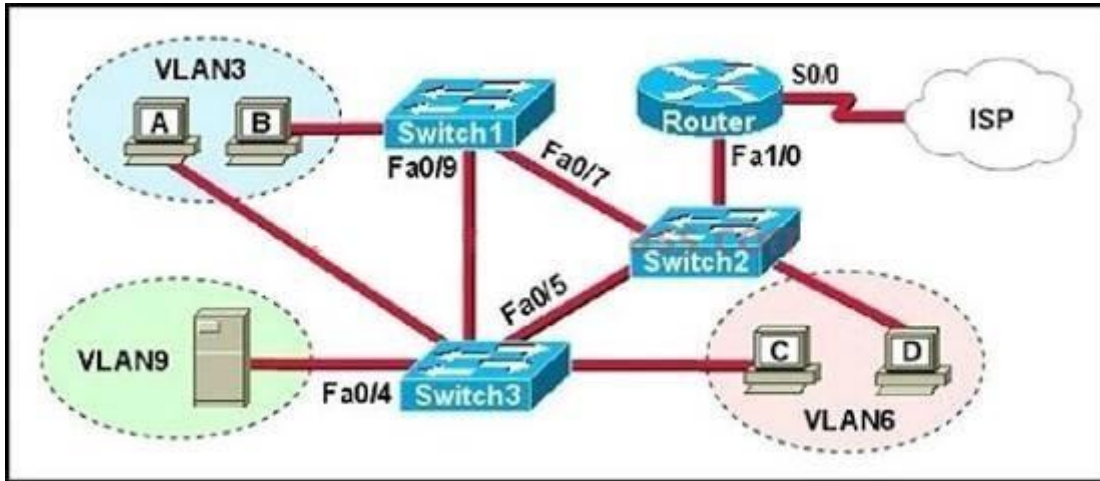
**Section:** [none]

**Explanation**

**Explanation/Reference:**

#### QUESTION 17

Refer to the exhibit.



A problem with network connectivity has been observed. It is suspected that the cable connected to switch port Fa0/9 on Switch1 is disconnected. What would be an effect of this cable being disconnected?

- A. Host B would not be able to access the server in VLAN9 until the cable is reconnected.
- B. Communication between VLAN3 and the other VLANs would be disabled.
- C. The transfer of files from Host B to the server in VLAN9 would be significantly slower.
- D. For less than a minute, Host B would not be able to access the server in VLAN9. Then normal network function would resume.

**Correct Answer:** D

**Section:** [none]

**Explanation**

**Explanation/Reference:**

#### QUESTION 18

A receiving host has failed to receive all of the segments that it should acknowledge. What can the host do to improve the reliability of this communication session?

- A. decrease the window size
- B. use a different source port for the session
- C. decrease the sequence number
- D. obtain a new IP address from the DHCP server
- E. start a new session using UDP



Correct Answer: A

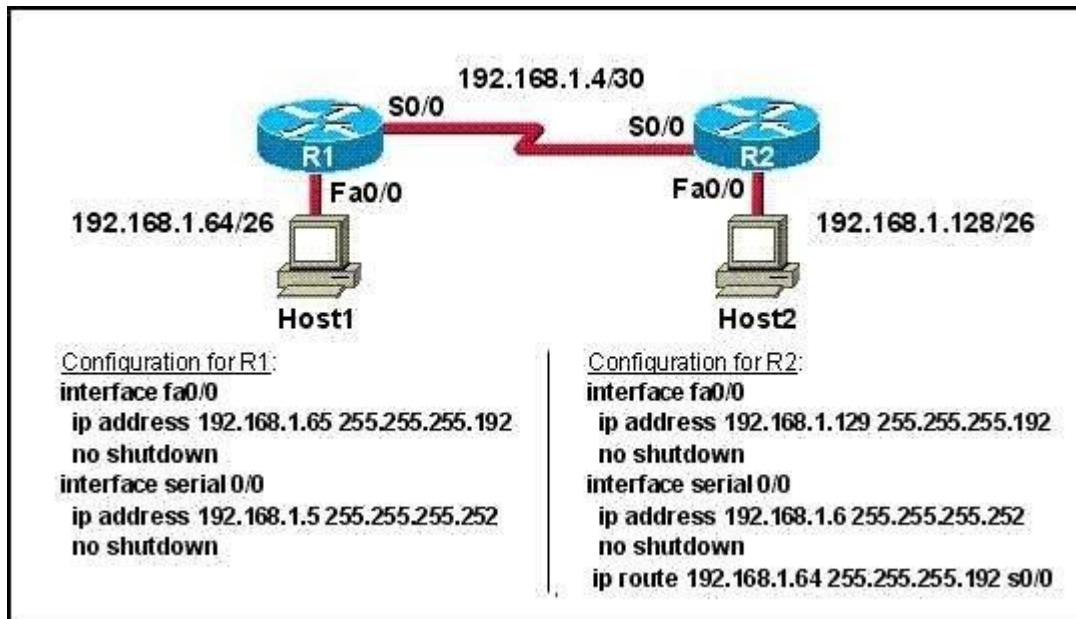
Section: [none]

Explanation

Explanation/Reference:

#### QUESTION 19

Refer to the exhibit.



A technician pastes the configurations in the exhibit into the two new routers shown. Otherwise, the routers are configured with their default configurations. A ping from Host1 to Host 2 fails, but the technician is able to ping the S0/0 interface of R2 from Host 1. The configurations of the hosts have been verified as correct. What could be the cause of the problem?

- A. The serial cable on R1 needs to be replaced.
- B. The interfaces on R2 are not configured properly
- C. R1 has no route to the 192.168.1.128 network.
- D. The IP addressing scheme has overlapping subnetworks.
- E. The ip subnet-zero command must be configured on both routers.

**Correct Answer:** C

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

Without a static route pointing to host 2 network the router is unaware of the path to take to reach that network and reply traffic cannot be sent.

**QUESTION 20**

Refer to the exhibit.

BHM# show ip interface brief					
Interface	IP-Address	OK?	Method	Status	Protocol
FastEthernet0/0	192.168.16.1	YES	NVRAM	up	up
Serial0/0	192.168.15.2	YES	NVRAM	administratively down	down
FastEthernet0/1	192.168.17.1	YES	NVRAM	up	up
Serial0/1	unassigned	YES	NVRAM	administratively down	down

Serial 0/0 does not respond to a ping request from a host on the FastEthernet 0/0 LAN. How can this problem be corrected?

- A. Enable the Serial 0/0 interface.
- B. Correct the IP address for Serial 0/0.
- C. Correct the IP address for FastEthernet 0/0
- D. Change the encapsulation type on Serial 0/0
- E. Enable autoconfiguration on the Serial 0/0 interface

**Correct Answer:** A

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation/Reference:

Serial 0/0 interface is administratively down therefore, you will have to run the "no shutdown" command to enable the interface for data.

**QUESTION 21**

Refer to the exhibit.

```
WG1R2#telnet 10.3.1.2
Trying 10.3.1.2 ... Open

Password required, but none set

[Connection to 10.3.1.2 closed by foreign host]
WG1R2#_
```

Why was this message received?

- A. No VTY password has been set.
- B. No enable password has been set.
- C. No console password has been set.
- D. No enable secret password has been set.
- E. The login command has not been set on CON 0
- F. The login command has not been set on the VTY ports.

**Correct Answer:** A

**Section:** [none]

**Explanation**

**Explanation/Reference:**

## QUESTION 22

Refer to the exhibit.

```
HQ# configure terminal
HQ(config)# interface fastethernet 0/0
HQ(config-if)# ip address 192.168.1.17 255.255.255.0
HQ(config-if)# no shutdown
HQ(config-if)# interface serial 0/0
HQ(config-if)# ip address 192.168.1.65 255.255.255.240
HQ(config-if)# no shutdown
% 192.168.1.0 overlaps with FastEthernet0/0
```

After configuring two interfaces on the HQ router, the network administrator notices an error message. What must be done to fix this error?

- A. The serial interface must be configured first.
- B. The serial interface must use the address 192.168.1.2
- C. The subnet mask of the serial interface should be changed to 255.255.255.0
- D. The subnet mask of the FastEthernet interface should be changed to 255.255.255.240
- E. The address of the FastEthernet interface should be changed to 192.168.1.66

**Correct Answer:** D

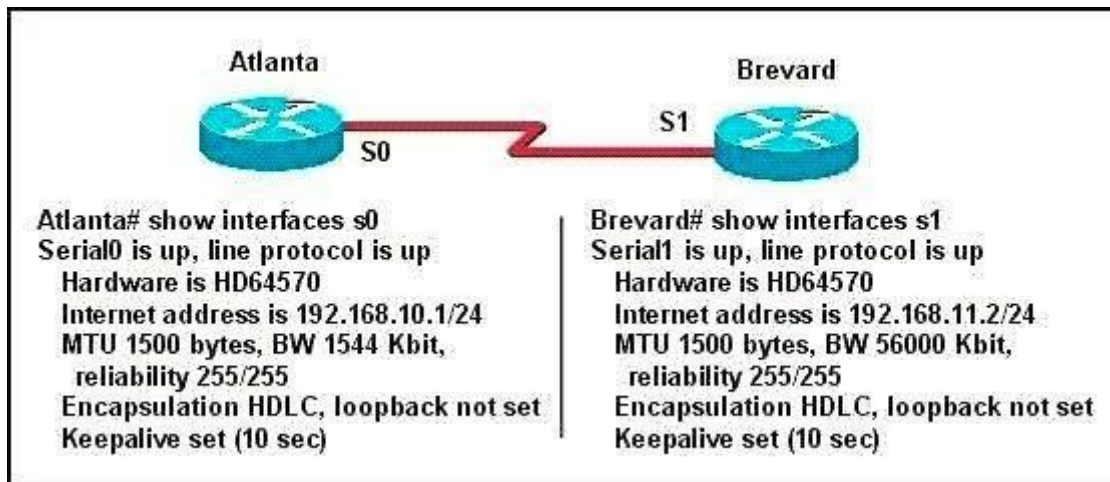
**Section:** [none]

**Explanation**

**Explanation/Reference:**

#### QUESTION 23

Two routers named Atlanta and Brevard are connected by their serial interfaces as shown in the exhibit, but there is no data connectivity between them. The Atlanta router is known to have a correct configuration.



Given the partial configurations shown in the exhibit, what is the problem on the Brevard router that is causing the lack of connectivity?

- A. A loopback is not set.
- B. The IP address is incorrect.

- C. The subnet mask is incorrect.
- D. The serial line encapsulations are incompatible.
- E. The maximum transmission unit (MTU) size is too large.
- F. The bandwidth setting is incompatible with the connected interface.

**Correct Answer:** B

**Section:** [none]

**Explanation**

**Explanation/Reference:**

## Question Set 1

### QUESTION 1

Which statements describe the routing protocol OSPF? (Choose three.)

- A. It supports VLSM.
- B. It is used to route between autonomous systems.
- C. It confines network instability to one area of the network.
- D. It increases routing overhead on the network.
- E. It allows extensive control of routing updates.
- F. It is simpler to configure than RIP v2.

**Correct Answer:** ACE

**Section:** [none]

**Explanation**

#### **Explanation/Reference:**

Explanation:

<http://www.9tut.com/ospf-routing-protocol-tutorial>

Routing overhead is the amount of information needed to describe the changes in a dynamic network topology.

All routers in an OSPF area have identical copies of the topology database and the topology database of one area is hidden from the rest of the areas to reduce routing overhead because fewer routing updates are sent and smaller routing trees are computed and maintained (allow extensive control of routing updates and confine network instability to one area of the network).

### QUESTION 2

What is the default administrative distance of OSPF?

- A. 90
- B. 100
- C. 110
- D. 120

**Correct Answer:** C

**Section:** [none]

**Explanation**

#### **Explanation/Reference:**

Explanation:

Administrative distance is the feature that routers use in order to select the best path when there are two or more different routes to the same destination from two different routing protocols. Administrative distance defines the reliability of a routing protocol. Each routing protocol is prioritized in order of most to least reliable (believable) with the help of an administrative distance value.

**Default Distance Value Table**

This table lists the administrative distance default values of the protocols that Cisco supports:

Route Source	Default Distance Values
Connected interface	0
Static route	1
Enhanced Interior Gateway Routing Protocol (EIGRP) summary route	5
External Border Gateway Protocol (BGP)	20
Internal EIGRP	90
IGRP	100
<b>OSPF</b>	<b>110</b>
Intermediate System-to-Intermediate System (IS-IS)	115
Exterior Gateway Protocol (EGP)	140
On Demand Routing (ODR)	160
External EIGRP	170
Internal BGP	200
Unknown*	255

### QUESTION 3

Refer to the exhibit.

```
RouterD# show ip interface brief
```

Interface	IP-Address	OK?	Method	Status	Protocol
FastEthernet0/0	192.168.5.3	YES	manual	up	up
FastEthernet0/1	10.1.1.2	YES	manual	up	up
Loopback0	172.16.5.1	YES	NVRAM	up	up
Loopback1	10.154.154.1	YES	NVRAM	up	up

Given the output for this command, if the router ID has not been manually set, what router ID will OSPF use for this router?

- A. 10.1.1.2
- B. 10.154.154.1
- C. 172.16.5.1
- D. 192.168.5.3

**Correct Answer:** C

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

The highest IP address of all loopback interfaces will be chosen -> Loopback 0 will be chosen as the router ID.

### QUESTION 4

Which two statements describe the process identifier that is used in the command to configure OSPF on a router? (Choose two.)

Router(config)# router ospf 1

- A. All OSPF routers in an area must have the same process ID.
- B. Only one process number can be used on the same router.
- C. Different process identifiers can be used to run multiple OSPF processes
- D. The process number can be any number from 1 to 65,535.
- E. Hello packets are sent to each neighbor to determine the processor identifier.

**Correct Answer:** CD

**Section:** [none]

**Explanation**



**Explanation/Reference:**

Explanation/Reference:

Multiple OSPF processes can be configured on a router using multiple process ID's.

The valid process ID's are shown below:

Edge-B(config)#router ospf

<1-65535> Process ID

**QUESTION 5**

Which commands are required to properly configure a router to run OSPF and to add network 192.168.16.0/24 to OSPF area 0? (Choose two.)

- A. Router(config)# router ospf 0
- B. Router(config)# router ospf 1
- C. Router(config)# router ospf area 0
- D. Router(config-router)# network 192.168.16.0 0.0.0.255 0
- E. Router(config-router)# network 192.168.16.0 0.0.0.255 area 0
- F. Router(config-router)# network 192.168.16.0 255.255.255.0 area 0

**Correct Answer:** BE

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

In the router ospf command, the ranges from 1 to 65535 so 0 is an invalid number -> but To configure OSPF, we need a wildcard in the "network" statement, not a subnet mask. We also need to assign an area to this process -> .

**QUESTION 6**

What is the default maximum number of equal-cost paths that can be placed into the routing table of a Cisco OSPF router?

- A. 2
- B. 8
- C. 16
- D. unlimited

**Correct Answer:** B

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

### **Maximum-paths (OSPF)**

To control the maximum number of parallel routes that Open Shortest Path First (OSPF) can support, use the **maximum-paths** command.

### **Syntax Description**

**maximum** Maximum number of parallel routes that OSPF can install in a routing table. The range is from 1 to 16 routes.

### **Command Default**

**8 paths**

#### **QUESTION 7**

A network administrator is trying to add a new router into an established OSPF network. The networks attached to the new router do not appear in the routing tables of the other OSPF routers. Given the information in the partial configuration shown below, what configuration error is causing this problem?

```
Router(config)# router ospf 1
```

```
Router(config-router)# network 10.0.0.0 255.0.0.0 area 0
```

- A. The process id is configured improperly.
- B. The OSPF area is configured improperly.
- C. The network wildcard mask is configured improperly.
- D. The network number is configured improperly.
- E. The AS is configured improperly.
- F. The network subnet mask is configured improperly.

**Correct Answer: C**

**Section: [none]**

**Explanation**

#### **Explanation/Reference:**

Explanation:

When configuring OSPF, the mask used for the network statement is a wildcard mask similar to an access list. In this specific example, the correct syntax would have been "network 10.0.0.0 0.0.0.255 area 0."

#### **QUESTION 8**

A network administrator is troubleshooting the OSPF configuration of routers R1 and R2. The routers cannot establish an adjacency relationship on their common Ethernet link.

```
R1: Ethernet0 is up, line protocol is up
     Internet address 192.168.1.2/24, Area 0
     Process ID 1, Router ID 192.168.31.33, Network Type BROADCAST, Cost: 10
     Transmit Delay is 1 sec, State DR, Priority 1
     Designated Router (ID) 192.168.31.33, Interface address 192.168.1.2
     No backup designated router on this network
     Timer intervals configured, Hello 5, Dead 20, Wait 20, Retransmit 5

R2: Ethernet0 is up, line protocol is up
     Internet address 192.168.1.1/24, Area 0
     Process ID 2, Router ID 192.168.31.11, Network Type BROADCAST, Cost: 10
     Transmit Delay is 1 sec, State DR, Priority 1
     Designated Router (ID) 192.168.31.11, Interface address 192.168.1.1
     No backup designated router on this network
     Timer intervals configured, Hello 10, Dead 40, Wait 40, Retransmit 5
```

The graphic shows the output of the show ip ospf interface e0 command for routers R1 and R2. Based on the information in the graphic, what is the cause of this problem?

- A. The OSPF area is not configured properly.
- B. The priority on R1 should be set higher.
- C. The cost on R1 should be set higher.
- D. The hello and dead timers are not configured properly.
- E. A backup designated router needs to be added to the network.
- F. The OSPF process ID numbers must match.

**Correct Answer:** D

**Section:** [none]

**Explanation**

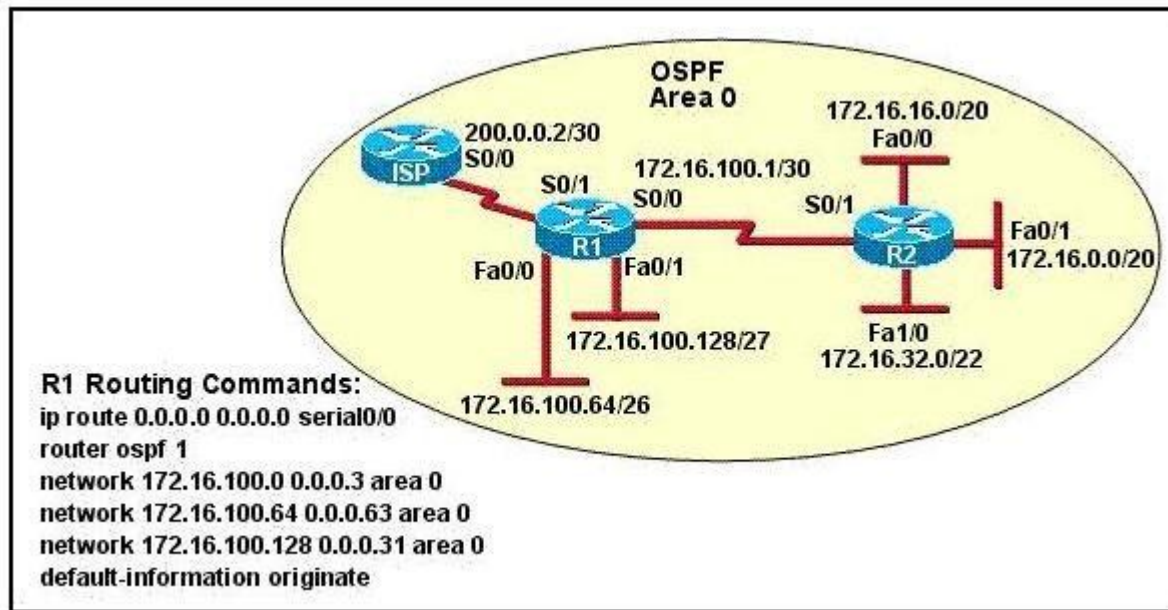
**Explanation/Reference:**

Explanation:

In OSPF, the hello and dead intervals must match and here we can see the hello interval is set to 5 on R1 and 10 on R2. The dead interval is also set to 20 on R1 but it is 40 on R2.

