



IT & Network Foundation Training Program

Information technology (IT) is the use of any computers, storage, networking and other physical devices, infrastructure and processes to create, process, store, secure and exchange all forms of electronic data. A computer network is a set of computers sharing resources located on or provided by network nodes. The computers use common communication protocols over digital interconnections to communicate with each other. This training program is designed for newbies who wants to start learning IT, it will give you an introduction to IT & Computer Networks in general

Basic Requirements

- Intermediate or above english nowladge is required
- General understanding of programming consepts is required

Benefits

- Hands on practice with various hacking tasks
- Succeaful graduates will receive graduation certificate
- Successfull graduates will be recommended to partner companies for employmeent

Features

- 6 weeks
- 12 sessions, 24 hours
- Slack & LMS
- In Class + Zoom option
- AZ & ENG

Syllabus

Network Fundamentals

- Network devices (hub, switch, router)
- Cable types (coaxial, fiber, standards)

OSI and TCP/IP models

- Network internetworking models
- 1- 7 layer techniques

Design and implement functional networks

- Network topologies (bus, star, ring, mesh & etc.)
- LAN, WAN, Network segmentation

IP addressing

- IPv4 address types (Broadcast, unicast, multicast)
- IPv6 benefits and uses

IPv6 subnetting

- A, B, C class subnetting
- Introducing NAT

Switching fundamentals

- Switching services (bridging, L2 and L3 type of switching)
- VLAN, STP, VTP basics

Routing fundamentals

- Routing Basics
- Static and dynamic routing

Implement network security, standards, and protocols

- Authentication and access control
- Remote access (encryption, tunneling)

Troubleshoot network problems

- Troubleshooting basics (hardware and software tools, monitoring)
- Analyze logs and debugging

Software Defined Network (SDN)

- Software defined basics (elements, definitions)
- SDN implementation basics (in ACI examples)