



Episode What is Ethernet?

title:

Objective:

1.3 Summarize the types of cables and connectors and explain which is the appropriate

type for a solution

# Key Terms10Base5100Base5

- 1000Base5
- 10Broad5
- 10BaseT



- Ethernet is defined by the IEEE 802.3 standard
- The IEEE has defined many version of Ethernet
- For the test, be able to recognize the Ethernet naming syntax



Episode **Ethernet Frames** title:

Objective:

1.1 Compare and contrast the Open Systems Interconnection (OSI) model layers and encapsulation concepts

2.3 Given a scenario, configure and deploy common Ethernet switching features

- Data type = Ether type
- Min 64 bytes
- Max 1522 bytes
- Jumbo frame
- Maximum transmission unit (MTU)
- Frame check sequence (FCS)



- Ethernet frame consist of a preamble, destination MAC, source MAC, data type, data, pad, and FCS
- A jumbo frame can carry 9000 bytes
- FCS is used for error detection

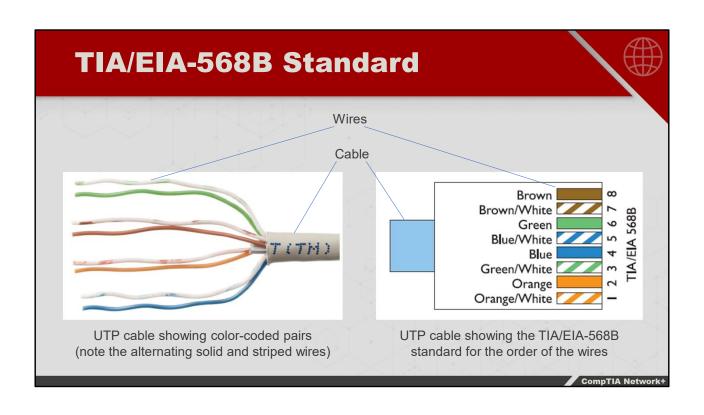


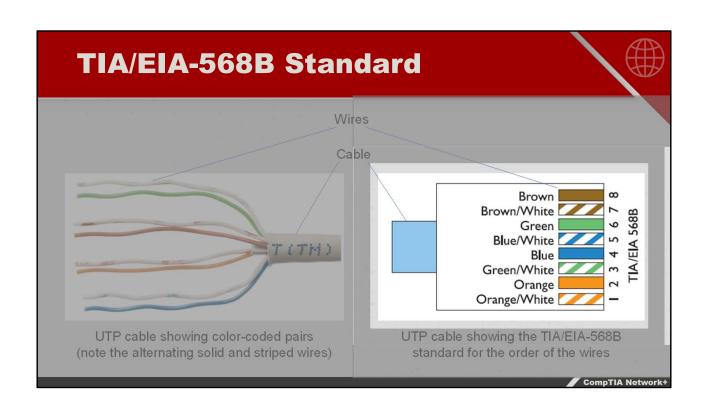
Episode **Terminating Twisted Pair** title:

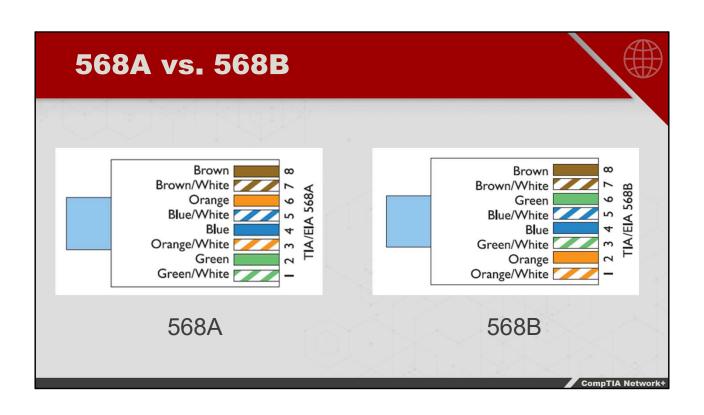
1.3 Summarize the types of cables and connectors and explain which is the appropriate type for a solution Objective:

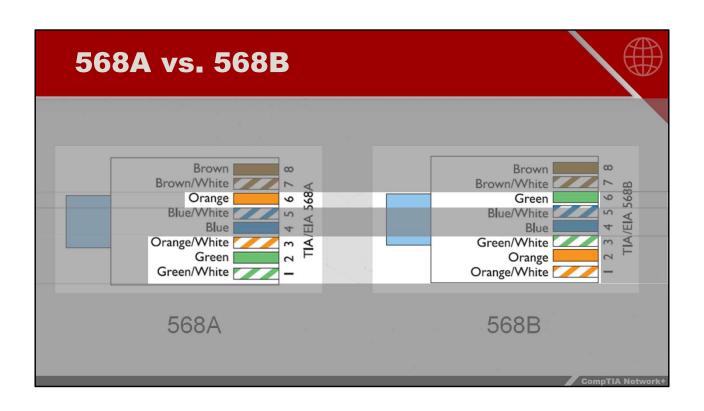
5.2 Given a scenario, troubleshoot common cable connectivity issues and select the appropriate tools

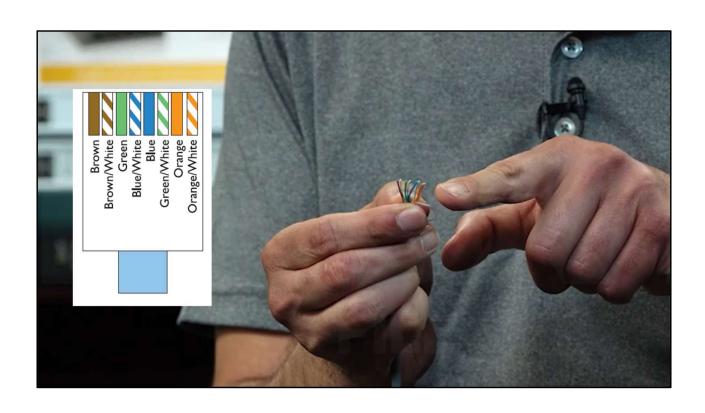
- Crimper
- RJ-45 connectors
- Cable tester
- TIA/EIA-568A and TIA/EIA-568B
- Straight-through cable
- Crossover cable
- RJ-45 cables are also known as 8P8C













- An RJ-45 connector is used to connect to most network cards
- Pay attention when crimping to follow the TIA/EIA-568A or 568B standards
- Straight-through cables are the most commonly used cables in networks



Episode **Hubs vs. Switches** title:

Objective:

2.1 Compare and contrast various devices, their features, and their appropriate placement on the network

2.3 Given a scenario, configure and deploy common Ethernet switching features

5.5 Given a scenario, troubleshoot general networking issues

- Hub Multiport repeater
- Carrier sense multiple access/collision detection (CSMA/CD)
- Collision
- Collision domain
- Switches use MAC addresses
- Broadcast domain



- Switches forward frames based on MAC addresses
- Hubs us CSMA/CD to avoid collisions
- Switches create and use MAC address tables to map ports and host devices



Episode **Connecting Switches** 

title:

2.3 Given a scenario, configure and deploy common Ethernet switching features Objective:

5.5 Given a scenario, troubleshoot general networking issues



- Uplink port
- Medium dependent interface crossover (MDI-X)
- Auto-sensing is built into modern switches
- Auto medium dependent interface crossover (Auto-MDI-X)
- Switching loop
- Bridge protocol data units (BPDUs)



- An uplink port enables two switches to be connected using a straight-through cable
- Auto-sensing ports allow the use of straightthrough cables and are built into modern switches
- A switching loop occurs when multiple switches are connected in a circuit causing a loop