#### QUESTION 9

Refer to the exhibit.



Assume that all router interfaces are operational and correctly configured. In addition, assume that OSPF has been correctly configured on router R2. How will the default route configured on R1 affect the operation of R2?

- A. Any packet destined for a network that is not directly connected to router R2 will be dropped immediately.
- B. Any packet destined for a network that is not referenced in the routing table of router R2 will be directed to R1. R1 will then send that packet back to R2 and a routing loop will occur.
- C. Any packet destined for a network that is not directly connected to router R1 will be dropped.
- D. The networks directly connected to router R2 will not be able to communicate with the 172.16.100.0, 172.16.100.128, and 172.16.100.64 subnetworks.
- E. Any packet destined for a network that is not directly connected to router R2 will be dropped immediately because of the lack of a gateway on R1.

**Correct Answer:** B

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

Explanation:

First, notice that the more-specific routes will always be favored over less-specific routes regardless of the administrative distance set for a protocol. In this case, because we use OSPF for three networks (172.16.100.0 0.0.0.3, 172.16.100.64 0.0.0.63, 172.16.100.128 0.0.0.31) so the packets destined

for these networks will not be affected by the default route. The default route configured on R1 "ip route 0.0.0.0 0.0.0.0 serial0/0 will send any packet whose destination network is not referenced in the routing table of router R1 to R2, it doesn't drop anything. These routes are declared in R1 and the question says that "OSPF has been correctly configured on router R2, so network directly connected to router R2 can communicate with those three subnetworks.

As said above, the default route configured on R1 will send any packet destined for a network that is not referenced in its routing table to R2; R2 in turn sends it to R1 because it is the only way and a routing loop will occur.

#### **QUESTION 10**

OSPF routing uses the concept of areas. What are the characteristics of OSPF areas? (Choose Three.)

- A. Each OSPF area requires a loopback interface to be configured.
- B. Areas may be assigned any number from 0 to 65535.
- C. Area 0 is called the backbone area.
- D. Hierarchical OSPF networks do not require multiple areas.
- E. Multiple OSPF areas must connect to area 0.
- F. Single area OSPF networks must be configured in area 1.

**Correct Answer:** BCE

**Section:** [none]

**Explanation**

#### **Explanation/Reference:**

Explanation:

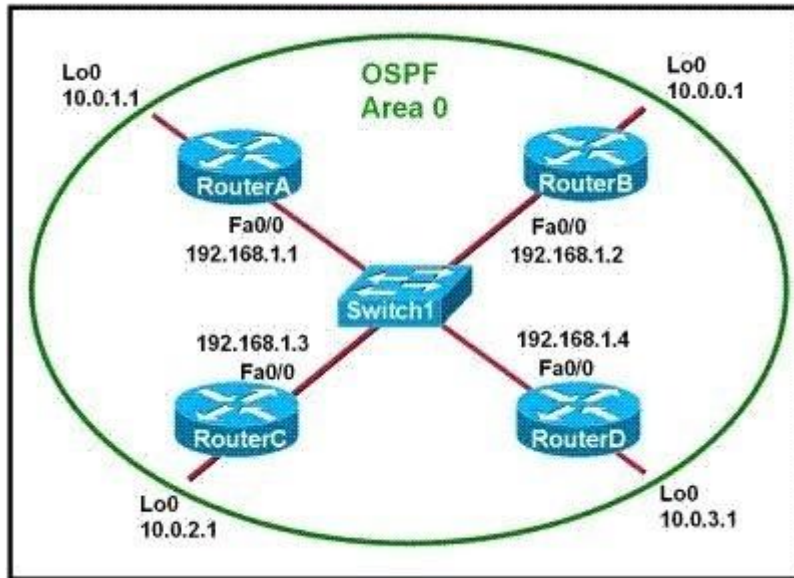
Definition of OSPF areas: An OSPF network may be structured, or subdivided, into routing areas to simplify administration and optimize traffic and resource utilization. Areas are identified by 32-bit numbers, expressed either simply in decimal, or often in octet-based dot- decimal notation, familiar from IPv4 address notation.

See discussion following Cisco Learning discussion.

<https://learningnetwork.cisco.com/message/90832>

#### **QUESTION 11**

Refer to the exhibit.



Which two statements are true about the loopback address that is configured on RouterB? (Choose two.)

- A. It ensures that data will be forwarded by RouterB.
- B. It provides stability for the OSPF process on RouterB.
- C. It specifies that the router ID for RouterB should be 10.0.0.1.
- D. It decreases the metric for routes that are advertised from RouterB.
- E. It indicates that RouterB should be elected the DR for the LAN.

**Correct Answer:** BC

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

A loopback interface never comes down even if the link is broken so it provides stability for the OSPF process (for example we use that loopback interface as the router-id) - The router-ID is chosen in the order below:

+ The highest IP address assigned to a loopback (logical) interface. + If a loopback interface is not defined, the highest IP address of all active router's physical interfaces will be chosen.

-> The loopback interface will be chosen as the router ID of RouterB -

## QUESTION 12

Which characteristics are representative of a link-state routing protocol? (Choose three.)

- A. provides common view of entire topology
- B. exchanges routing tables with neighbors
- C. calculates shortest path
- D. utilizes event-triggered updates
- E. utilizes frequent periodic updates

**Correct Answer:** ACD

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

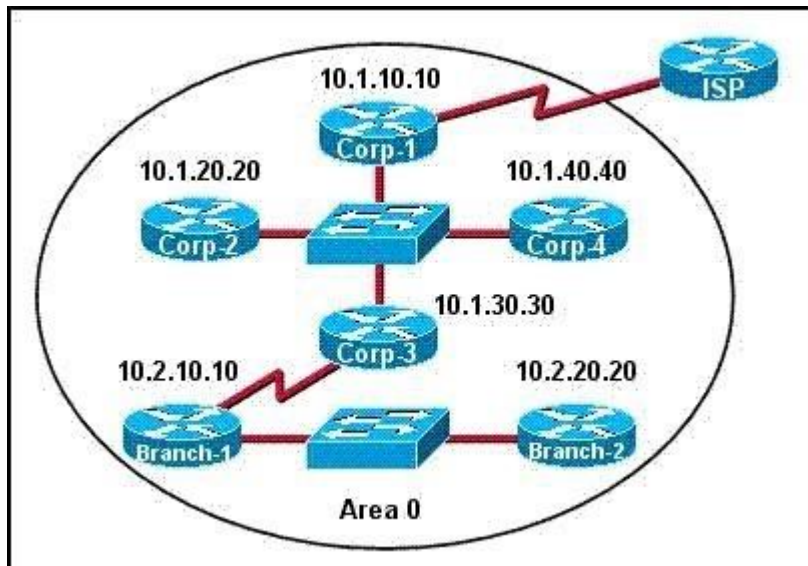
Each of routers running link-state routing protocol learns paths to all the destinations in its "area" so we can say although it is a bit unclear.

Link-state routing protocols generate routing updates only (not the whole routing table) when a change occurs in the network topology so

Link-state routing protocol like OSPF uses Dijkstra algorithm to calculate the shortest path -> . Unlike Distance vector routing protocol (which utilizes frequent periodic updates), link-state routing protocol utilizes event-triggered updates (only sends update when a change occurs) ->

**QUESTION 13**

The internetwork infrastructure of company XYZ consists of a single OSPF area as shown in the graphic. There is concern that a lack of router resources is impeding internetwork performance. As part of examining the router resources, the OSPF DRs need to be known. All the router OSPF priorities are at the default and the router IDs are shown with each router.



Which routers are likely to have been elected as DR? (Choose two.)

- A. Corp-1
- B. Corp-2
- C. Corp-3
- D. Corp-4
- E. Branch-1
- F. Branch-2

**Correct Answer:** DF

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

There are 2 segments on the topology above which are separated by Corp-3 router. Each segment will have a DR so we have 2 DRs.

To select which router will become DR they will compare their router-IDs. The router with highest (best) router-ID will become DR. The router-ID is chosen in the order below:

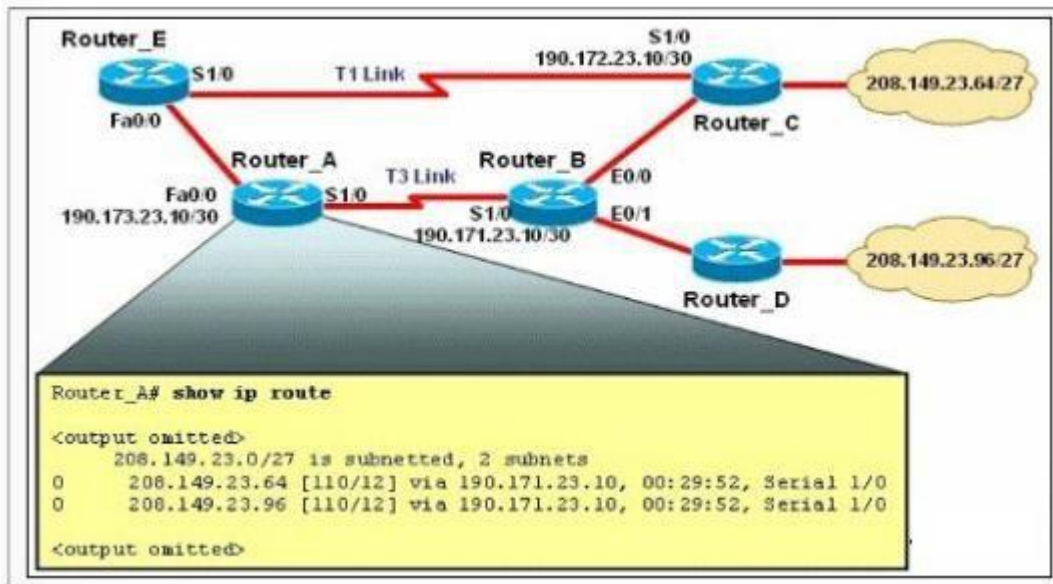
+ The highest IP address assigned to a loopback (logical) interface. + If a loopback interface is not defined, the highest IP address of all active router's physical interfaces will be chosen.

In this question, the IP addresses of loopback interfaces are not mentioned so we will consider IP addresses of all active router's physical interfaces. Router Corp-4 (10.1.40.40) & Branch-2 (10.2.20.20) have highest "active" IP addresses so they will become DRs.

#### **QUESTION 14**

Refer to the exhibit.





The network is converged. After link-state advertisements are received from Router\_A, what information will Router\_E contain in its routing table for the subnets 208.149.23.64 and 208.149.23.96?

- A. 208.149.23.64[110/13] via 190.173.23.10, 00:00:07, FastEthernet0/0 208.149.23.96[110/13] via 190.173.23.10, 00:00:16, FastEthernet0/0
- B. 208.149.23.64[110/1] via 190.172.23.10, 00:00:07, Serial1/0 208.149.23.96[110/3] via 190.173.23.10, 00:00:16, FastEthernet0/0
- C. 208.149.23.64[110/13] via 190.173.23.10, 00:00:07, Serial1/0 208.149.23.96[110/13] via 190.173.23.10, 00:00:16, Serial1/0 208.149.23.96[110/13] via 190.173.23.10, 00:00:16, FastEthernet0/0
- D. 208.149.23.64[110/3] via 190.172.23.10, 00:00:07, Serial1/0 208.149.23.96[110/3] via 190.173.23.10, 00:00:16, Serial1/0

**Correct Answer:** A

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Explanation:

Router\_E learns two subnets subnets 208.149.23.64 and 208.149.23.96 via Router\_A through FastEthernet interface. The interface cost is calculated with the formula  $10 / \text{Bandwidth}$ . For 8

FastEthernet it is  $10 / 100 \text{ Mbps} = 10 / 100,000,000 = 1$ . Therefore the cost is 12 (learned from Router\_A) + 1 = 13 for both subnets ->

The cost through T1 link is much higher than through T3 link (T1 cost =  $10 / 1.544 \text{ Mbps} = 64$ ; T3 cost =  $10 / 45 \text{ Mbps} = 2$ ) so surely OSPF will choose the path through T3 link -> Router\_E will choose the path from Router\_A through FastEthernet0/0, not Serial1/0. In fact, we can quickly eliminate answers B, C and D because they contain at least one subnet learned from Serial1/0 -> they are surely incorrect.

**QUESTION 15**

What information can be used by a router running a link-state protocol to build and maintain its topological database? (Choose two.)

- A. hello packets
- B. SAP messages sent by other routers
- C. LSAs from other routers
- D. beacons received on point-to-point links
- E. routing tables received from other link-state routers
- F. TTL packets from designated routers

**Correct Answer:** AC

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Reference 1:

<http://www.ciscopress.com/articles/article.asp?p=24090&seqNum=4>

Link state protocols, sometimes called shortest path first or distributed database protocols, are built around a well-known algorithm from graph theory, E. W. Dijkstra's shortest path algorithm.

Examples of link state routing protocols are:

Open Shortest Path First (OSPF) for IP

The ISO's Intermediate System to Intermediate System (IS-IS) for CLNS and IP DEC's DNA Phase V

Novell's NetWare Link Services Protocol (NLSP)

Although link state protocols are rightly considered more complex than distance vector protocols, the basic functionality is not complex at all:

1. Each router establishes a relationship--an adjacency--with each of its neighbors.
2. Each router sends link state advertisements (LSAs), some
3. Each router stores a copy of all the LSAs it has seen in a database. If all works well, the databases in all routers should be identical.
4. The completed topological database, also called the link state database, describes a graph of the internetwork. Using the Dijkstra algorithm, each router calculates the shortest path to each network and enters this information into the route table.

OSPF Tutorial

<http://www.9tut.com/ospf-routing-protocol-tutorial>

**QUESTION 16**

What are two benefits of using a single OSPF area network design? (Choose two.)

- A. It is less CPU intensive for routers in the single area.
- B. It reduces the types of LSAs that are generated.
- C. It removes the need for virtual links.
- D. It increases LSA response times.

E. It reduces the number of required OSPF neighbor adjacencies.

**Correct Answer:** BC

**Section:** [none]

**Explanation**

**Explanation/Reference:**

#### **QUESTION 17**

What command sequence will configure a router to run OSPF and add network 10.1.1.0 /24 to area 0?

- A. router ospf area 0  
network 10.1.1.0 255.255.255.0 area 0
- B. router ospf  
network 10.1.1.0 0.0.0.255
- C. router ospf 1  
network 10.1.1.0 0.0.0.255 area 0
- D. router ospf area 0  
network 10.1.1.0 0.0.0.255 area 0
- E. router ospf  
network 10.1.1.0 255.255.255.0 area 0
- F. router ospf 1  
network 10.1.1.0 0.0.0.255

**Correct Answer:** C

**Section:** [none]

**Explanation**

**Explanation/Reference:**

#### **QUESTION 18**

Refer to the exhibit.

```
Cisco#show ip interface brief
```

Interface	IP-Address	OK?	Method	Status	Protocol
FastEthernet0/0	192.168.1.1	YES	manual	up	up
FastEthernet0/1	172.16.1.1	YES	manual	up	up
Loopback0	1.1.1.1	YES	manual	up	up
Loopback1	2.2.2.2	YES	manual	up	up
Vlan1	unassigned	YES	unset	administratively down	down

If the router Cisco returns the given output and has not had its router ID set manually, what value will OSPF use as its router ID?

- A. 192.168.1.1
- B. 172.16.1.1
- C. 1.1.1.1
- D. 2.2.2.2

**Correct Answer:** D

**Section:** [none]

**Explanation**

**Explanation/Reference:**

#### QUESTION 19

What OSPF command, when configured, will include all interfaces into area 0?

- A. network 0.0.0.0 255.255.255.255 area 0
- B. network 0.0.0.0 0.0.0.0 area 0
- C. network 255.255.255.255 0.0.0.0 area 0
- D. network all-interfaces area 0

**Correct Answer:** A

**Section:** [none]

**Explanation**

**Explanation/Reference:**

**QUESTION 20**

Which statement describes the process ID that is used to run OSPF on a router?

- A. It is globally significant and is used to represent the AS number.
- B. It is locally significant and is used to identify an instance of the OSPF database.
- C. It is globally significant and is used to identify OSPF stub areas.
- D. It is locally significant and must be the same throughout an area.

