10.4.3 Lab: Secure Access to a Switch 2

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Time Spent: 02:17

Score: 0%

Task Summary

Required Actions

✕ Create the GameConsoles ACL

✕ Create a MAC-based access control   Show Details

✕ Bind the GameConsoles ACL to all of the interfaces   Show Details

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✕ Save the configuration

Explanation 🎧

While completing this lab, use the following information:

▪ Configure the *GameConsoles* MAC-based access control entry (ACE) settings as follows:

Priority	Action	Destination MAC Address	Source MAC Address
1	Deny	Any	Value: **00041F111111** Mask: **000000111111**
2	Deny	Any	Value: **005042111111** Mask: **000000111111**
3	Deny	Any	Value: **000D3A111111** Mask: **000000111111**
4	Deny	Any	Value: **001315111111** Mask: **000000111111**
5	Deny	Any	Value: **0009BF111111** Mask: **000000111111**
6	Deny	Any	Value: **00125A111111** Mask: **000000111111**

Complete this lab as follows:

1. Create the GameConsoles ACL.
    a. From the Getting Started page, under Quick Access, select **Create MAC-Based ACL**.
    b. Select **Add**.
    c. In the *ACL Name* field, enter **GameConsoles**.
    d. Select **Apply** and then select **Close**.

2. Create a MAC-based access control.
    a. Select **MAC-Based ACE Table**.
    b. Select **Add**.
    c. Enter the *priority*.
    d. Select the *action*.
    e. For Destination MAC Address, make sure **Any** is selected.
    f. For Source MAC Address, select **User Defined**.
    g. Enter the *source MAC address value*.
    h. Enter the *source MAC address mask*.
    i. Select **Apply**.
    j. Repeat steps 2c–2i for the remaining ACE entries.
    k. Select **Close**.

3. Bind the GameConsoles ACL to all of the interfaces.
    a. From the left pane, under Access Control, select **ACL Binding (Port)**.
    b. Select **GE1**.
    c. At the bottom of the window, select **Edit**.
    d. Select **Select MAC-Based ACL**.
    e. Select **Apply** and then select **Close**.
    f. Select **Copy Settings**.
    g. In the Copy configuration's *to* field, enter **2-30**.
    h. Select **Apply**.

4. Save the Configuration.
    a. From the top of the window, select **Save**.
    b. Under *Source File Name*, make sure **Running configuration** is selected.
    c. Under *Destination File Name*, make sure **Startup configuration** is selected.
    d. Select **Apply**.
    e. Select **OK**.