CCNA Summary

CCNA Routing & Switching *200-120*

Understanding Networks and their Building Blocks

TODO

This chapter is not yet complete!

IP Addressing and Subnets

TODO

This chapter is not yet complete!

Introduction to Cisco Routers, Switches and IOS

TODO

This chapter is not yet complete!

Introduction to IP Routing

TODO

This chapter is not yet complete!

Routing Protocols

TODO

This chapter is not yet complete!

Switching and Spanning Tree Protocol

TODO

This chapter is not yet complete!

VLANs and VTP

TODO

This chapter is not yet complete!

Network Security

Security Introduction

Internet and networks are becoming more complex and mission critical. Through the recent years there has been an intergration of network infrastructures. As a matter of fact, no computer system in the world can be completely secure no matter how good the security measures are. Probably the only way to fully secure a computer is to isolate it completely, restricting all physical and virtual access to it. Such a system would not be connected to any network and would probably be stored in a secured vault somewhere with no physical access

Cisco IOS software running on Cisco routers has several built-in security tools that can be used as part of a good overall security strategy. Probably the most important security tool in Cisco IOS software are access control lists (ACL)

C Confidentiality - prevents acces to sensative information

I Integritiy - prevents unauthorized modification of data

A Availability - prevents the loss of acces to information

In a medium to large enterprise, the typical secured network is built around a recipe of a perimeter router, a firewall device, and an internal router.

Perimeter Router Is the border between enterprise resources and the public network (internet)

Firewall Firewall

Internal Router Availability - prevents the loss of acces to information

Access Lists

TODO

This chapter is not yet complete!

Network Address Translation (NAT)

TODO

This chapter is not yet complete!

Wide Area Networks

TODO

This chapter is not yet complete!

Virtual Private Networks

TODO

This chapter is not yet complete!

IPv6

IPv6 Introduction

Due to the shortcomings of IPv4, the Internet Protocol version 6 (IPv6) has been created. The main reason for migratig TCP/IP networks from IPv4 to IPv6 is the avaiable address space. While IPv4 uses a 32-bit address, IPv6 uses a 128-bit address. The change from IPv4 to IPv6 also impacts other protocols as well (*OSPFv3, EIGRPv6, etc.*).

Just like IPv4, the main objective of IPv6 is to enable devices to forward packets through multiple routers so they arrive at the correct destination. However, IPv6 contains a number of differences over IPv4:

- Larger address space;
- Auto-configuration;
- The IPv6 header is *not* similar to the IPv4 header;
- Extension headers/options;
- Authentication and privacy;
- Flow labels (*QoS*).

There are thee types of IPv6 addresses:

Unicast Unique address for each interface.

Anycast Multiple interfaces, packets are send to one (*nearest*).

Multicast Multiple interfaces, packets are send to all.

Key Concept

IPv6 broadcast addresses are special case of multicast addresses.

An IPv6 address is a 128-bit value, displayed as 8 groups of 4 hexadecimal digits. For example: `2001:0DB8:0000:0000:0006:0600:300D:527B`. Leading zeros can be left out: `2001:DB8:0:0:6:600:300D:527B`, one or more adjecent groups of 16 bit of zeros can be replaced with the `::` symbol (*once!*): `2001:DB8::6:600:300D:527B`.

IPv6 provides tow similar options for unicast addressing:

Global Unicast Similar to public IPv4 addresses. These addresses are allocated by the IANA. Each company is assigned a unique IPv6 address block called a *global routing prefix*. Global Unicast addresses make up the majority of IPv6 addresses.

Unique Local Similar to private IPv4 addresses. Can by used by when behind a IPv6 NAT and in networks that aren't connected to the internet.

IPv6 addresses can be identified by the initial bits of the address:

Address Type	*Binary Prefix*	*IPv6 Notation*
Unspecified	`0000 (128 bits)`	`::/128`
Loopback	`0001 (128 bits)`	`::1/128`
Multicast	`1111 1111`	`FF00::/8`
Link-Local Unicast	`1111 1110 10`	`FF80::/10`
Global Unicast	*everthing else*	*everthing else*

IPv6 Address Configuration

TODO

This chapter is not yet complete!

OSPF version 3

TODO

This chapter is not yet complete!

EIGRP for IPv6

TODO

This chapter is not yet complete!

IP Services

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This chapter is not yet complete!

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https://github.com/roaldnefs/ccna