



for Staples

- ① Overview
 End device : PC, Printer, laptop
 Intermediate device : switch, router, hub
 Network media : fiber optic, UTP, coaxial
 Protocol : TCP/IP, HTTP, SSL, SSH, Telnet, ICMP, OSPF, BGP, EIGRP, RIP
 Address : Physical - MAC, logical - IP, Network
 Special : Port, transport

- Network type : lan, wan
- Reliable network : False tolerance, redundancy, failover, load balancing
- Scalability : generic, standard, modular
- Security : access control, authentication, encryption
- GOS : service differentiation
- Crossover : switch-hub, router-PC
- Link type : straight

Mac Address → Physical

Unicast : 192.168.1.1	Broadcast : 255.255.255.255	Multicast : 224.0.0.1
98 Broadcast IP/MAC		98 Multicast MAC

Diagram - Physical address mapping
 - Logical IP Address & management

Layer OSI

7. Application
6. Presentation
5. Session
4. Transport
3. Network
2. Data link
1. Physical

TCP/IP

Application

Transport Internet Network Access

Protocols

- DNS
- BOOTP, DHCP
- FTP, TFTP, HTTP
- UDP, TCP
- IP, NAT, ICMP
- ARP, PPP
- Ethernet Interface Driver

② Router Config

	IPv4 Class			
A	N.H.H.H	0	0-127	NW
B	N.H.H.H	10	128-191	126 Host
C	N.N.N.H	110	192-223	63.5K Private
D	Multicast	1110	224-239	254 wellknown 0-1023

16.1M	10.0.0.0/8	Port
63.5K	12.16.0.0/12	wellknown 0-1023 registered 1024-49151
2M	192.168.0.0/16	private 49152-65535
254	192.168.0.0/16	random 63535/
N/A		

- Cisco IOS

- Access - Console, Telnet, SSH
- Mode → User > enable
- Privilege mode → Global Config : (config)# / Router - config - router#
- Structure - prompt command space keyword / argument
- Method - (Hostname) > Limiting Access > Address Device > Verifying connectivity > saving configuration

Interface - config - if #

Router - config - router#

Line - config - line#

Verifying connectivity

saving configuration

- ③ Router config # interface type
- Port slot/port
 - slot/subslot/port
 - physical interface / loopback interface
 - Switch virtual interfaces (SVIs)
- Switch(config) # interface vlan number
- Set IP Address of an interface
 - Router config - if # ip address ip_address subnet_mask
 - Router config - if # no shutdown

```

① (config)# hostname C77
② (config)# banner motd # (voip772026)
   # enable password pass
   # enable secret passsecret
   # line console 0
   # password pass } console-pass
   # line vty 0
   # password pass } Virtual Terminal Line
   then
   # login
   # exit
  
```

```

④ show running-config
  startup-config
  ip route
  interface
  ip interface
  ip interface brief
  traceroute
  ping
  
```

PC > ping
 > traceroute
 > route print
 > nslookup

⑤ #copy running-config startup-config

Router / CPU OS: Cisco-10S
 Memory, storage / flash
 Serial interface / hard drive

192.168.1.1
 255.255.255.0

gateway 192.168.1.254 (optional)
 in NW (192.168.1.1)

Net ID: 192.168.1.0
 Broadcast: 192.168.1.255

• Boot up router

- Test router hardware
- Power-on self test (POST)
- Execute bootstrap loader

- Locate & load Cisco IOS software
- Locate → load

- Locate & load startup configuration file
- Locate & load setup configuration mode



③ static & Dynamic Routing Protocol

- Routing table contains route column
 handles to encapsulate packet (forwarding)
- Forwarding 1. process switching (forwarding)
 2. fast switching (forwarding)
 3. CEP lookup, trigger forward

→ destination IP/subnet in Client IP address, 192.168.1.1 = default gateway
 (destination NW)