**Correct Answer: B**

**Section: [none]**

**Explanation**

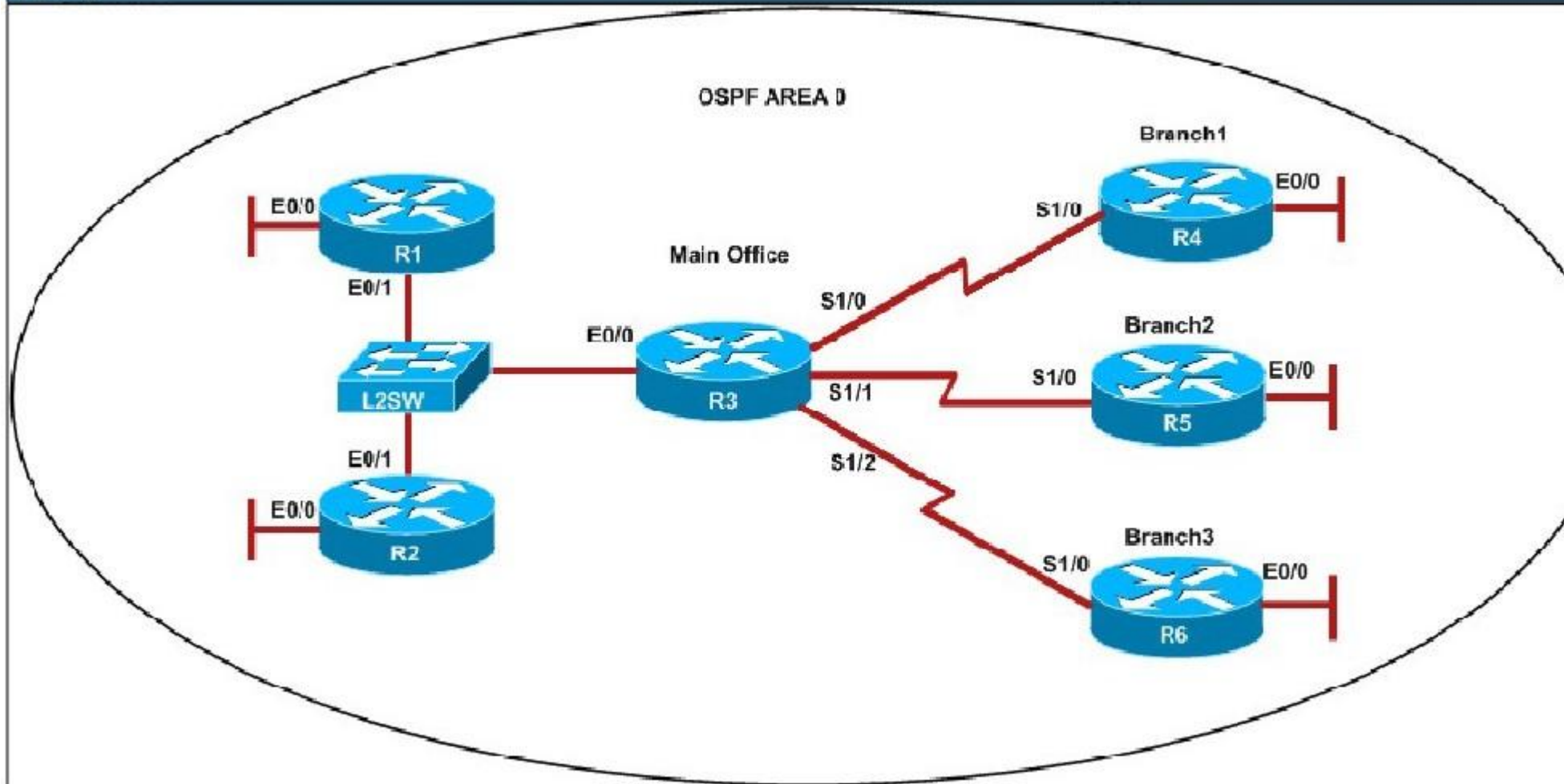
**Explanation/Reference:**

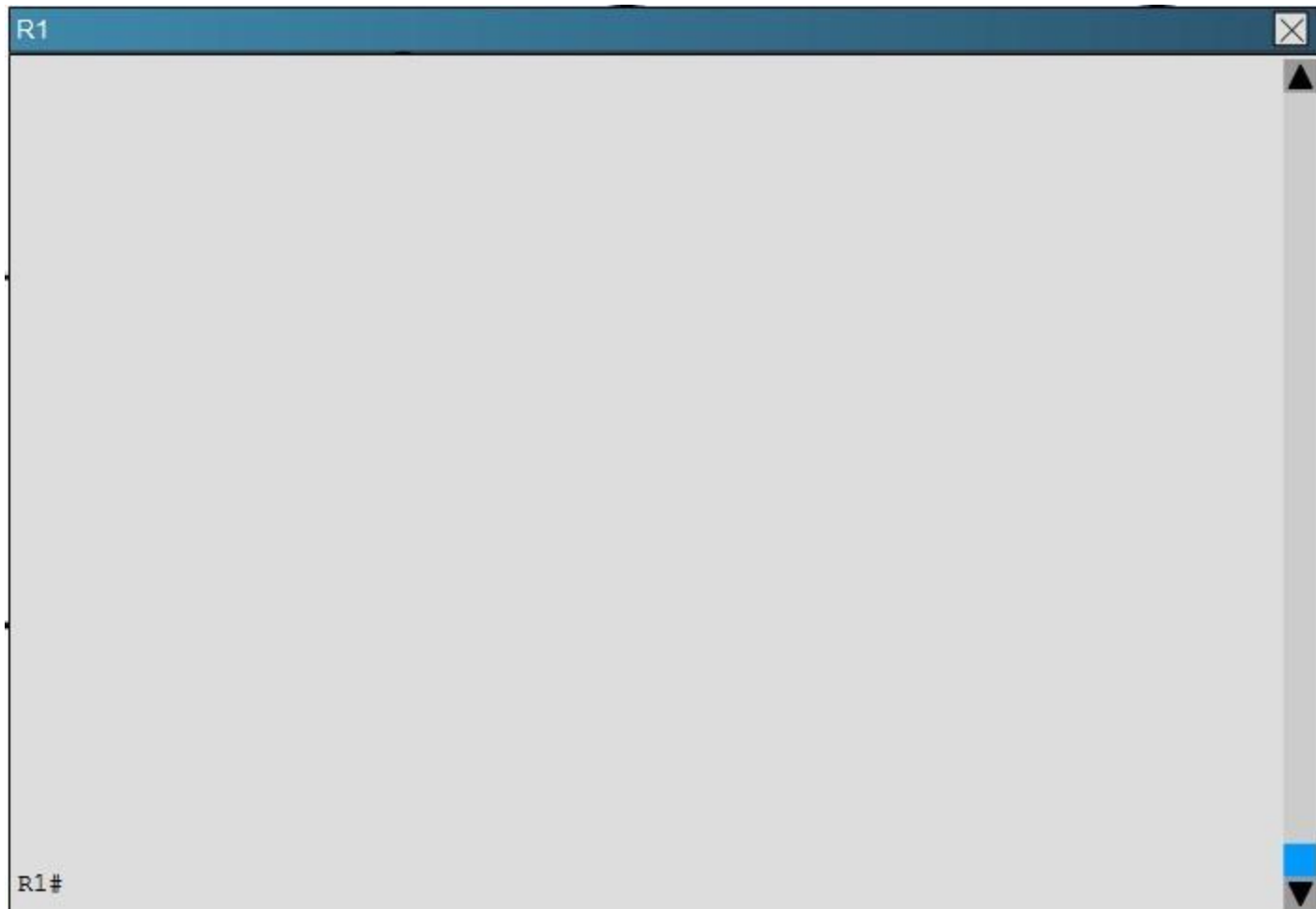
**QUESTION 21**

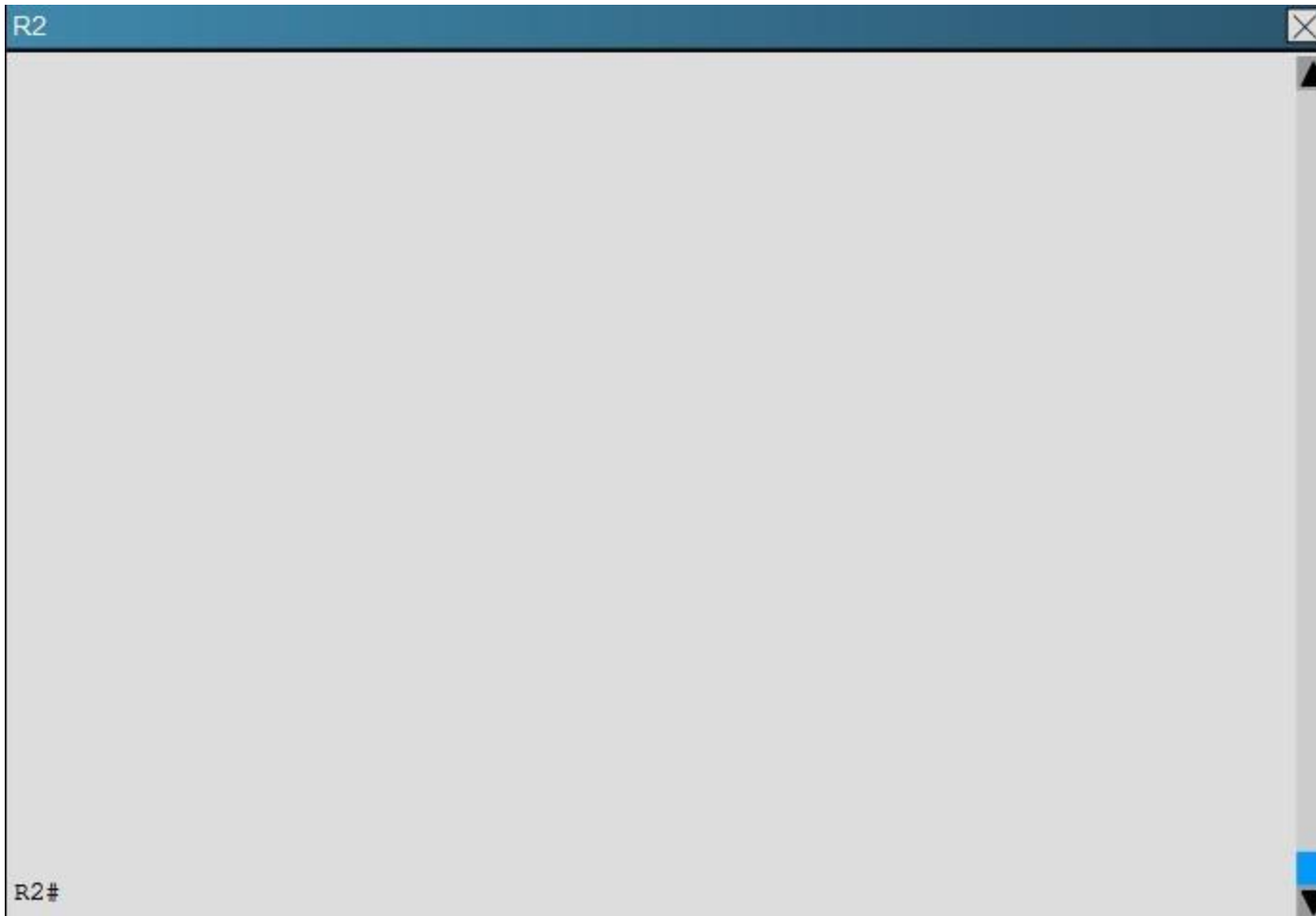
Scenario

Refer to the topology. Your company has decided to connect the main office with three other remote branch offices using point-to-point serial links.

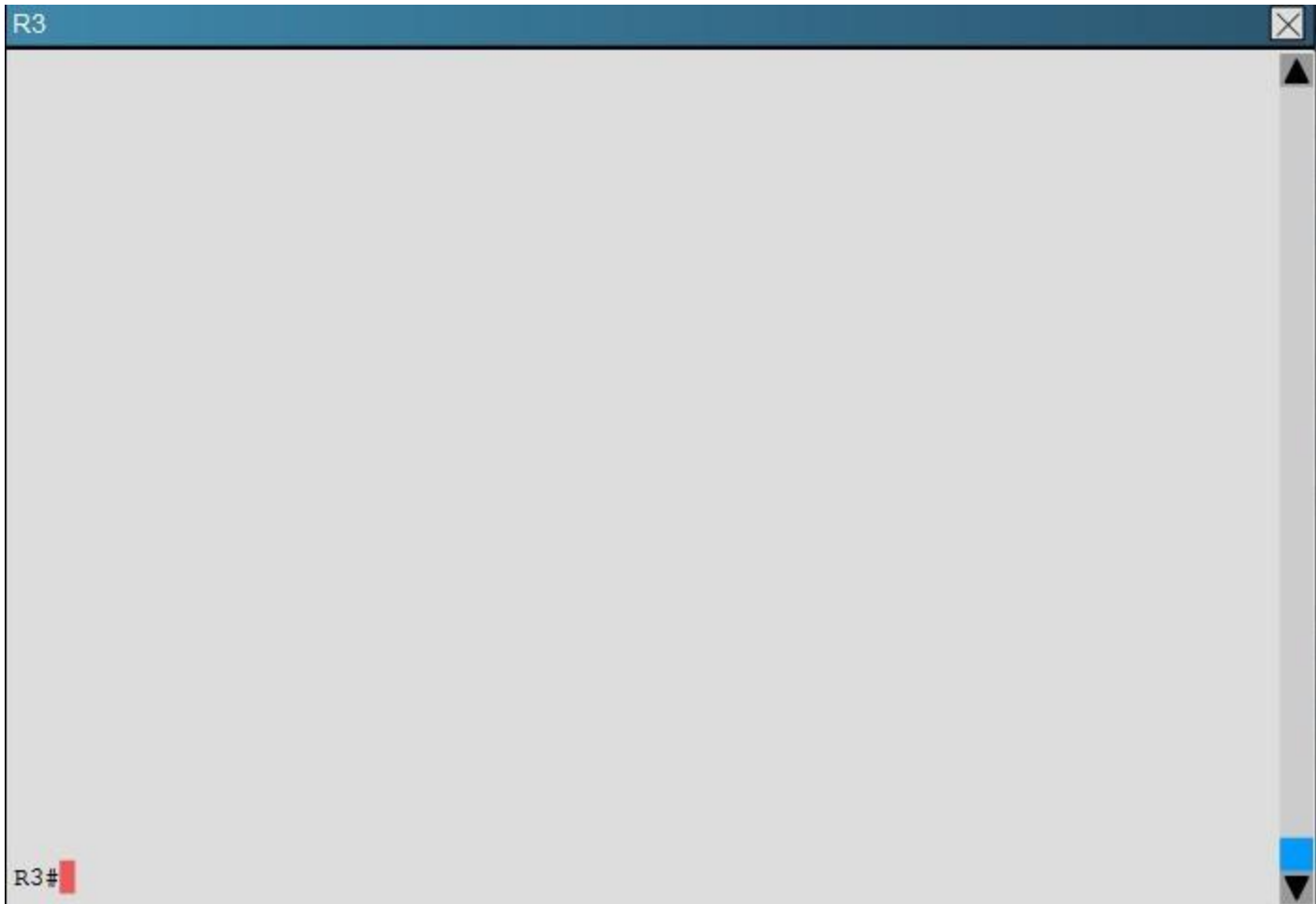
You are required to troubleshoot and resolve OSPF neighbor adjacency issues between the main office and the routers located in the remote branch offices.

