

## 1. Cisco IOS Access

- **GUI vs. CLI:**
  - **GUI:** User-friendly (e.g., Windows, macOS).
  - **CLI:** More powerful, used for network devices (e.g., switches, routers).
- **Access Methods:**
  - **Console:** Physical port for initial setup.
  - **SSH:** Secure remote access (encrypted).
  - **Telnet:** Insecure (plaintext passwords).

## 2. IOS Navigation

- **Command Modes:**
  - **User EXEC (>)** – Limited commands (e.g., `ping`).
  - **Privileged EXEC (#)** – Full access (e.g., `show running-config`).
  - **Global Config ((config)#)** – Device-wide settings.
  - **Subconfiguration Modes** (e.g., `(config-if)#` for interfaces).
- **Navigation Commands:**
  - `enable` → User to Privileged.
  - `configure terminal` → Privileged to Global Config.
  - `exit` / `end` / `Ctrl+Z` → Return to previous mode.

## 3. Command Structure

- **Syntax:** `command [keyword] [argument]` (e.g., `ping 192.168.1.1`).
- **Help Features:**
  - `?` – Context-sensitive help.
  - `Tab` – Auto-completes commands.
- **Shortcuts:**
  - `Ctrl+C` – Cancel command.
  - `Ctrl+Shift+6` – Interrupt processes (e.g., `ping`).

## 4. Basic Device Configuration

- **Hostname:** `hostname SW1`

- **Passwords:**
    - Console: `line console 0` → `password cisco` → `login`
    - Enable (Privileged): `enable secret class`
- VTY (Remote): `line vty 0 15` → `password cisSSSco` → `login`

- **Encrypt Passwords:** `service password-encryption`
- **Banner:** `banner motd #Unauthorized Access Prohibited#`

## 5. Saving Configurations

- **Running-config (RAM):** Active settings (lost on reboot).
- **Startup-config (NVRAM):** Saved settings (`copy running-config startup-config`).
- **Restore Defaults:** `erase startup-config` → `reload`.

## 6. IP Addressing

- **Manual Configuration:** Assign IP, subnet mask, gateway.
- **DHCP:** Automatic IP assignment (`ip address dhcp`).
- **Switch SVI (VLAN 1):**  
text

```
interface vlan 1
ip address 192.168.1.1 255.255.255.0
no shutdown
```

## 7. Verification

- `ping` – Test connectivity.
- `show running-config` – View current settings.

# Module 3: Protocols and Models

## Key Concepts

### 1. Communication Rules

- **Protocols:** Rules for sending/receiving data (e.g., TCP/IP, HTTP).

- **Requirements:**
  - Encoding/decoding.
  - Formatting (headers/trailers).
  - Timing (flow control, timeout).
  - Delivery (unicast, multicast, broadcast).

## 2. Protocol Suites

- **TCP/IP:** Dominant suite (IETF standards).
  - **Layers:** Application, Transport, Internet, Network Access.
- **OSI Model:** 7 layers (theoretical).

## 3. Standards Organizations

- **IETF:** Manages TCP/IP.
- **IEEE:** Ethernet/Wi-Fi standards (e.g., 802.11).
- **ICANN/IANA:** IP/Domain management.

## 4. Layered Models

TCP/IP	OSI	Function
Application	Application	HTTP, FTP, DNS
Transport	Transport	TCP (reliable), UDP (fast)
Internet	Network	IP addressing, routing
Network Access	Data Link + Physical	MAC, Ethernet, cabling

## 5. Data Encapsulation

- **PDU:**
  - **Data** → **Segment** (Transport) → **Packet** (Network) → **Frame** (Data Link) → **Bits** (Physical).
- **De-encapsulation:** Reverse process at destination.

## 6. Addressing

- **Layer 3 (IP):** Logical, end-to-end (e.g., 192.168.1.1).
- **Layer 2 (MAC):** Physical, per-hop (e.g., AA:BB:CC:DD:EE:FF).

- **Default Gateway:** Router's IP for remote networks.