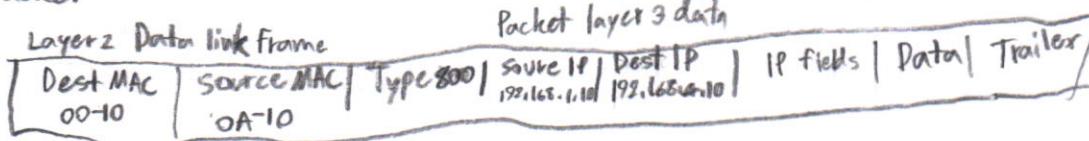
- Document Network Addressing

Device Name
 Interface
 IP address & subnet mask
 Default gateway

- Enable IP
 - 1. statically : manually IP, subnetmask, default gateway or enter DNS server IP assigned (192.168.1.199/24)
 - 2. Dynamically use Dynamic Host Configuration Protocol (DHCP)

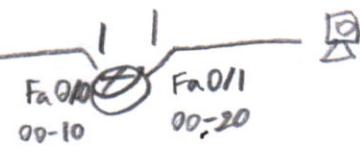
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Packet



routing table

Network	Hop	Next-hop IP	Exit interface
192.168.1.0/24	0	Dir-connect (直連接)	Fa0/0
192.168.2.0/24	1	192.168.2.1 (轉接點)	Fa0/1



Best Path : cost < RIP hop count

Dynamic Routing Protocol ← Open Shortest Path first (OSPF) Bandwidth

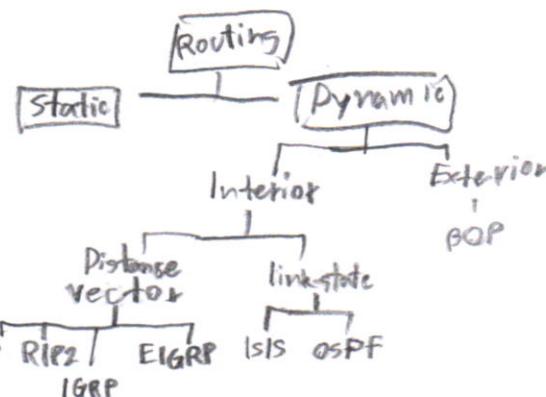
Enhanced Interior Gateway Routing Protocol (EIGRP)
delay, load, reliability
load balance (equal cost)

Path Determination

- Administrative Distance "trustworthiness"
- Routing table (in RAM)
 - Routes metric
 - Routes via them
 - metric NW/next hop

command - show ip route

- Link local interface
- Direct connected interface
- static route
- dynamic route



static Route

- connect to specific NW
 - summarize (group routing)
 - create backup route
 - subNW (子網)
- Type
 - standard (標準)
 - default gw (缺省 gateway)
 - Summary (總覽)
 - floating (backup (冗餘))

network Addressing

- classful routing (class A/B/C)
- classless routing (subnet mask) CIDR

ad = address sum = 255.255.0.0 mask

config static route

```

config# ip route ad ad ad (next hop)
" # ip route ad sum 192.168.1.10 (directed connect)
" # ip route ad sum ad MAC (fully specific)
" # ip route 0.0.0.0 0.0.0.0 ad (default)
  
```

VLSM

class C bit 11 to NW

192.168.20.0 /24 → /27

255.255.255.0

192.168.20.0 000 00000

Subnet portion
 $2^{12} = 8$ subnet

New host portion

$(2^5)-2 = 30$ host per subnet

Distance Vector Routing Protocols

- Function - 116's information among router
 - update routing table after topology change
 - to best path

- Interior Gateway Protocol

- distance vector
 - distance & direction
 - incomplete topology
 - periodic update

- link state
 - complete network topology
 - not periodic update

- Convergence

- network จึงต้องมีการ update ลงใน down ของ update routing table router ที่

- Metric - RIP → hopcount, OSPF → Bandwidth

- Administrative distance → 0-255

- | | | | | | |
|---------------------|----------|---------|------------|---------------|-------------|
| in AD - Connected 0 | static 1 | EIGRP 5 | Ext BGP 20 | Int EIGRP 90 | Int BGP 200 |
| IGRP 100 | OSPF 110 | RIP 120 | IS-IS 115 | Ext EIGRP 170 | |

- Distance Vector - router 88 distance / direction

- characteristic of Distance Vector → Periodic update, Neighbor, Broadcast update
- Entire routing table included in update

- Network Discovery 1. Router Initial Startup 2. Initial Exchange 3. Exchange routing info

- Periodic time update

- timer RIP
 - default : 30s
 - invalid : 180s
 - holddown : 180s
 - flush : 240s