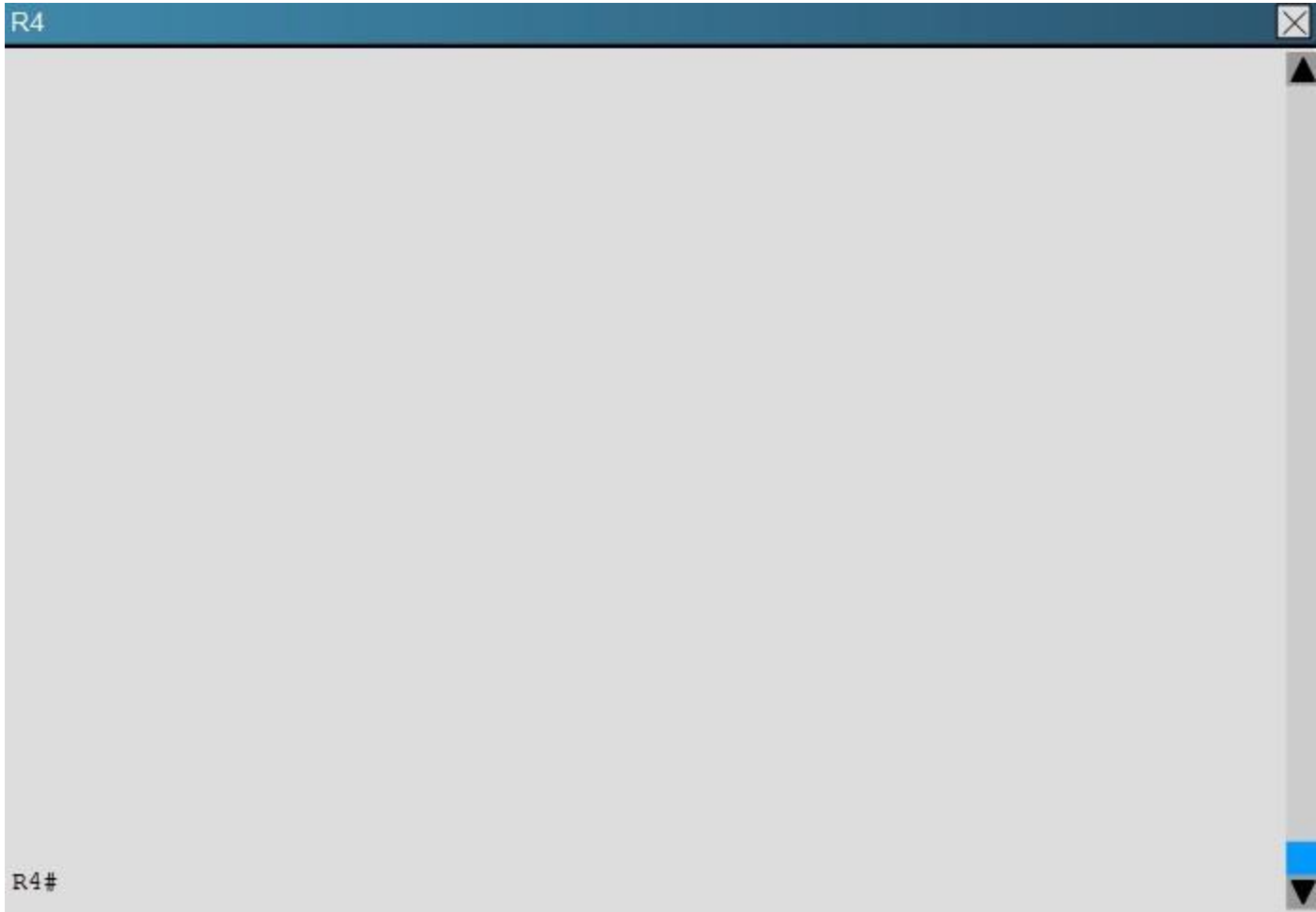


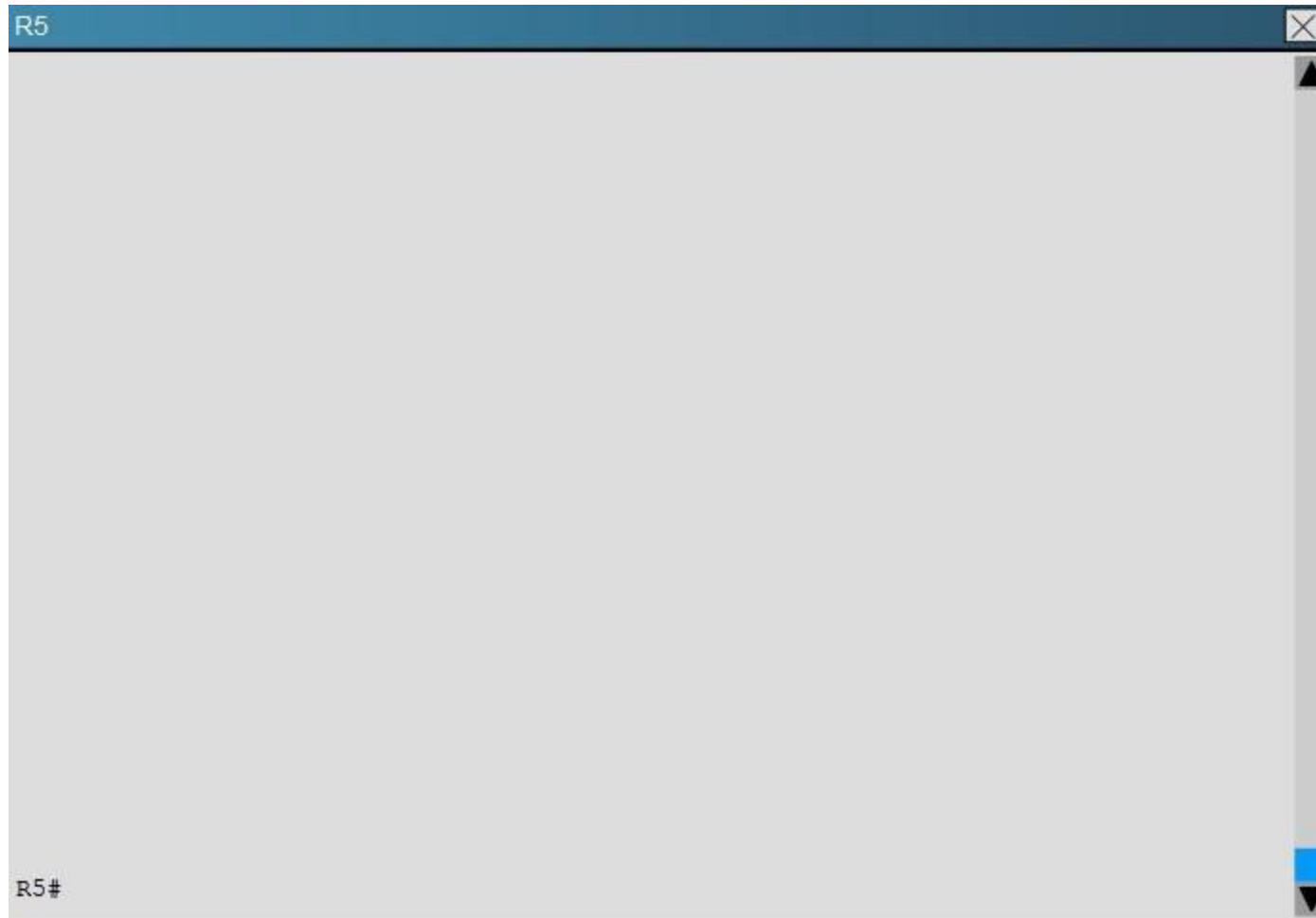


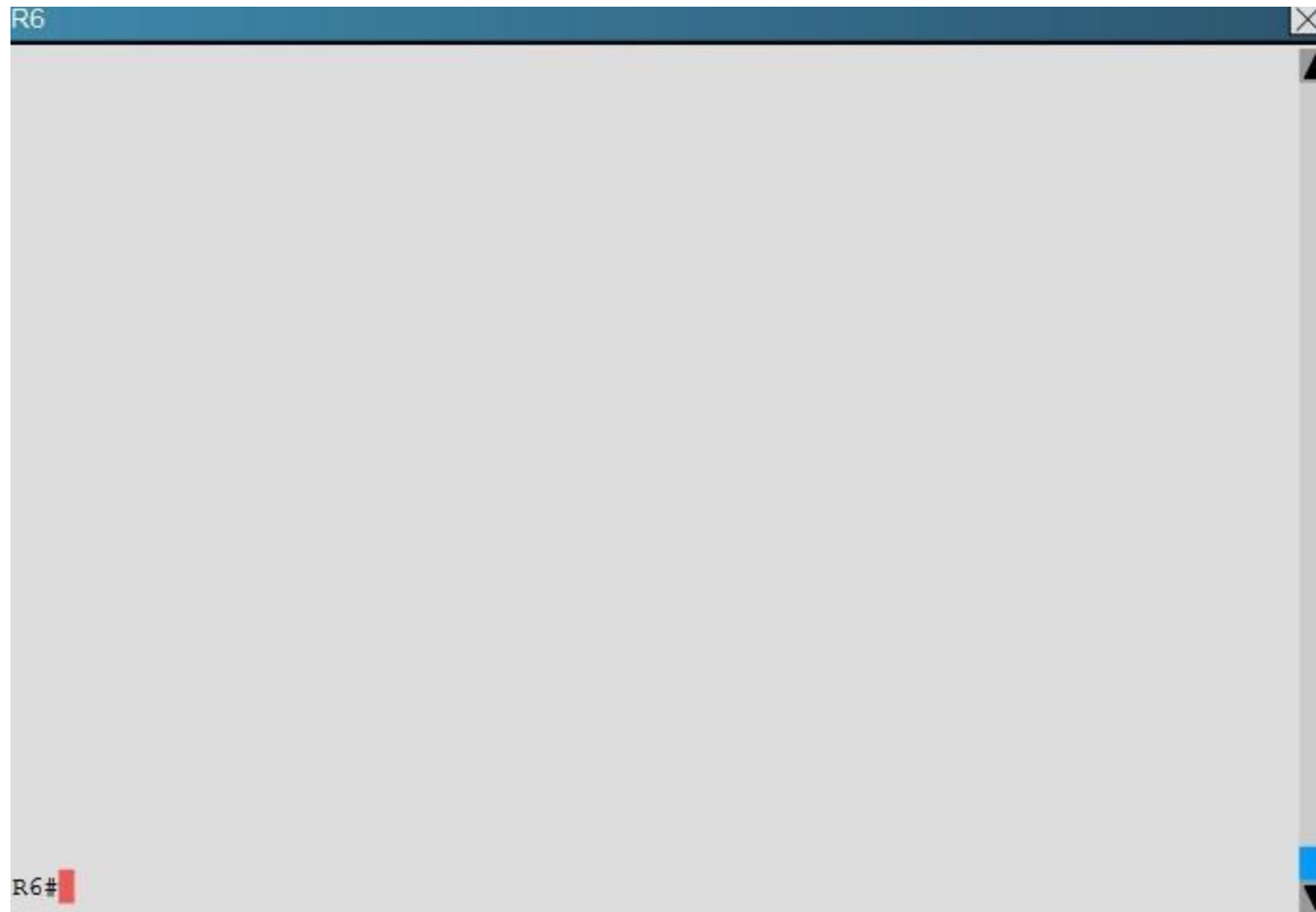


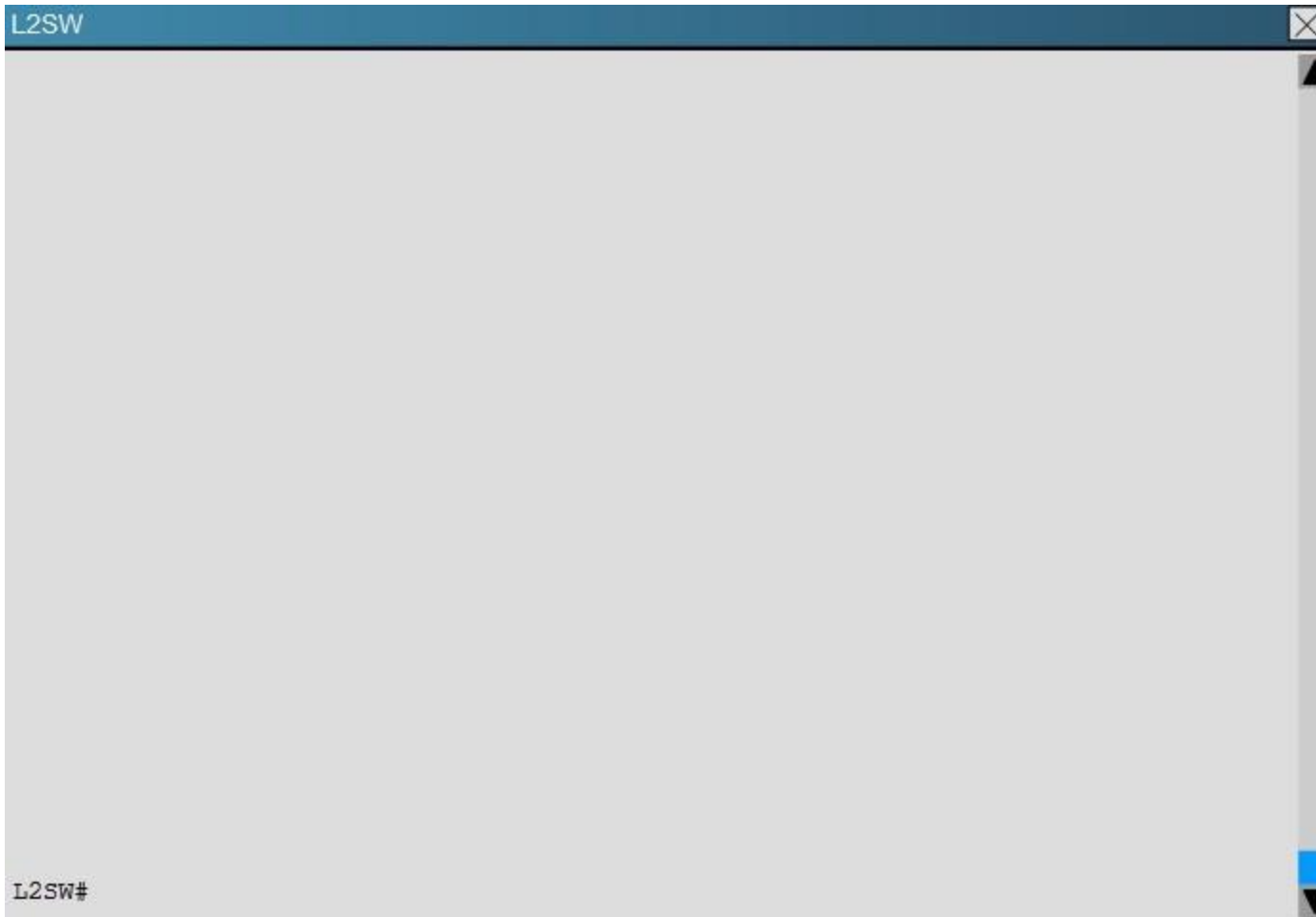












An OSPF neighbor adjacency is not formed between R3 in the main office and R5 in the Branch2 office. What is causing the problem?

- A. There is an area ID mismatch.
- B. There is a PPP authentication issue; a password mismatch.
- C. There is an OSPF hello and dead interval mismatch.
- D. There is a missing network command in the OSPF process on R5.

**Correct Answer: C**

**Section: [none]**

### Explanation

**Explanation/Reference:**

Explanation:

The "show ip ospf interface command on R3 and R5 shows that the hello and dead intervals do not match. They are 50 and 200 on R3 and 10 and 40 on R5.

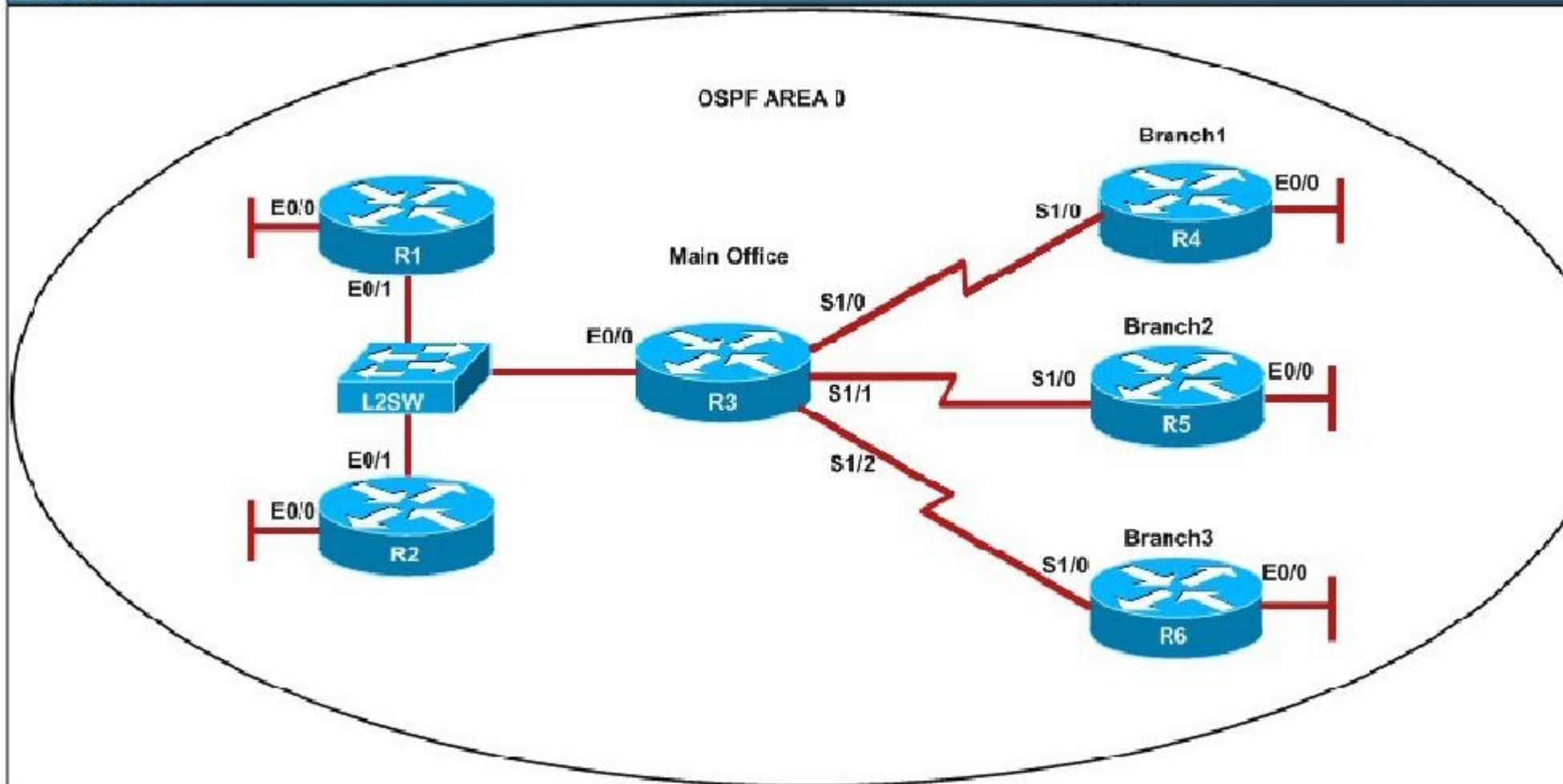
R3	R5
<pre> Suppress hello for 0 neighbor(s) Serial1/1 is up, line protocol is up Internet Address 10.10.240.5/30, Area 0, Attached via Interface Process ID 3, Router ID 192.168.1.1, Network Type POINT TO POINT Topology-MTID Cost Disabled Shutdown Topology Name 0 64 no no Base Enabled by interface config, including secondary ip addresses Transmit Delay is 1 sec, State POINT TO POINT Timer intervals configured, Hello 50, Dead 200, Wait 200, Retransmit oob-resync timeout 200 Hello due in 00:00:39 Supports Link local Signaling (LLS) Cisco NSF helper support enabled IETF NSF helper support enabled Index 4/4, flood queue length 0 Next 0x0(0)/0x0(0) Last flood scan length is 0, maximum is 0 Last flood scan time is 0 msec, maximum is 0 msec Neighbor Count is 0, Adjacent neighbor count is 0 Suppress hello for 0 neighbor(s) Serial1/0 is up, line protocol is up Internet Address 10.10.240.1/30, Area 0, Attached via Interface Process ID 3, Router ID 192.168.1.1, Network Type POINT TO POINT Topology-MTID Cost Disabled Shutdown Topology Name 0 64 no no Base Enabled by interface config, including secondary ip addresses Transmit Delay is 1 sec, State POINT TO POINT Timer intervals configured, Hello 10, Dead 40, Wait 40, Retransmit 5 oob-resync timeout 40 Hello due in 00:00:08 Supports Link local Signaling (LLS) Cisco NSF helper support enabled IETF NSF helper support enabled Index 3/3, flood queue length 0 Next 0x0(0)/0x0(0) Last flood scan length is 0, maximum is 0 Last flood scan time is 0 msec, maximum is 0 msec Neighbor Count is 0, Adjacent neighbor count is 0 Suppress hello for 0 neighbor(s) Ethernet0/0 is up, line protocol is up Internet Address 172.16.114.1/24, Area 0, Attached via Interface Enable </pre>	<pre> 0 1 no no Base Enabled by interface config, including secondary ip addresses Loopback interface is treated as a stub host Serial1/0 is up, line protocol is up Internet Address 10.10.240.6/30, Area 0, Attached via Interface Enable Process ID 5, Router ID 192.168.5.5, Network Type POINT TO POINT, Cost: Topology-MTID Cost Disabled Shutdown Topology Name 0 64 no no Base Enabled by interface config, including secondary ip addresses Transmit Delay is 1 sec, State POINT TO POINT Timer intervals configured, Hello 10, Dead 40, Wait 40, Retransmit 5 oob-resync timeout 40 Hello due in 00:00:08 Supports Link local Signaling (LLS) Cisco NSF helper support enabled IETF NSF helper support enabled Index 3/3, flood queue length 0 Next 0x0(0)/0x0(0) Last flood scan length is 0, maximum is 0 Last flood scan time is 0 msec, maximum is 0 msec Neighbor Count is 0, Adjacent neighbor count is 0 Suppress hello for 0 neighbor(s) Ethernet0/0 is up, line protocol is up Internet Address 172.16.114.1/24, Area 0, Attached via Interface Enable </pre>
--- More (17) ---	R5

