

#### **Network Fundamentals**

OSI and TCP/IP

TCP and UDP

Network devices

Cloud resources

Three Tier and collapsed core

Network topologies

Network cabling

IPv4 addressing and subnetting

- configure, verify, and

troubleshoot

IPv4 address types

Private IPv4 addressing

IPv6 addressing schemes

IPv6 addressing

- configure, verify, and troubleshoot

IPv6 SLAAC

- configure, verify, and troubleshoot

IPv6 address types

#### OSI and TCP/IP Models

	OSI
7	<u>A</u> pplication
6	<u>P</u> resentation
5	<u>S</u> ession
4	<u>T</u> ransport
3	<u>N</u> etwork
2	<u>D</u> ata Link
1	<u>P</u> hysical

"Please do not throw sausage pizza away!"

### OSI and TCP/IP Models

	OSI	TCP/IP		
7	Application			
6	Presentation	Application		
5	Session			
4	Transport	Transport		
3	Network	Internet		
2	Data Link	Network Access		
1	Physical	NETWOLK ACCESS		

### OSI and TCP/IP Models - PDU

	OSI	TCP/IP	Protocol Data Unit
7	Application		Data
6	Presentation	Application	
5	Session		
4	Transport	Transport	Segments
3	Network	Internet	Packets
2	Data Link	Notwork Assess	Frames
1	Physical	Network Access	Bits

#### OSI and TCP/IP Models - Devices

Layer	Devices
7	Layer 7 Firewall
6	
5	
4	Layer 4 Firewall
3	Router, Multilayer Switch, Wireless Router
2	Switch, Bridge, NIC, Wireless Access Point
1	Hub, NIC, Wireless Access Point

#### OSI and TCP/IP Models - Internet Protocol Suite

Layer	Internet Protocol Suite	
7	HTTP, DNS, DHCP, FTP, Telnet, SSH, SMTP,	
6	POP, IMAP, NTP, SNMP, TLS/SSL, BGP, RIP, SIP	
5		
4	TCP, UDP	
3	IPv4, IPv6, ICMP, ICMPv6, IPSec, OSPF, EIGRP	
2	MAC, ARP, Ethernet 802.3, CDP, LLDP, HDLC,	
1	PPP, DSL, L2TP, 802.11, SONET/SDH	

## **Application Layer**

	OSI	TCP/IP	Function			
7	Application		- Applications, protocols and services that			
6	Presentation	Application	interface with the end user			
5	Session		- Data is formatted, converted, encrypted decrypted compressed and decompressed			
4	Transport	Transport	and sent or presented to the user (MIME			
3	Network	Internet	types), - Open, close and manage a session			
2	Data Link	Notwork Access	between end-user application processes			
1	Physical	Network Access	(RPC)			

## Transport Layer

	OSI	TCP/IP	Function
7	Application		- Facilitates end-to-end communications
6	Presentation	Application	between multiple applications simultaneously (ports)
5	Session		- Reliable and unreliable end-to-end data
4	Transport	Transport	transport and data stream services (TCP, UDP, SCTP)
3	Network	Internet	- Connection oriented, connectionless
2	Data Link	Notwork Acces	communications, and data stream services(session establishment and
1	Physical	Network Access	termination)

## Network Layer

	OSI	TCP/IP	Function				
7	Application						
6	Presentation	Application	- Provide host addressing (IP)				
5	Session		<ul> <li>Choose the best path to the destination network (Routing)</li> </ul>				
4	Transport	Transport	- Switch packets out of the correct				
3	Network	Internet	interface (Forwarding) - Maintain quality of service (QoS)				
2	Data Link	Network Access	- Connectionless end-to-end networking				
1	Physical	NETWOLK ACCESS					

## Data Link Layer

	OSI	TCP/IP	Function
7	Application		- 2 sublayers:
6	Presentation	Application	- Logical Link Control (LLC, 802.2)
5	Session		provides services to the upper layers - Media Access Control (MAC)
4	Transport	Transport	defines how devices access the medium
3	Network	Internet	CSMA/CD, CSMA/CA, Token Passing Host addressing (MAC addressing)
2	Data Link	Notwork Assess	- Layer 2 Framing
1	Physical	Network Access	- Error Checking (CRC)

## Encapsulation

## **Encapsulation and Decapsulation**

	OSI	TCP/IP		
7	Application			
6	Presentation	Application		
5	Session			
4	Transport	Transport		
3	Network	Internet		
2	Data Link	Notwork Aggage		
1	Physical	Network Access		

# Decapsulation

## Encapsulation

Application	Data Data						
Transport	Segments	S I	D T	D D	T D	Transport Header	Data
Internet	Packets				etwork leader	Transport Header	Data
Network Access	Frames	Frame Header	Netwo		Transpo Heade	11212	Frame Trailer
	Bits	111101	001010	1011	0110101	010101010	10111