- Bound update : EIGRP

- triggered → กรณีที่มีการเปลี่ยนแปลง

- Random jitter → multiple Access

- RIP problem
 - ① routing loop จึง NW down packet วนเวียนloop
 - hopcount to 15 หรือ set maximum hop count
 - holdown timer

- ② split horizon rule กรณี packet ยังไม่ถูก update แล้ว

- ③ poison update กรณี network down (หรือ set unreachable)

- ④ split horizon + poison reverse ③+④

- ⑤ IP & TTL - กรณี TTL ของ packet ผ่านไปแล้ว 0 ไม่ถูก drop ทั้ง

- characteristic - classful, distance vector → not send mask

command 1/2	version=1	0	0
address family (2=ip)		0	0
ip address	0 (2 110)		
metric (hop)			
route entry up to 25			

(RIPv1)

- broadcast every 30s

- can auto summarize

- Rule 1. Routing update in interface receive

on same NW

- subnetmask applied to the NW on the routing update

2. otherwise

- classful subnetmask applied to NW in routing update

(debug ip rip)
Auto summarization

กรณี routing table → faster look up จึง support discontiguous network

(default route → packet ที่ไม่ได้ address ใน routing table 丹)

ip route 0.0.0.0 0.0.0.0 [interface]

default-information originate → redistribute default route ที่ได้รับ ip 丹

R1(config) # router rip

R1(config-router) # network [ip]

R1# show ip route

Verification and troubleshooting

- show running-config

- show ip route

- Show ip protocol - timer & utilization 丹

- debug ip rip - กรณีที่ต้อง realtime

Component - Algor

- Routing Protocol Message

Purpose - remote network

- maintain up to date

- คือ best path

- ไม่ต้องคำนึงถึง politics 丹

classifying Routing Protocol

- classful จึง class ที่มีข้อจำกัด update ณ class

จึง mask ไม่ถูก

จึง subnet mask ที่ routing update

- classless - จึง class VLSM ที่ mask อยู่ที่ 16/32 หรือ class

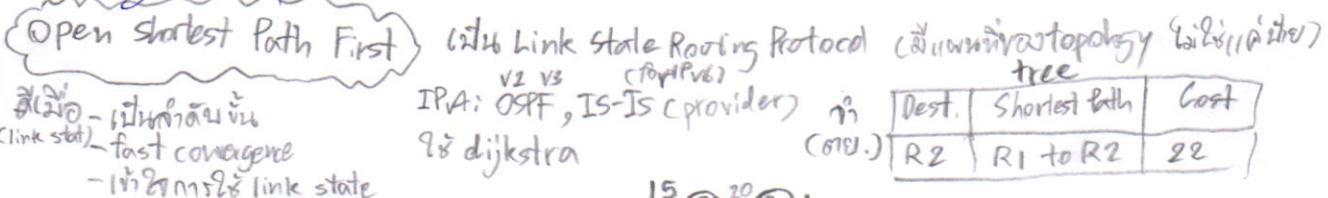
จึง update routing table router ที่

network จึงต้องมีการ update ลงใน down ของ update routing table router ที่

router ที่ต้องรับข้อมูล NW ที่มีเส้นทางที่ไม่ถูกต้อง

จึงต้องคำนึงถึง politics 丹





- Ex. R1; Ethernet network; 10.1.0.0/16; cost 2
 $R1 \rightarrow R2$; Serial point-to-point network; 10.2.0.0/16; Cost 20
1. 2 คู่ router ที่ direct connected network ไม่ต้อง update
 2. คู่ router say hello ต่อกันทุกๆ 5 นาที
- (Routing process) 3. คู่ router รับ Link-state packet ที่ node ที่ต้องการ
 4. คู่ router flood LSP ที่ต้องการที่ต้องการ
 5. คู่ router 10) LSP ที่ต้องการ complete map (แสดงว่าทุกๆ ทางที่ไปได้)

Data:
 - Adjacency DB \rightarrow Neighbor table: show ip ospf neighbor
 - Link-state DB \rightarrow Topology table: show ip ospf database
 - Forwarding DB \rightarrow Routing table: show ip route
 - update IIU multicast: 01-00-5E-xx-xx-xx (000005^6)