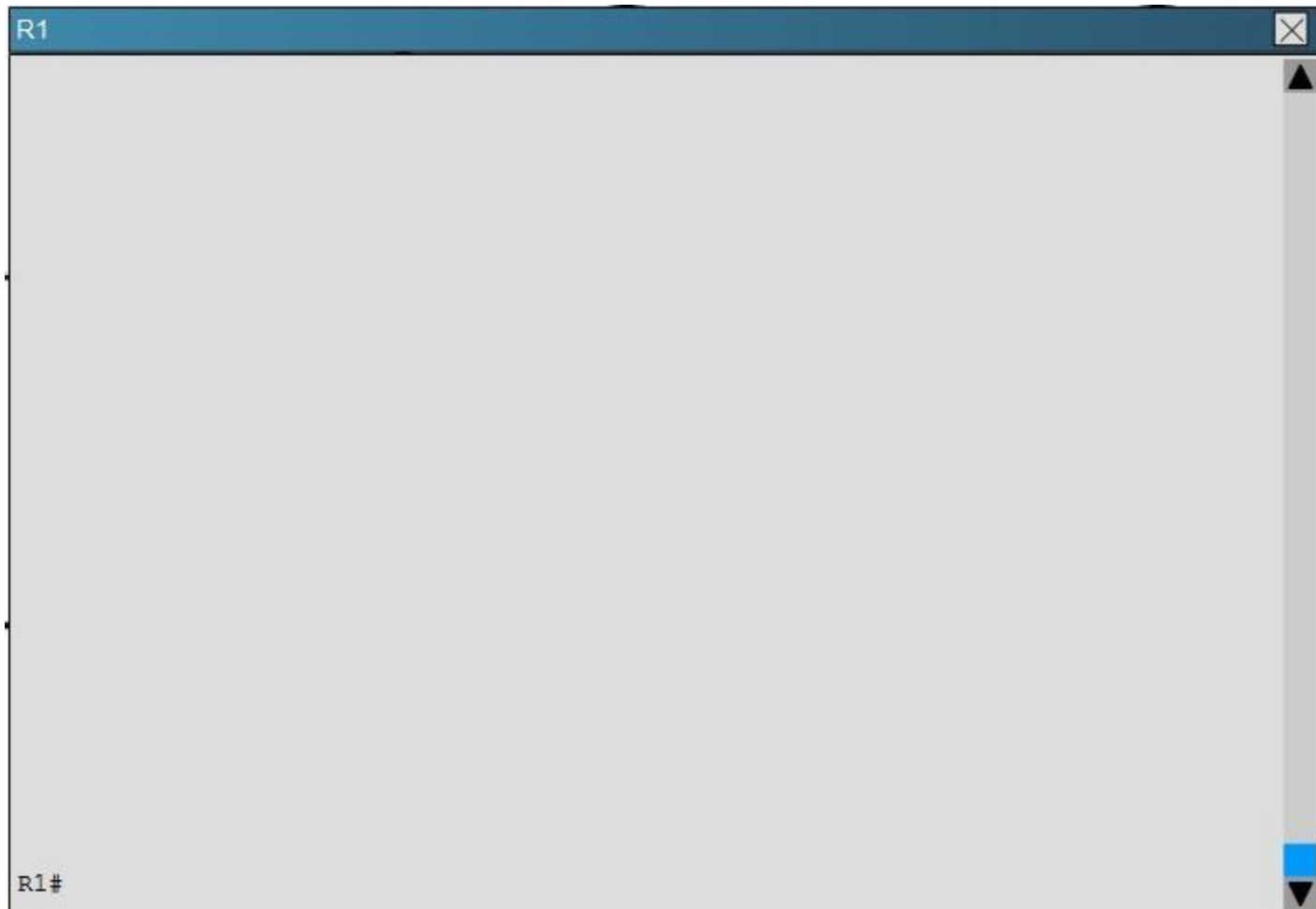
### QUESTION 22

## Scenario

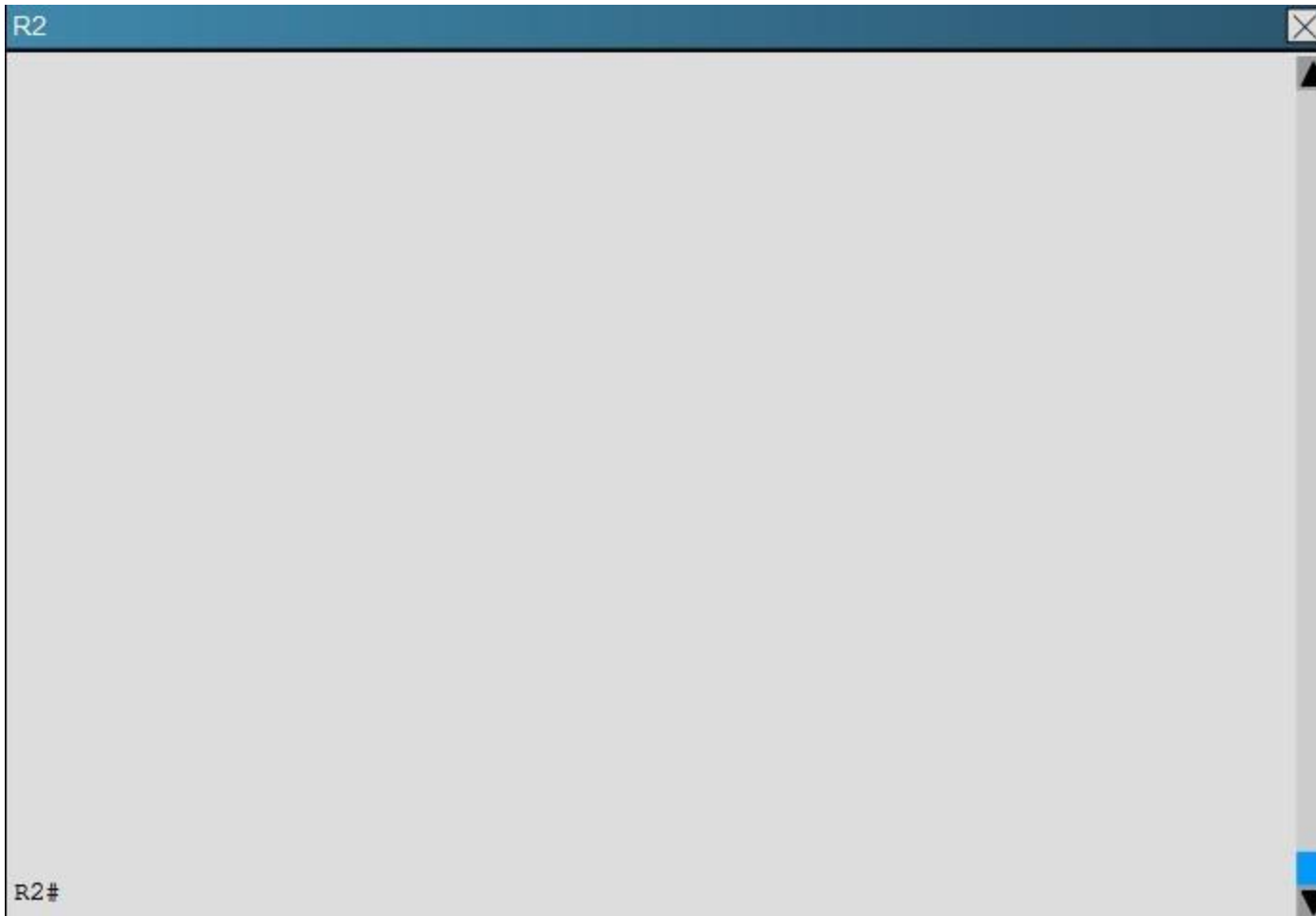
Refer to the topology. Your company has decided to connect the main office with three other remote branch offices using point-to-point serial links.

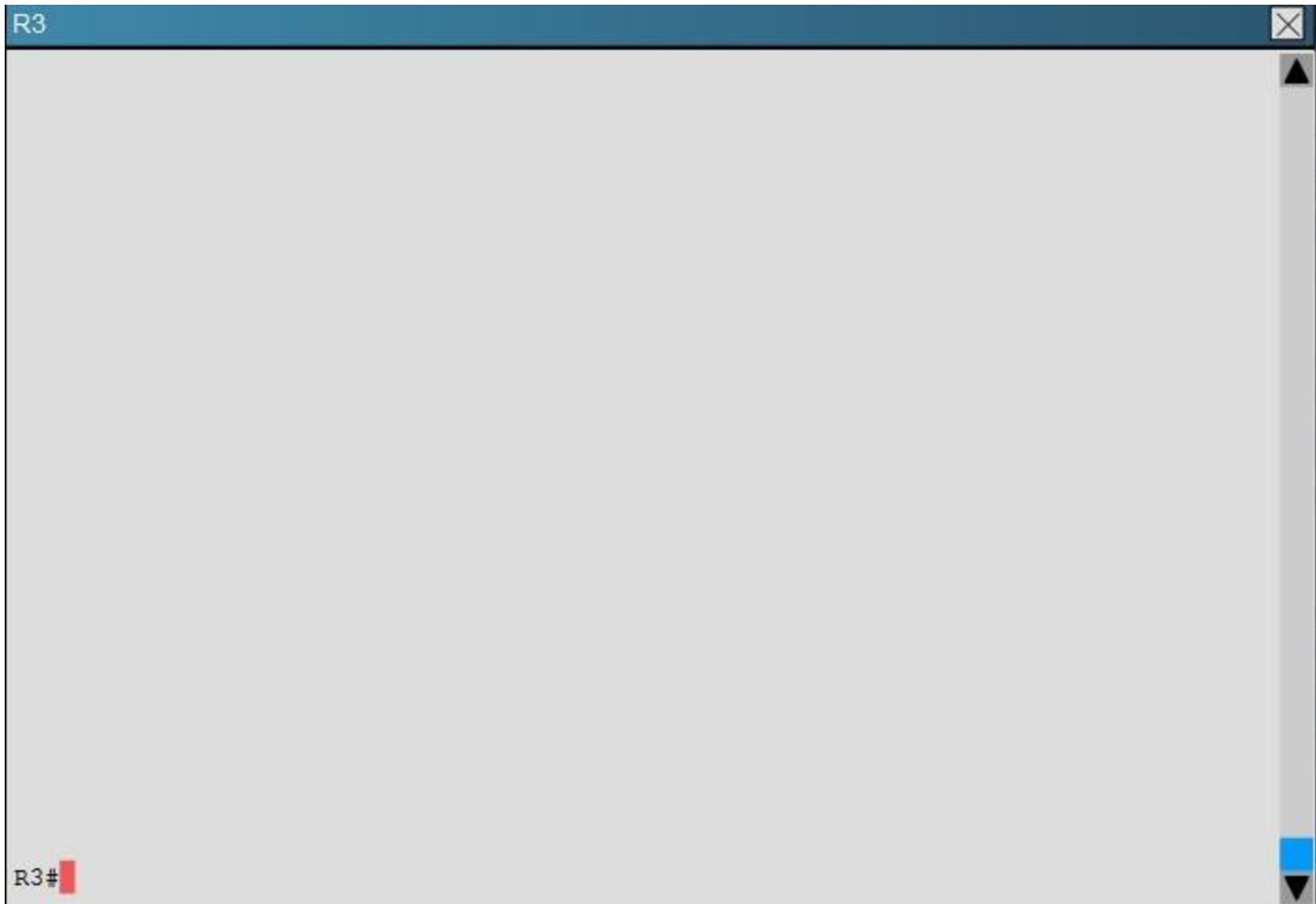
You are required to troubleshoot and resolve OSPF neighbor adjacency issues between the main office and the routers located in the remote branch offices.

