Priority List Assigned to an Interface Example

The following example assigns priority group list 4 to serial interface 0:

interface serial 0

priority-group 4

Priority Queueing Based on Interface Example

The following example establishes queueing based on interface. The example sets any packet type entering on Ethernet interface 0 to a medium priority.

priority-list 3 interface ethernet 0 medium

Priority Queueing Based on Protocol Type Example

The following example establishes queueing based on protocol type. The example assigns 1 as the arbitrary priority list number, specifies IP as the protocol type, and assigns a high priority level to traffic that matches IP access list 10.

access-list 10 permit 239.1.1.0 0.0.0.255

priority-list 1 protocol ip high list 10

Specifying the Maximum Size of the Priority Queues

To specify the maximum number of packets allowed in each of the priority queues, use the following command in global configuration mode:

|  |  |
| --- | --- |
| **Priority Queue Argument** | **Packet Limits** |
| *high-limit* | 20 |
| *medium-limit* | 40 |
| *normal-limit* | 60 |
| *low-limit* | 80 |

**Ethernet**

is the technology that is most commonly used in wired local area networks ([LAN](https://www.lifewire.com/what-is-lan-3426741)s). A LAN is a network of computers and other electronic devices that covers a small area such as a room, office, or building. It is used in contrast to a wide area network (WAN), which spans much larger geographical areas.

**Frame relay**

Frame relay is a packet-switching telecommunication service designed for cost-efficient data transmission for intermittent traffic between local area networks (LANs) and between endpoints in wide area networks (WANs). The service, once widely available and implemented, is in the process of being discontinued by major Internet service providers.

**ATM** Interfaces

Asynchronous Transfer Mode (ATM) is a network protocol designed to facilitate the simultaneous handling of various types of traffic streams (voice, data, and video) at very high speeds over the same physical connection. By always using 53-byte cells, ATM simplifies the design of hardware, enabling it to quickly determine the destination address of each cell. This allows simple switching of network traffic at much higher speeds than are easily accomplished using protocols with variable sizes of transfer units, such as Frame Relay and Transmission Control Protocol/Internet Protocol (TCP/IP).

**Serial communication** is the process of sending data one bit at a time, sequentially, over a communication channel or computer bus. This is in contrast to parallel communication, where several bits are sent as a whole, on a link with several parallel channels.

**IPX** (Internetwork Packet Exchange) is a networking protocol from Novell that interconnects networks that use Novell's NetWare clients and servers. IPX is a datagram or packet protocol.

**Systems Network Architecture** (**SNA**) is a data communication architecture established by IBM to specify common conventions for communication among the wide array of IBM hardware and software data communication products and other platforms.

**DECnet** is a suite of network protocols created by Digital Equipment Corporation. Originally released in 1975 in order to connect two PDP-11 minicomputers, it evolved into one of the first peer-to-peer network architectures, thus transforming DEC into a networking powerhouse in the 1980s. Initially built with three layers, it later (1982) evolved into a seven-layer OSI-compliant networking protocol.

**Bridge interfaces** with NEO framework and allows users to manage, protect and utilize sensitive information in new ways. The Protocol offers a new standard for whitelists and allows participation in multiple ICOs.