- Hello message ที่ 10s Broadcast LSP ที่ 30s

Operation (Down state) Establish
 (Init state) neighbor
 (Two-way state) adjacencies

Config Single area OSPFv2

↓ Ex Start State 2 Synchronize (router ospf {process-id}) 10.1.0

↓ Exchange State 3 OSPF Database (router) network 172.16.1.0 0.0.0.255 area 0

↓ Loading state 4 Create passive-interface GigabitEthernet 0/0 <--> passive

↓ Full state 5 Neighbor routing update in passive interface

Process-id ของ OSPF (0-65535) (router) Router-id 1.1.1.1 <--> router-id 1599kb

- 0.0.0.0 = router

Router-id - ใช้ check process 3 router-id 0=95

- กำหนดตัวเองเป็น router minden

- กำหนดloopback active ip address 255.255.0.1

- R(config)# int s0/0/1

- R(config-if)# bandwidth 64 (Mbps kbit)

- R(config-if)# end

Cost = reference BW / ifc_BW

default ref BW = 10^8

auto-cost reference-bandwidth bandwidth_mbps

ip route 0.0.0.0 0.0.0.0
loopback N

RT# show ip ospf neighbor

RT# show ip protocol

Dynamic Host Configuration Protocol

- P - Protocol กำหนดให้กับ IP Address \rightarrow Subnet Mask/Default Gateway/DNS (IPv4~6)
- Methods 1. Manual Allocation - set (GUI Control Panel / cmd)
 2. Automatic Allocation - Fix IP and Pool
 3. Dynamic Allocation - ใช้ IP pool ใน internal server
- Operation 1. DHCPDISCOVER - Client ร้องขอ request 99% DHCP server \rightarrow Broadcast
 2. DHCPOFFER - Server ตอบ assigned IP Address 99% Client \rightarrow Unicast
 3. DHCPREQUEST - Accept IP Address 99% Server \rightarrow Broadcast (+ ACK)
 4. DHCPACK - Server ตอบ ACK 99% Client \rightarrow Unicast

- command main - ipconfig/renew \rightarrow รีเซ็ต IP Address 99% DHCP
 - ipconfig / release \rightarrow ลบ IP Address 99% DHCP



- configure DHCPv4 Server

- Exclude address from the pool - specify IP range, IP address, subnet mask, default gateway

- Setup DHCP Pool name

- configuring Specific Task - define range of address and subnet mask

- use default router cmd

R1(config)# ip dhcp excluded-address 192.168.10.1 192.168.10.9

R1(config)# ip dhcp excluded-address 192.168.10.95 (Specify default gateway)

R1(config)# ip dhcp pool LAN-POOL-1

R1(dhcp-config)# network 192.168.10.0 255.255.255.0

default-router 192.168.10.1

dns-server 192.168.11.5 {optional}

domain-name example.com {optional}

end

ip helper-address

→ for router broadcast

Send ip (broadcast)

mt troubleshoot

- verify DHCP

- show running-config | section dhcp

- show ip dhcp binding

- show ip dhcp server statistics

PC → ip config/all

1. Resolve conflicts

2. Verify physical connect

3. test with a static IPv4 address

4. Verify switch port config

5. test from the same subnet or VLAN

* config DHCP to router via Broadcast via NW

R(config)# interface g0/1

R(config-if)# ip address dhcp

no shutdown

Address Resolution Protocol

* #clear arp cache all

- Map IP Address to MAC Address - IP \rightarrow MAC
- Command: arp - a $192.168.1.1$ $00:0c:56:56:07:f1,d1$
- ARP Request - Ping test request - timeout
- ARP Reply - ping reply

LAN Redundancy

- 1. MAC database instability - MAC Table aging / learning frame
- 2. Broadcast storm - frame retransmission by switch
- 3. Multicast transmission - message dest port frame transmission

Spanning Tree protocol

* #redundance 802.1w \rightarrow block unportable switch in loop

- Only one logical path - block port for which topology changes
- Bridge Protocol Data Unit (BPDU) \rightarrow port status with loop
- Port Role
 1. Root Bridge - chosen by RIB/NW
 - chosen as root - no BPDU transmission
 - q. Bridge ID: MAC address priority \rightarrow given MAC address (PDC)
 - MAC Add \rightarrow Priority SPT (CHX)
 2. Root port - IRP/Non RB
 - Port that connects to root port to 1st (costly)
 3. Designated Port - DSV/Segment (per LAN) \rightarrow Non root port
 4. Non-designated port - NB block port in loop
 5. Alternative/Backup port