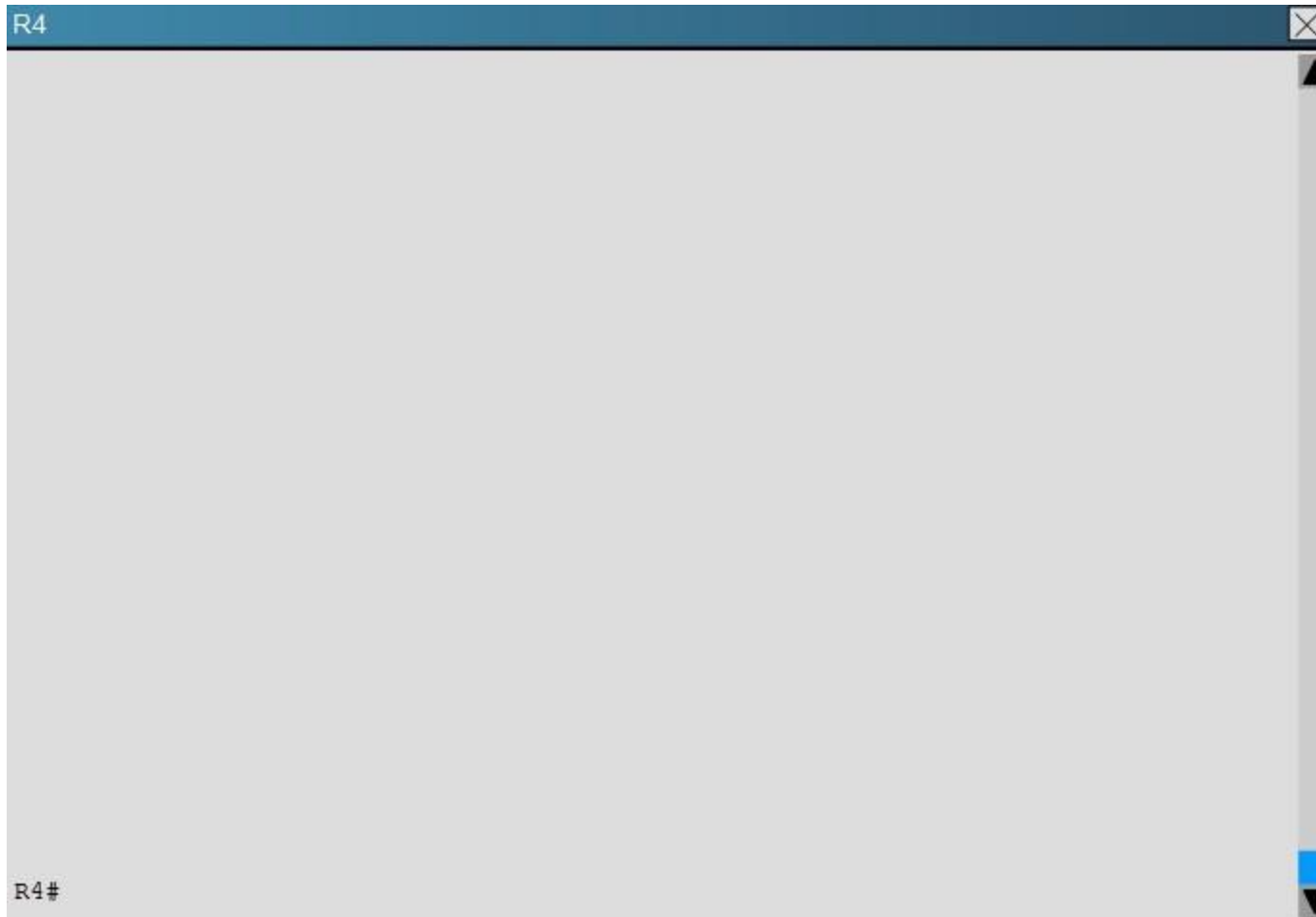


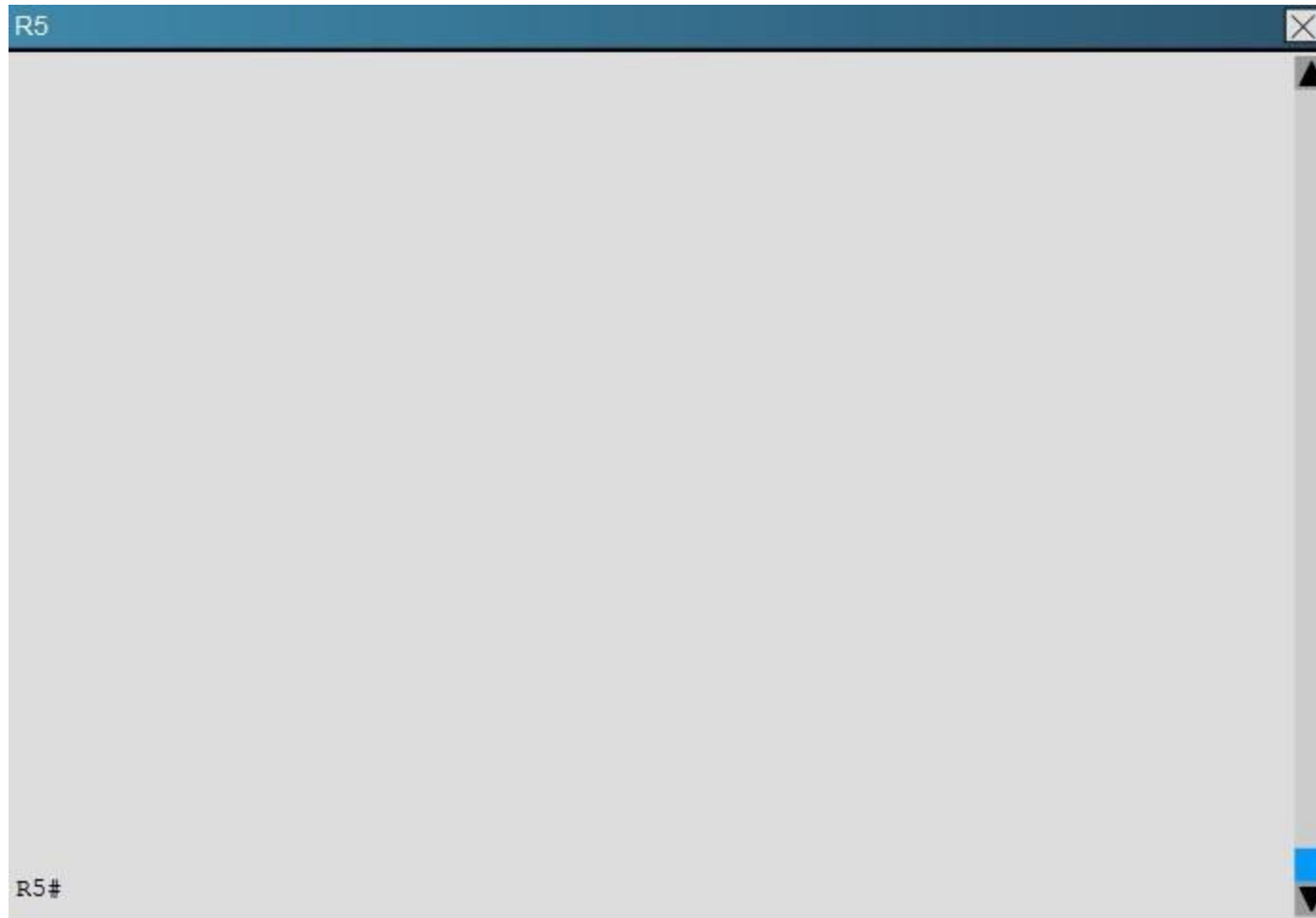


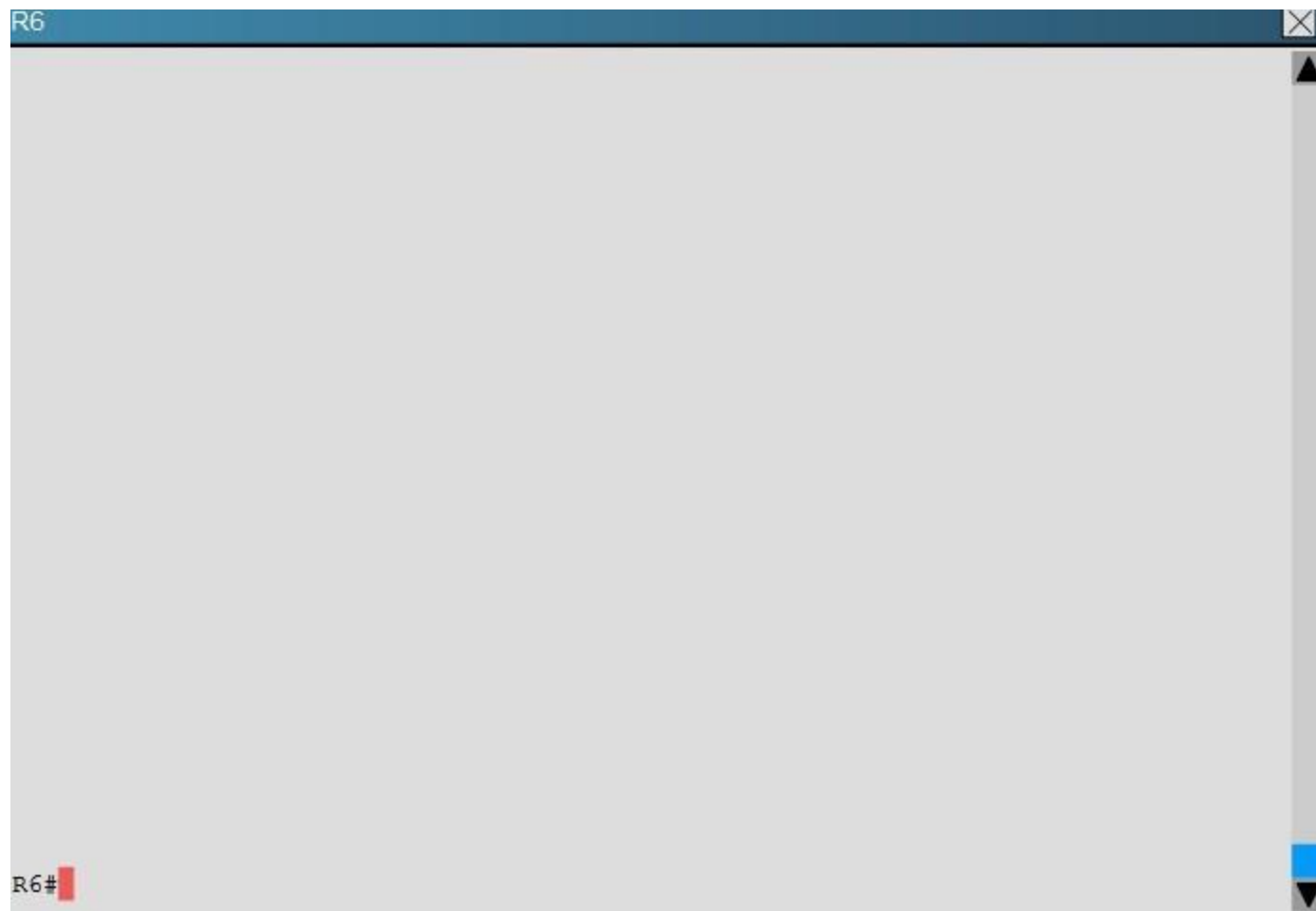


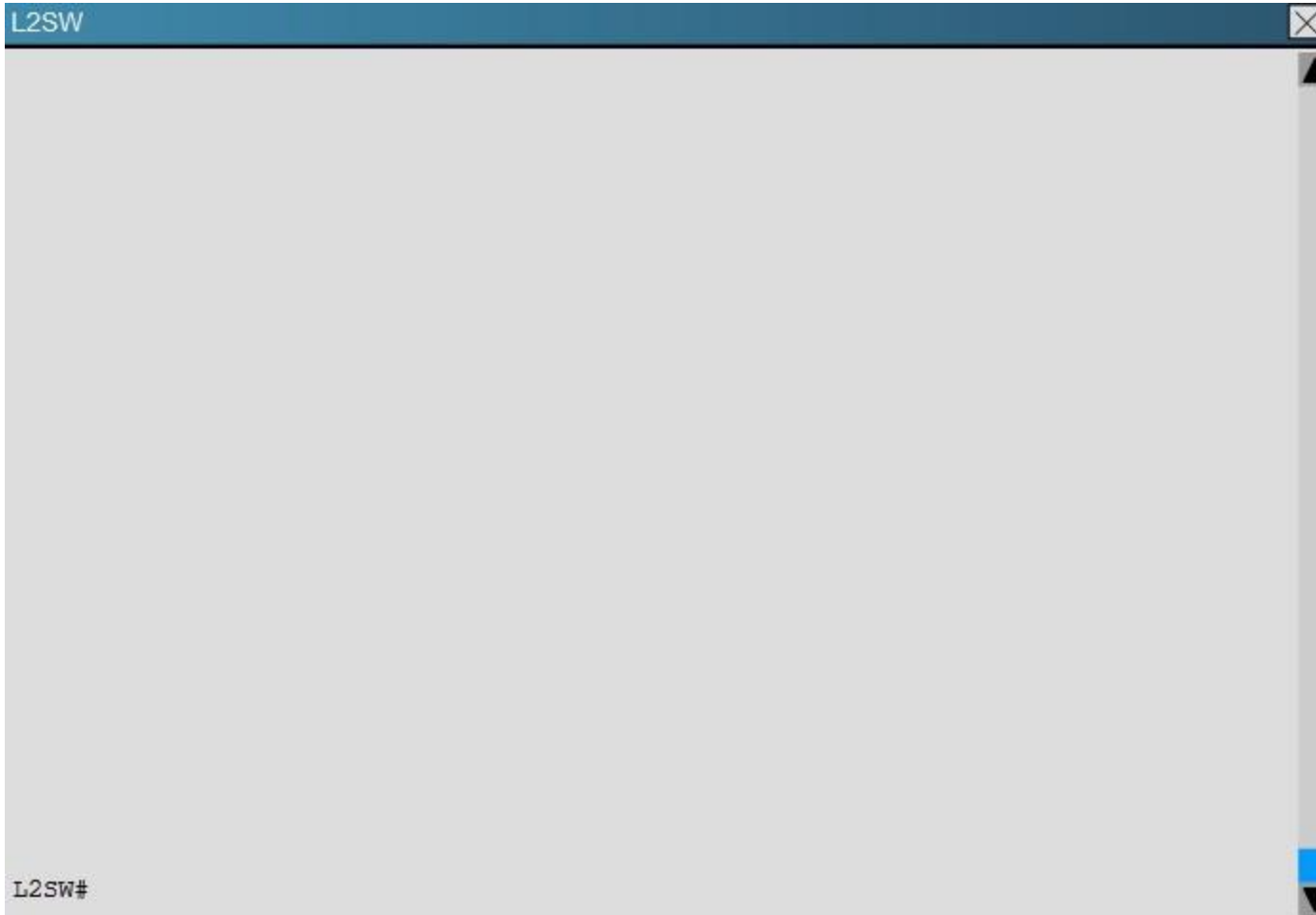












R1 does not form an OSPF neighbor adjacency with R2. Which option would fix the issue?

- A. R1 ethernetO/1 is shutdown. Configure no shutdown command.
- B. R1 ethernetO/1 configured with a non-default OSPF hello interval of 25; configure no ip ospf hello-interval 25
- C. R2 ethernetO/1 and R3 ethernetO/O are configured with a non-default OSPF hello interval of 25; configure no ip ospf hello-interval 25
- D. Enable OSPF for R1 ethernetO/1; configure ip ospf 1 area 0 command under ethernetO/1

**Correct Answer:** B

**Section:** [none]

## **Explanation**

### **Explanation/Reference:**

Explanation:

Looking at the configuration of R1, we see that R1 is configured with a hello interval of 25 on interface Ethernet 0/1 while R2 is left with the default of 10 (not configured).

R1

```
!  
!  
!  
!  
!  
interface Loopback0  
  description ***Loopback***  
  ip address 192.168.1.1 255.255.255.255  
  ip ospf 1 area 0  
!  
interface Ethernet0/0  
  description ***Connected to R1-LAN***  
  ip address 10.10.110.1 255.255.255.0  
  ip ospf 1 area 0  
!  
interface Ethernet0/1  
  description ***Connected to L2SW***  
  ip address 10.10.230.1 255.255.255.0  
  ip ospf hello-interval 25  
  ip ospf 1 area 0  
!  
interface Ethernet0/2  
  no ip address  
  shutdown
```

--- More (35) ---

R2

```
!  
!  
!  
!  
!  
!  
interface Loopback0  
  description ***Loopback***  
  ip address 192.168.2.2 255.255.255.255  
  ip ospf 2 area 0  
!  
interface Ethernet0/0  
  description ***Connected to R2-LAN***  
  ip address 10.10.120.1 255.255.255.0  
  ip ospf 2 area 0  
!  
interface Ethernet0/1  
  description ***Connected to L2SW***  
  ip address 10.10.230.2 255.255.255.0  
  ip ospf 2 area 0  
!  
interface Ethernet0/2  
  no ip address  
  shutdown
```

--- More (35) ---

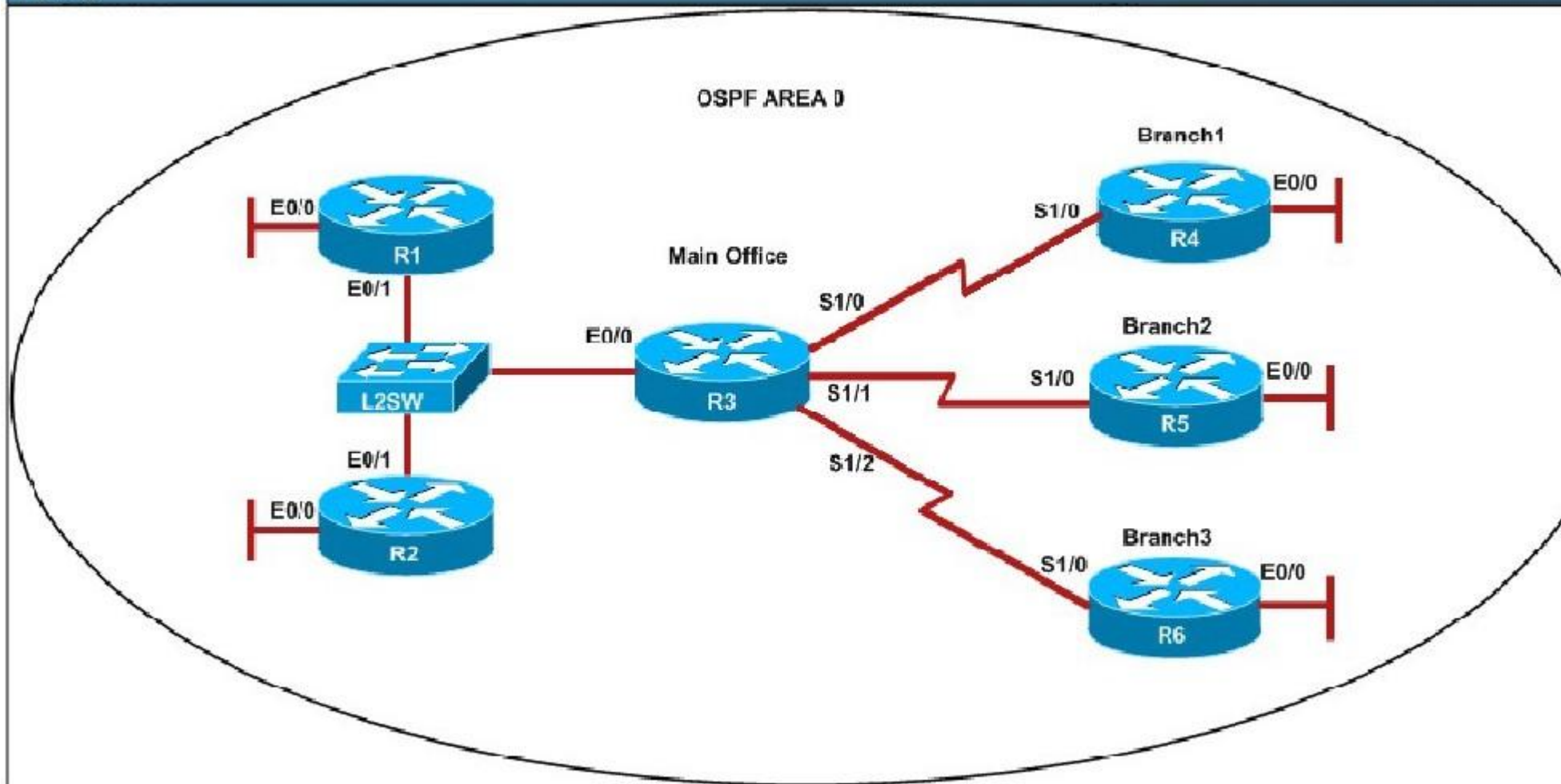


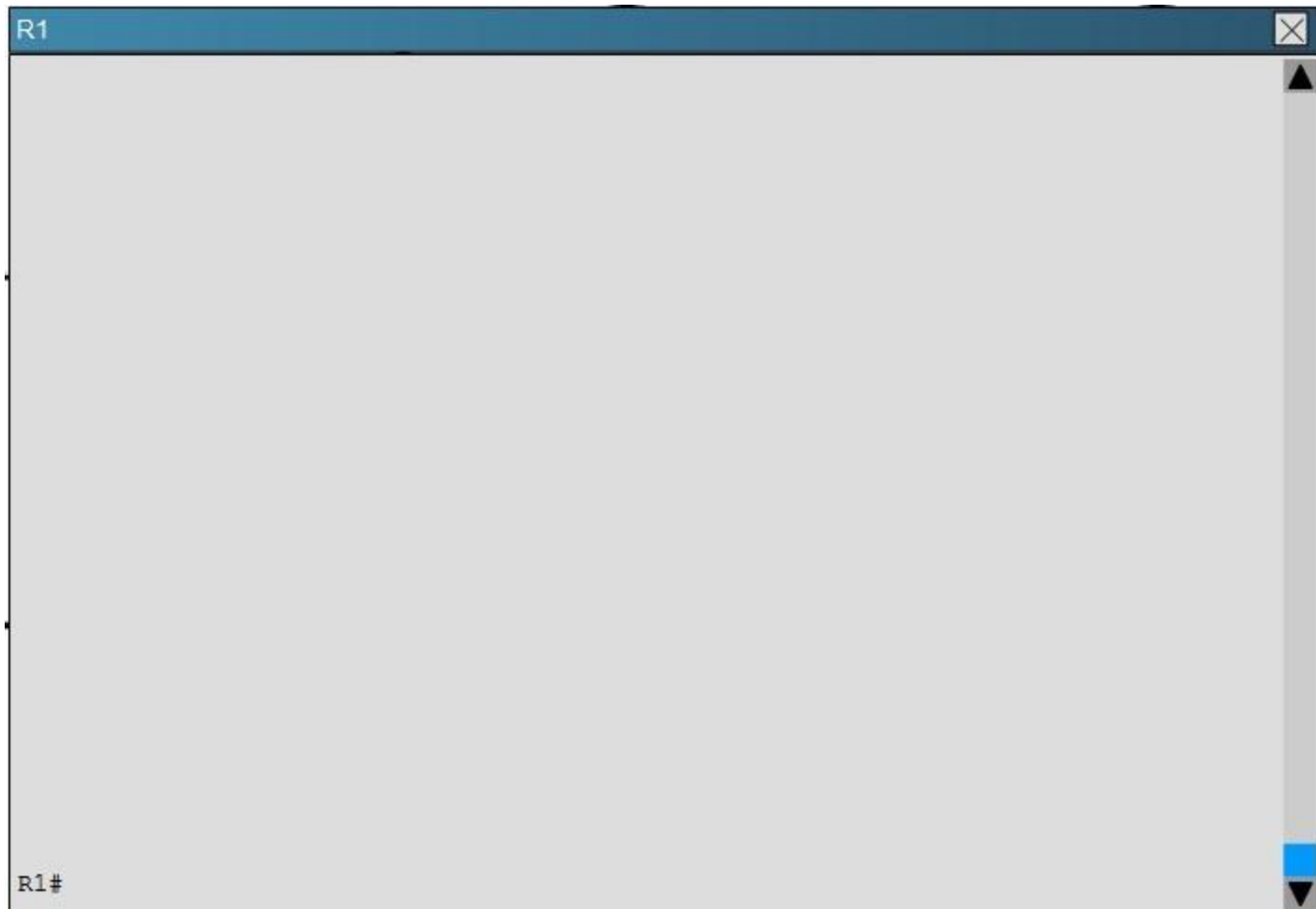
### QUESTION 23

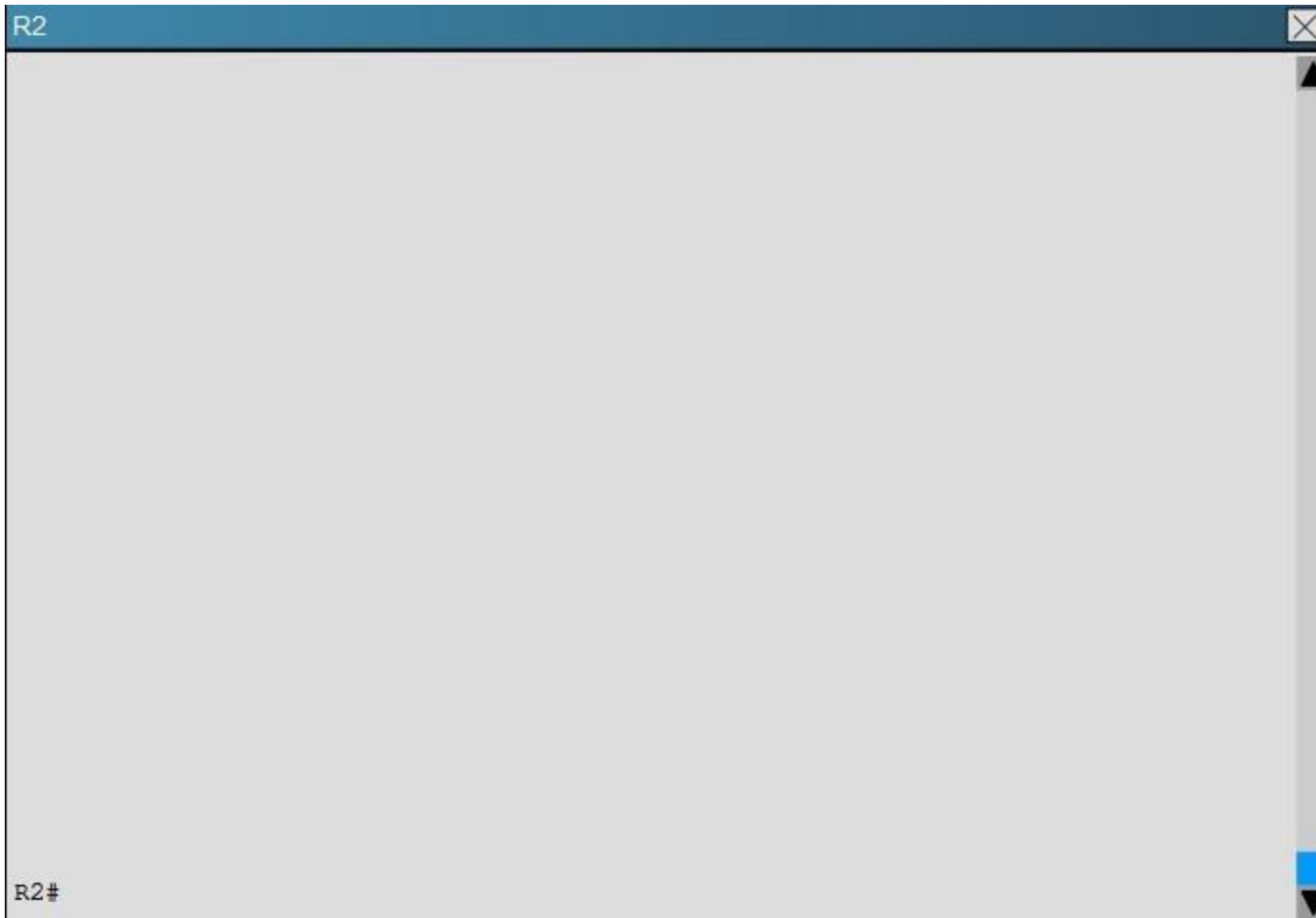
#### Scenario

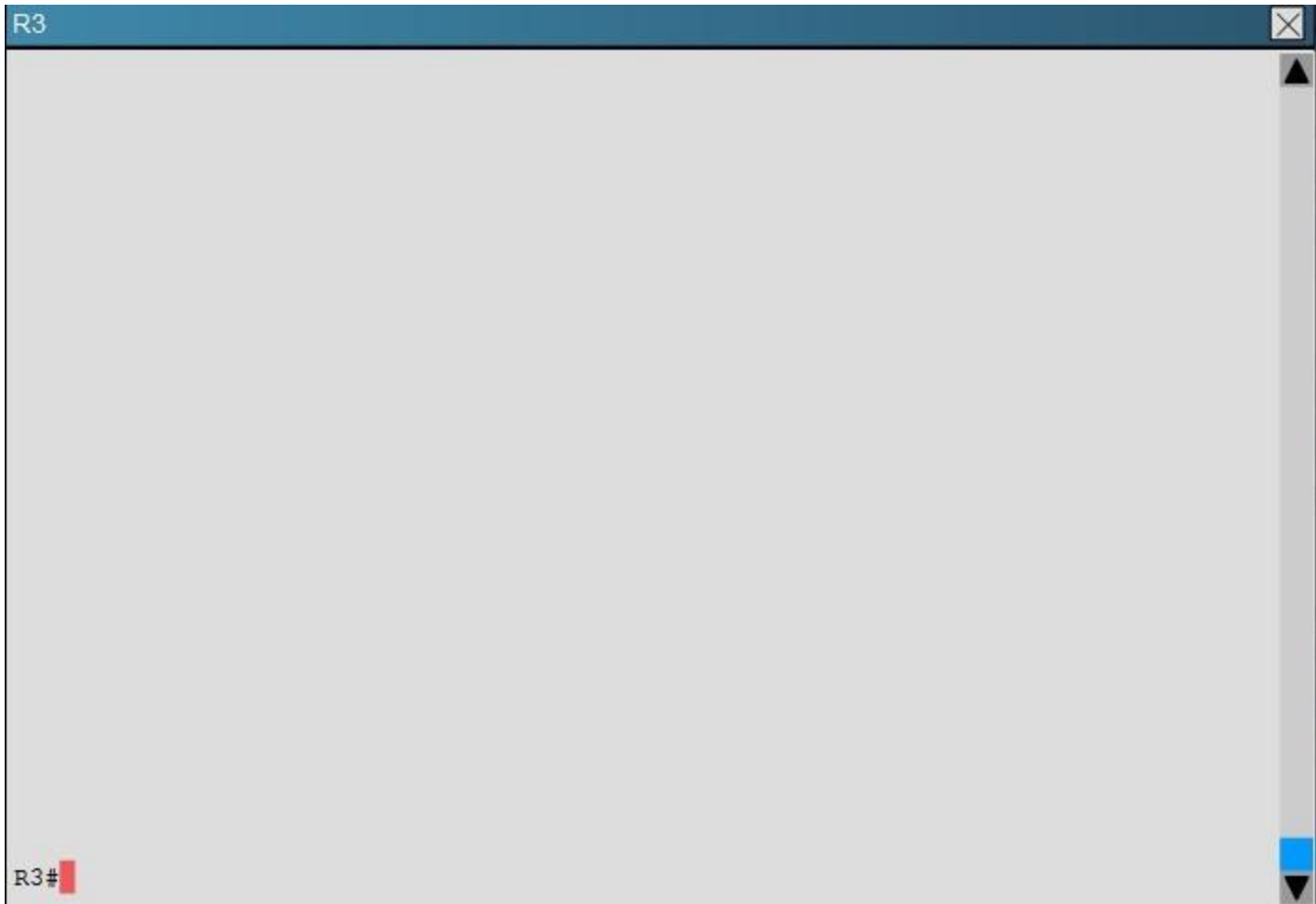
Refer to the topology. Your company has decided to connect the main office with three other remote branch offices using point-to-point serial links. You are required to troubleshoot and resolve OSPF neighbor adjacency issues between the main office and the routers located in the remote branch offices.

