

MODULE 1 Review

1. Router storage & stored info: ROM => Bootstrap, Flash/RAM => Stored/Running IOS
RAM => Running Configuration NVRAM => Startup Configuration (sections 1.1.1 + CCNA-1)
2. Encapsulation: Add MAC-Info, sending frame. De-encapsulation: remove MAC info, receiving frame)
3. Switch boot sequence (1.1.1) – in simpler form... Just RECOGNIZE (multiple choice/match)
 - i) POST – Performs CPU and memory checks
 - ii) Boot loader (in ROM) – Performs CPU initialization and locates/loads O/S
 - iii) O/S loads startup configuration in RAM
4. Boot system command => sets the BOOT environment variable, which contains boot sequence info.
5. O/S Info RECOGNIZE an IOS image file: C2600-universalk9_npe-m.SPA.174-2.M1.bin
6. Switch mode button and LED indicators (simpler – only yellow parts):
 - System LED => On and operating
 - Mode button => Switches between Port-Operation Status, Port-Duplex mode and Port-Speed info
 - Port status => Port LEDs indicate whether there is a link connection, the port is in operation (send/receive) or there is a link fault
 - Duplex => Port LEDs indicate whether a port is in FULL or HALF duplex mode
 - Speed => Port LEDs indicate which speed the port is operating at (Off: 10Mbps, Green: 100Mbps, Blink => 1 Gbps)
7. Recovering from a System Crash: Just RECOGNIZE which prompt appears => switch:
8. SVI Configuration for Remote Management:

See section 1.1.6 STEPS

 - i) Configure SVI interface with IP address (IPv4 only) – remember to activate the SVI interface!
 - ii) Configure default gateway – remember to EXIT the interface command mode!
 - iii) Save the configuration!

SVI configuration Review

```
int VLAN x
ip address ....
no shutdown
exit
ip default-gateway // NO subnet mask needed!
```
9. Port configuration – RECOGNIZE commands only
 - A) Configure switch ports with DUPLEX mode or Speed (See commands in section 1.2.2 !!)
 - B) Configure switch ports with mdix auto (purpose) – with speed and duplex ALSO set to AUTO !!
10. Basic Router configuration
 - a. Interface configuration with IP address...
 - b. Activate (enable) the interface)
 - c. Save configuration

MODULE 1 Review

11. Verification (*show*) commands and what each does:

- b. show ip int brief -OR- show ipv6 int brief
- c. show interfaces -OR- show int fa0/11
- d. show version
- e. show flash
- f. show run -OR- show start
- g. show mac-address
- h. show ip route -OR- show ipv6 route

12. Network Access Layer issues – Types of errors: See section 1.2.6 for descriptions

SIMPLER:

- **Runt**s – Packets that are smaller than the minimum packet size (Ethernet: < 64 bytes) => discarded
- **Giant**s – Packets that exceed the maximum packet size (Ethernet: > 1,518 bytes) => discarded
- **CRC errors** – generated when the calculated checksum is not the same as the checksum received (occur due to bad cables/connectors, or due to EMI/RFI interference)
- Collisions – Number of retransmissions due to an Ethernet collision.

13. Remote Access Operation and Configuration

Telnet v.s. SSH operation => What's the difference?

Configure SSH (STEPS):

1. Verify ssh support => **show ip ssh**
2. Configure ip domain => example: **ip domain-name cisco.com**
3. Generate RSA key pairs => **crypto key generate rsa** (specify number of modulus bits – meaning?)
4. Configure user authentication => **username username secret password**
5. Configure vty lines => as usual EXCEPT **transport input ssh** and **login local**.

SIMPLER: ONLY RECOGNIZE STEPS and whether any is missing, is wrong or is in incorrect order

EXAMPLE:

| | |
|--------------------------------------|---|
| S1(config)# line vty 0 15 | |
| S1(config-line)# transport input ssh | // NEW, for SSH |
| S1(config-line)# login local | // Points to local user, specified in step vi |
| S1(config-line)# exit | |
| S1(config)# ip ssh version 2 | // Optional, for SSH version 2 |

14. Command History Feature

SIMPLE: RECOGNIZE commands and know the meaning...

| | |
|-------------------------------|---|
| R1# show history | // Displays previous commands... |
| R1# terminal history size 100 | // sets the number of commands to remember... |