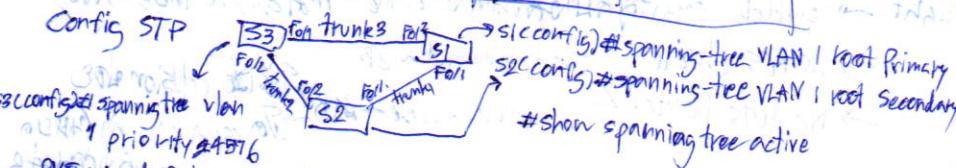
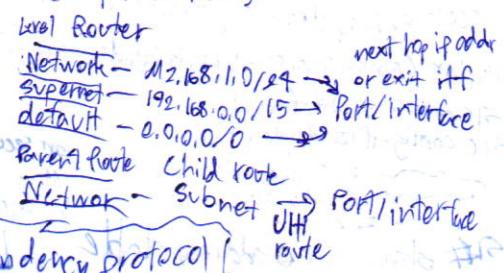
Spanning Tree Algorithm Characteristic

Protocol	Standard	Resources Needs	Convergence	Tree Calculation
STP	802.1D	Low	slow	All VLAN
PVST	Cisco	high	fast	Per VLAN
RSTP	802.1w	Medium	fast	All VLAN
Rapid PVST+	Cisco	Very high	very fast	Per VLAN
MSTP	802.1s Cisco	medium	fast	Per instance

- not match in L2
 - search L1 supernet/default route
- not match any - drop
- Best Match
 - L1 Ultimate
 - forward
 - L1 Parent
 - examine child routes
 - L2 Child - forward

- portfast - no port state on blocking
- forwarding
- bpdu guard - output port if error disable
- 802.1w BPDU
- Ex # spanning-tree portfast
 - * \rightarrow bpdu guard disable

- Root lookup hierarchy - 3 stages lookup routing
 - UH (Ultimate Root - next hop)
 - L1, L2 (link, supernet Root, Default Route)
 - L2. Permanent Route (group in L1, L2)



- PVST+ Load Balancing: $\#$ 2 VLANs = VLAN

S1(config)# spanning-tree vlan 10 priority 4096

S3(config)# spanning-tree link-type point-to-point

S1(config-if)# interface GigabitEthernet 0/1

clear spanning-tree link-type point-to-point

- troubleshooting - # track interface

- remove redundant when failure

- Problem 1. default gateway limitation

2. Router Redundancy

3. Router Failover

Chapter 9 VLAN & Inter VLAN

Vlan = $\{$ same Physical / diff logical broadcast domain $\} \rightarrow$ ip address

- security - reduce cost (switches switch) - better performance - smaller broadcast domain
- segment broadcast into VLAN - IT efficiency - management efficiency

* show vlan - show in switch (native VLAN port)

Trunk - 802.1Q VLAN switch contains switch native VLAN (native SPT (native VLAN))

- VLAN Tagging - 802.1Q link layer (frame on port) put tag in frame - VLAN ID
- config as trunk port

Native VLAN : - config temp as Native \rightarrow VLAN in native temp

- member Native VLAN = interface tag (member of VLAN 102)

Assignment : Catalyst 2960, 3560 1000 VLAN (1-1000) Extended 1006-4096

- บันทึกใน flash : vlan.dat หรือ NVRAM เก็บ VLAN membership

Inter-VLAN : $\{$ 802.1Q trunk receives switch router interface in VLAN ภายนอก (outside NM)



view config trunk \rightarrow no spanning tree

- Sub-interface config \rightarrow interface trunk mode subinterface
- RIC config # interface int-id subif (same num as VLAN)
- RIC config subif $\#$ encapsulation dot1Q vlanid
- $\#$ description vlan.vlanid
- $\#$ ip address ipaddress subnet-mask
- RIC config # exit
- RIC config # interface interface-id
- $\#$ no shutdown

config
switch# vlan database
cvlan# vlan_vlan-id name vlan-name
config# interface int-id
 \sim # switchport_mode_access
 \sim # switchport_access vlan_vlan-id
* trunk : switchport mode trunk