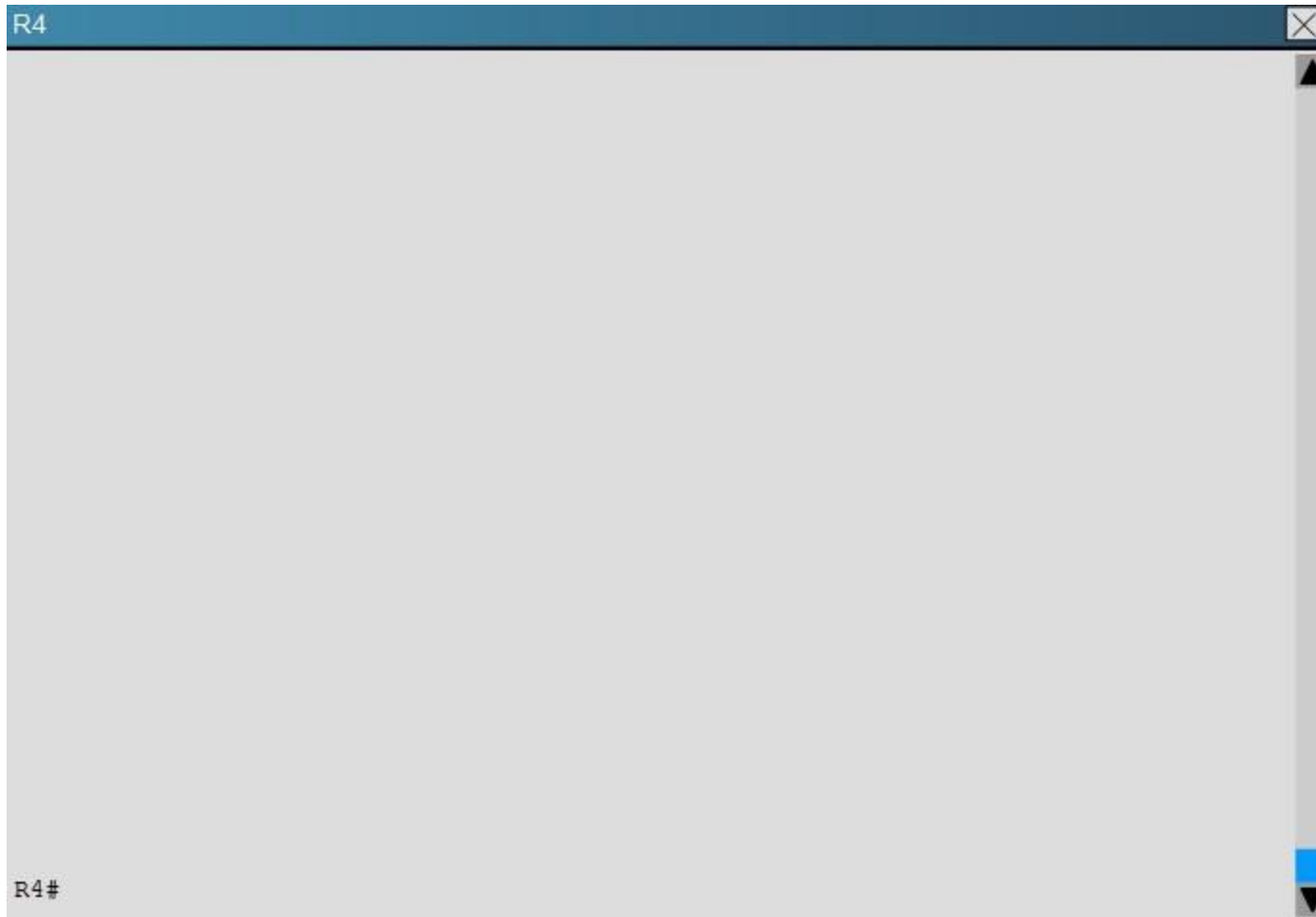
#### Topology

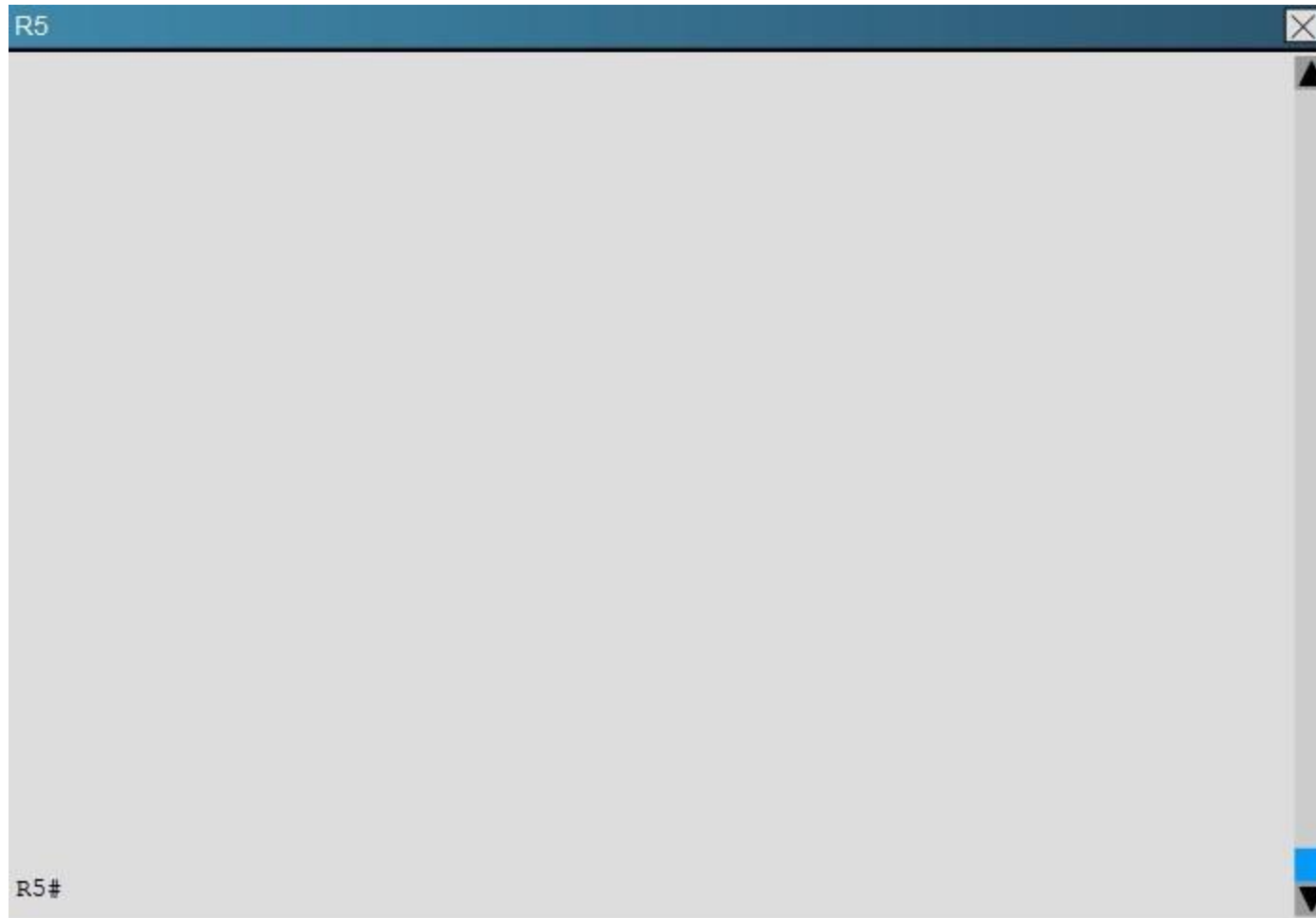


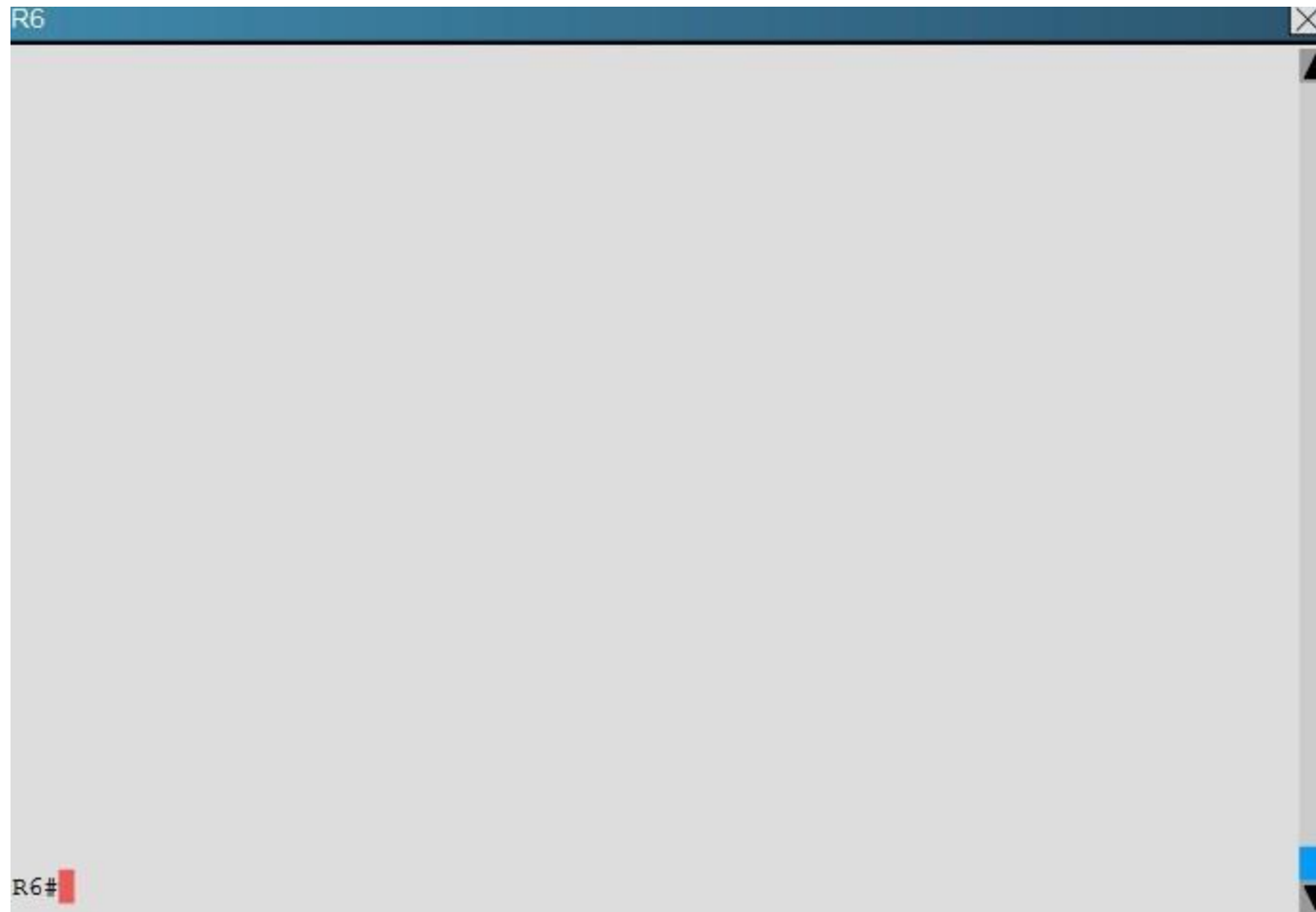


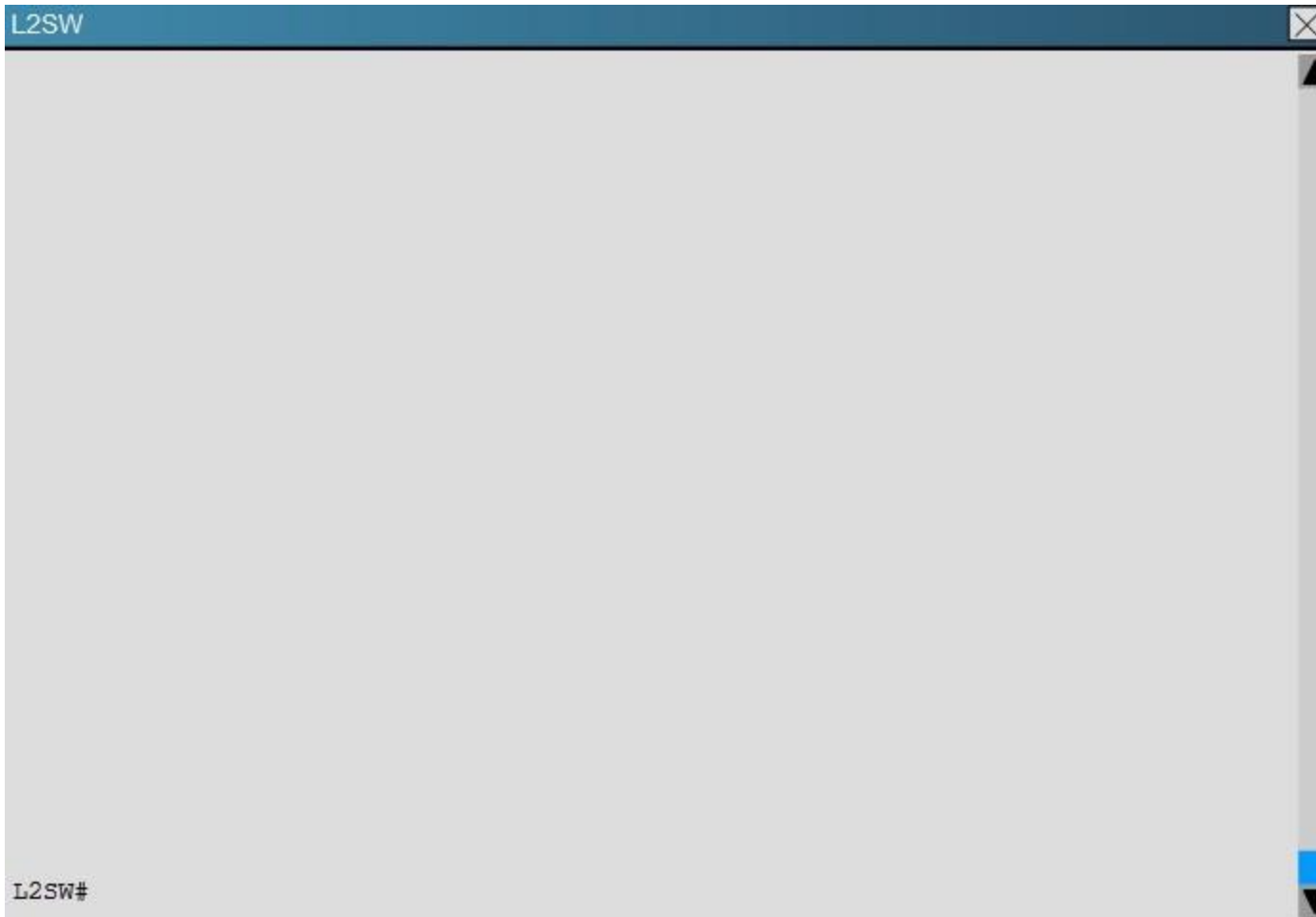












An OSPF neighbor adjacency is not formed between R3 in the main office and R6 in the Branch3 office. What is causing the problem?

- A. There is an area ID mismatch.
- B. There is a PPP authentication issue; the username is not configured on R3 and R6.
- C. There is an OSPF hello and dead interval mismatch.
- D. The R3 router ID is configured on R6.

**Correct Answer:** D

**Section:** [none]



## **Explanation**

### **Explanation/Reference:**

Explanation:

Using the show running-config command we see that R6 has been incorrectly configured with the same router ID as R3 under the router OSPF process.

R3

```
ip address 10.10.240.5 255.255.255.252
encapsulation ppp
ip ospf hello-interval 50
ip ospf 3 area 0
ppp authentication chap
serial restart-delay 0
!
interface Serial1/2
description ***Connected to R6-Branch3 office***
ip address 10.10.240.9 255.255.255.252
encapsulation ppp
ip ospf 3 area 0
ppp authentication chap
serial restart delay 0
!
interface Serial1/3
no ip address
shutdown
serial restart-delay 0
!
router ospf 3
router-id 192.168.3.3
!
ip forward-protocol nd
!
```

R6

```
no ip address
shutdown
serial restart-delay 0
!
interface Serial1/2
no ip address
shutdown
serial restart delay 0
!
interface Serial1/3
no ip address
shutdown
serial restart-delay 0
!
router ospf 6
router-id 192.168.3.3
!
ip forward protocol nd
!
!
no ip http server
no ip http secure-server
!
!
```

## Question Set 1

### QUESTION 1 SIMULATION

**Topology**

```
graph LR
    S1[Switch] --- Fa0_0_Tampa[Tampa Fa0/0]
    Fa0_0_Tampa --- S_IP[198.18.1.1/24 Fa0/0 - IP]
    S1_0_1_Tampa[Tampa S0/0/1] --- S0_0_0_Apopka[Apopka S0/0/0]
    S1_0_1_Tampa --- S_IP2[192.0.2.128/28 Network]
    S0_0_0_Apopka --- Fa0_0_Apopka[Apopka Fa0/0]
    Fa0_0_Apopka --- S_IP3[209.165.201.0/27 Network]
    Fa0_0_Apopka --- LAN_Switch[Apopka LAN Switch]
    LAN_Switch --- S_IP4[209.165.201.0/27]
    Apopka --- Console[Console]
```

**Instructions**

To configure the router (**Apopka**) click on the console host icon that is connected to a router by a serial console cable (shown in the diagram as a dashed black line).

You can click on the buttons below to view the different windows.

Each of the windows can be minimized by clicking on the [-]. You can also reposition a window by dragging it by the title bar.

The "Tab" key and most commands that use the "Control" or "Escape" keys are not supported and are not necessary to complete this simulation. The **help** command does not display all commands of the help system.

**Scenario**

Central Florida Widgets recently installed a new router in their Apopka office. Complete the network installation by performing the initial router configurations and configuring RIPv2 routing using the router command line interface (CLI) on the Apopka router.

Configure the router per the following requirements:

- Name of the router is **Apopka**
- Enable-secret password is **ish555ana**
- The password to access user EXEC mode using the console is **New2Rtr**
- The password to allow telnet access to the router is **sir890us**
- IPv4 addresses must be configured as follows:
  - Ethernet network **209.165.201.0 /27** - router has **second** assignable host address in subnet.
  - Serial network is **192.0.2.128 /28** - router has **last** assignable host address in the subnet.
- Interfaces should be enabled.
- Routing protocol is **RIPv2**.

**Correct Answer:** Answer: Router>enable

**Section:** [none]

**Explanation**

**Explanation/Reference:**

Router#config terminal

Router(config)#hostname Apopka

2) Enable-secret password (cisco10):

Apopka(config)#enable secret cisco10

3) Set the console password to RouterPass:

Apopka(config)#line console 0

Apopka(config-line)#password RouterPass

Apopka(config-line)#login

Apopka(config-line)#exit

4) Set the Telnet password to scan90:

Apopka(config)#line vty 0 4

Apopka(config-line)#password scan90

Apopka(config-line)#login

Apopka(config-line)#exit

5) Configure Ethernet interface (on the right) of router Apopka:

The subnet mask of the Ethernet network 209.165.201.0 is 27. From this subnet mask, we can find out the increment by converting it into binary form, that is /27 = 1111 1111.1111 1111.1111 1111.1110 0000. Pay more attention to the last bit 1 because it tells us the increment, using the formula:

Increment = 2<sup>place of the last bit 1</sup> (starts counting from 0, from right to left), in this case

increment = 25 = 32. Therefore:

Increment: 32

Network address: 209.165.201.0

Broadcast address: 209.165.201.31 (because 209.165.201.32 is the second subnetwork, so the previous IP - 209.165.201.31 - is the broadcast address of the first subnet).

-> The second assignable host address of this subnetwork is 209.165.201.2/27

Assign the second assignable host address to Fa0/0 interface of Apopka router:

Apopka(config)#interface Fa0/0

Apopka(config-if)#ip address 209.165.201.2 255.255.255.224

Apopka(config-if)#no shutdown

Apopka(config-if)#exit

6) Configure Serial interface (on the left) of router Apopka:

Using the same method to find out the increment of the Serial network:

Serial network 192.0.2.128/28:

Increment: 16 (/28 = 1111 1111.1111 1111.1111 1111.1111 0000)

Network address: 192.0.2.128 (because 8 \* 16 = 128 so 192.0.2.128 is also the network address of this subnet)

Broadcast address: 192.0.2.143

-> The last assignable host address in this subnet is 192.0.2.142/28.

Assign the last assignable host address to S0/0/0 interface of Apopka router:

```
Apopka(config)#interface S0/0/0 (or use interface S0/0 if not successful)
```

```
Apopka(config-if)#ip address 192.0.2.142 255.255.255.240
```

```
Apopka(config-if)#no shutdown
```

```
Apopka(config-if)#exit
```

7) Configure RIP v2 routing protocol:

```
Apopka(config)#router rip
```

```
Apopka(config-router)#version 2
```

```
Apopka(config-router)#network 209.165.201.0
```

```
Apopka(config-router)#network 192.0.2.128
```

```
Apopka(config-router)#end
```

Save the configuration:

```
Apopka#copy running-config startup-config
```

Finally, you should use the ping command to verify all are working properly!

## **QUESTION 2**

### **SIMULATION**

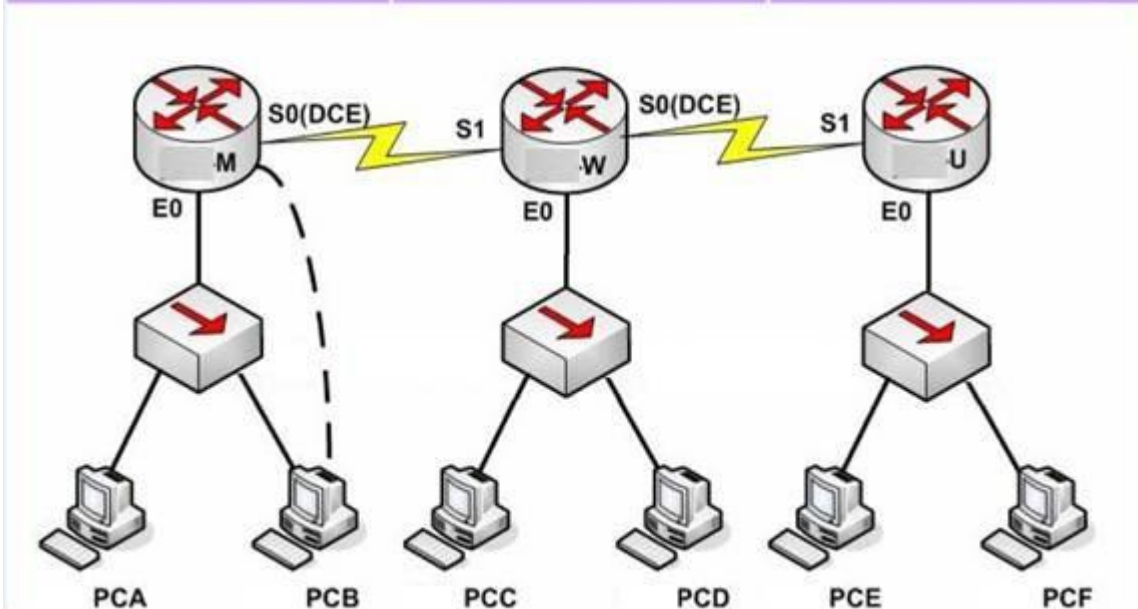
There are three locations in a school district of a large city: ROUTER -M, ROUTER -W and ROUTER -U. The network connection between two of these locations has already functioned.

Configure the ROUTER -M router IP addresses on the E0 and S0 interfaces so that the E0 receives the first usable subnet while the S0 receives the second usable subnet from the network 192.168.160.0/28. Both interfaces would receive the last available ip address on the proper subnet.

Name : M  
E0 : first subnet  
S0 : second subnet  
Secret Password : cisco

Name : W  
E0 : 192.168.106.1  
S0 : 192.168.65.1  
S1 : second subnet

Name : U  
E0 : 192.168.9.1  
S1 : 192.168.65.2



**NotE.** The OSPF process must be configured to allow interfaces in specific subnets to participate in the routing process.

**Correct Answer:** Answer: ROUTER-M> enable

**Section:** [none]

**Explanation**

**Explanation/Reference:**

PassworD. Cisco

ROUTER-M# config t

ROUTER-M(config)# interface e0

ROUTER-M(config-if)# ip address 192.168.160.14 255.255.255.240

ROUTER-M(config-if)# no shutdown

ROUTER -M(config-if)# exit

```
ROUTER -M(config)# interface s0
ROUTER-M(config-if)# ip address 192.168.160.30 255.255.255.240
ROUTER-M(config-if)# no shutdown
ROUTER-M(config-if)# end
ROUTER-M# copy run start
```

### **QUESTION 3**

This topology contains 3 routers and 1 switch. Complete the topology.

**Drag the appropriate device icons to the labeled Device**

**Drag the appropriate connections to the locations labeled Connections.**

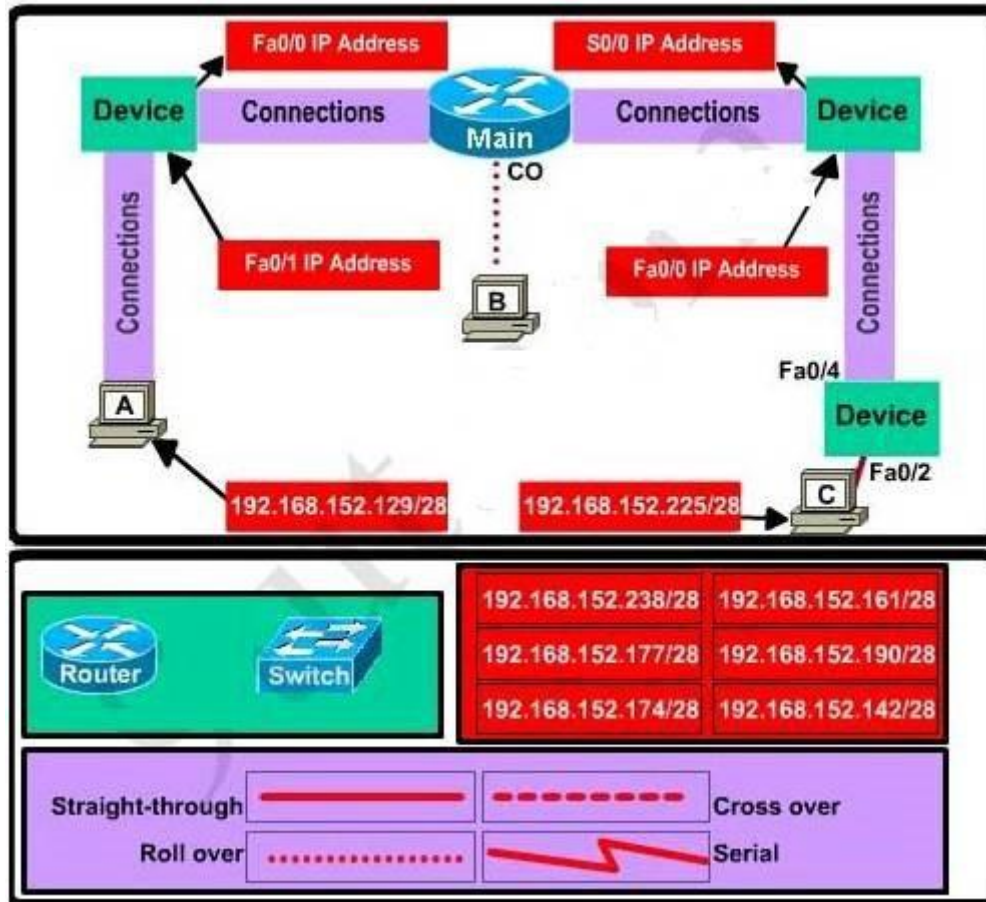
**Drag the appropriate IP addresses to the locations labeled IP address**

(Hint: use the given host addresses and Main router information)

To remove a device or connection, drag it away from the topology.

**Use information gathered from the Main router to complete the configuration of any additional routers.**

No passwords are required to access the Main router. The config terminal command has been disabled for the HQ router. The router does not require any configuration.



Configure each additional router with the following:

Configure the interfaces with the correct IP address and enable the interfaces.

Set the password to allow console access to **consolepw**

Set the password to allow telnet access to **telnetpw**

Set the password to allow privilege mode access to **privpw**

**NotE. Because routes are not being added to the configurations, you will not be able to ping through the internetwork.**

All devices have cable autosensing capabilities disabled.

All hosts are PC's

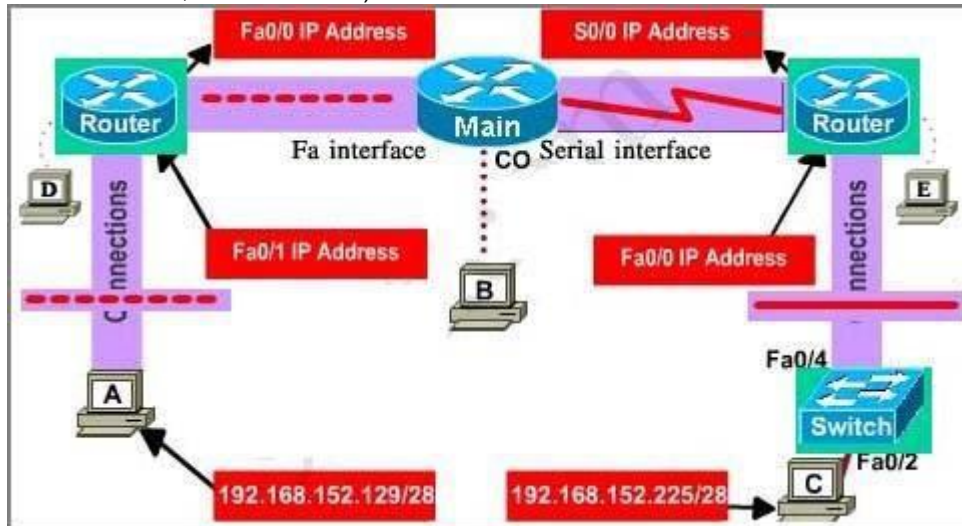
**Correct Answer:** Answer: Specify appropriate devices and drag them on the "Device" boxes For the device at the bottom-right box, we notice that it has





Two devices in the same group: use **crossover cable**

For example: we use straight-through cable to connect switch to router, switch to host, hub to host, hub to server... and we use crossover cable to connect switch to switch, switch to hub, router to router, host to host... )



Assign appropriate IP addresses for interfaces:

From Main router, use show running-config command.

```
Main#show running-config
interface FastEthernet0/0
 ip address 192.168.152.177 255.255.255.240
!
interface Serial0/0
 ip address 192.168.152.161 255.255.255.240
 clockrate 64000
<output omitted>
```

**(Notice that you may see different IP addresses in the real CCNA exam, the ones shown above are just used for demonstration)**

From the output we learned that the ip address of Fa0/0 interface of the Main router is 192.168.152.177/28. This address belongs to a subnetwork which has:

Increment: 16 (/28 = 255.255.255.240 or 1111 1111.1111 1111.1111 1111.1111 0000)

Network address: 192.168.152.176 (because 176 = 16 \* 11 and 176 < 177)

Broadcast address: 192.168.152.191 (because 191 = 176 + 16 - 1)

And we can pick up an ip address from the list that belongs to this subnetwork: **192.168.152.190**

and assign it to the Fa0/0 interface the router on the left

Use the same method for interface Serial0/0 with an ip address of 192.168.152.161

Increment: 16

Network address: 192.168.152.160 (because  $160 = 16 * 10$  and  $160 < 161$ )

Broadcast address: 192.168.152.175 (because  $176 = 160 + 16 - 1$ )

-> and we choose **192.168.152.174** for Serial0/0 interface of the router on the right

Interface Fa0/1 of the router on the left

IP (of the computer on the left) : 192.168.152.129/28

Increment: 16

Network address: 192.168.152.128 (because  $128 = 16 * 8$  and  $128 < 129$ )

Broadcast address: 192.168.152.143 (because  $144 = 128 + 16 - 1$ )

-> we choose **192.168.152.142** from the list

Interface Fa0/0 of the router on the right

IP (of the computer on the left) : 192.168.152.225/28

Increment: 16

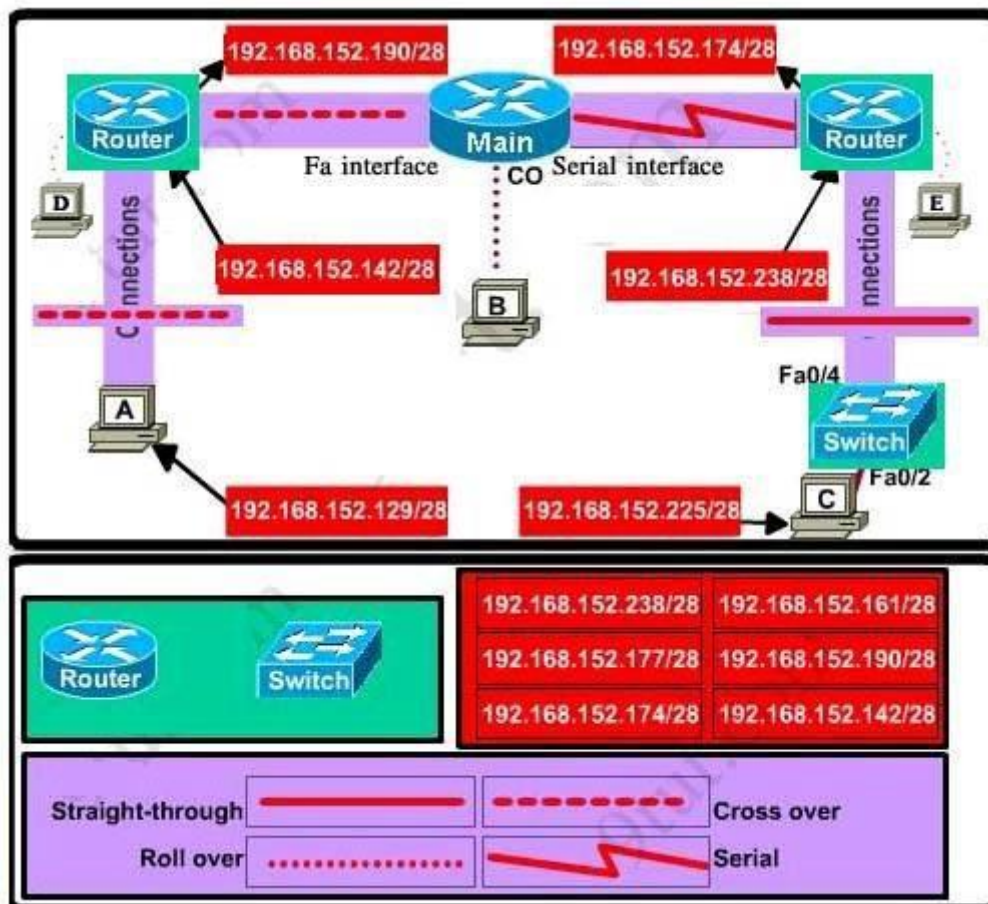
Network address: 192.168.152.224 (because  $224 = 16 * 14$  and  $224 < 225$ )

Broadcast address: 192.168.152.239 (because  $240 = 224 + 16 - 1$ )

-> we choose **192.168.152.238** from the list

Let's have a look at the picture below to summarize

Configure two routers on the left and right with these commands:



Router1 = router on the left

Assign appropriate IP addresses to Fa0/0 & Fa0/1 interfaces:

Router1>enable

Router1#configure terminal

Router1(config)#interface fa0/0

Router1(config-if)#ip address 192.168.152.190 255.255.255.240

Router1(config-if)#no shutdown

Router1(config-if)#interface fa0/1

Router1(config-if)#ip address 192.168.152.142 255.255.255.240

Router1(config-if)#no shutdown

Set passwords (configure on two routers)

+ Console password:

Router1(config-if)#exit

```
Router1(config)#line console 0
Router1(config-line)#password consolepw
Router1(config-line)#login
Router1(config-line)#exit
+ Telnet password:
Router1(config)#line vty 0 4
Router1(config-line)#password telnetpw
Router1(config-line)#login
Router1(config-line)#exit
+ Privilege mode password:
Router1(config)#enable password privpw
Save the configuration:
Router1(config)#exit
Router1#copy running-config startup-config
Configure IP addresses of Router2 (router on the right)
Router2>enable
Router2#configure terminal
Router2(config)#interface fa0/0
Router2(config-if)#ip address 192.168.152.238 255.255.255.240
Router2(config-if)#no shutdown
Router2(config-if)#interface serial0/0
Router2(config-if)#ip address 192.168.152.174 255.255.255.240
Router2(config-if)#no shutdown and set console, telnet and privilege mode passwords for
Router2 as we did for Router1, remember to save the configuration when you finished
```