Hierarchy - Ultimate Route

- LV1 - \rightarrow lookup routing
 - NVR Route
 - Subnet Route
 - Default Route
- LV2 - Router

Chapter 10 : VTP + NAT

VTP - 802.1D VLAN Bridging VLAN - ทำให้เราสามารถ管理 VLAN ได้ในเดียว Domain 102 ภายนอก switch ยังคงเป็นเดียว domain แต่ใน switch

- Cisco proprietary ของ Cisco switch ต้องมี VTP

Benefit - Consistently maintain VLAN across a common administrative domain

- VTP is running and has certain defaults already configured

Operation - 1. Manage VLAN assignments via trunk area

- Parameter : VTP configuration revision number - 32 bit 0-4294967295

- switch assignments domain \rightarrow config file

- initial 3 mode server-client-transparent

\rightarrow modify - $\#$ vtp/config (local significant)

Configuration - ผ่าน manage VLAN via trunk \rightarrow domain domain \rightarrow assign VLAN for interface switch

- 2 mode global use VLAN (จะต้องมี 2 version ด้วยกัน)

- access VLAN \rightarrow VLAN database (EXEC privilege)

Global Configuration

switch# config
switch(config)# vtp version 2
 $\#$ vtp mode [server/client/transparent]
 $\#$ vtp domain domain-name
 $\#$ vtp password domain-password

VLAN Configuration

switch# vlan database
switch cvlan# vtp v2-mode
 $\#$ vtp [server/client/transparent]
fc Ap domain domain-name
 $\#$ vtp password domain-password

Verify - show vtp status

VTP Pruning - non Bandwidth \rightarrow trunk \rightarrow no traffic

- default : disable

- Configuration

switch cvlan# vtp pruning

- $\#$ vtp port cvlan pruning [enable/disable]

Switch (config)# interface int-id

switch(config-if)# switchport trunk pruning vlan remove vlan-id

If add new switch to VTP domain

1. clear config, $\#$ vtp, $\#$ VLAN

2. นำ switch ใหม่มา connect ที่ VLAN

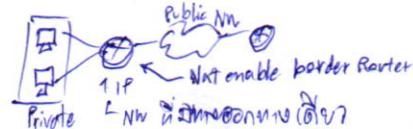
3. $\#$ vtp mode/domain & $\#$ password

4. $\#$ vtp password



Nat - Network Address Translation → IP address reverse side Private IP & Public IP internet

Class A	IP 10.0.0.0 - 10.255.255.255	10.0.0.0/8
B	IP 172.16.0.0 - 172.31.255.255	172.16.0.0/12
C	IP 192.168.0.0 - 192.168.255.255	192.168.0.0/16



Characteristic - Terminology - Inside NW & Device → Private IP / Outside NW: Public IP
- Type of Address Inside/outside local/global address convert using local with global (static vs dynamic)

- Type of NAT
- STATIC NAT 1-to-1 mapping
 - map private IP to public (fixed-id)
 - must accessible to server from outside NW
 - SSH port
 - Dynamic NAT : many-to-1 mapping
 - Public translation map between Private IP
 - map many one-to-many private IP one-to-one
 - PAT Port Address Translation
 - map IP to port
 - multiple IP with private IP per public IP & address
 - dynamic NAT overload

Benefit - conserve the legally registered addressing scheme
- add flexibility to connect with public NW
- security

Disadvantage - downgrade performance/end-to-end function
- end-to-end IP traceability lost (traceroute)
- tunnel encapsulation
- Initiating TCP connection

Config

- STATIC NAT

```
Router(config)# ip nat inside source static
local-ip global-ip
Router(config)# interface type member <- inside interface
Router(config-if)# ip nat inside
Router(config-if)# exit
Router(config)# interface type number <- outside interface
Router(config-if)# ip nat outside
```

- PAT - NAT overloading

```
Router(config)# ip nat pool name startIP endIP network subnet-mask | prefix-length
Router(config)# access-list ac-number permit source-nw source-wildcard
Router(config)# ip nat inside source list ac-number pool name overload
Router(config)# interface type number
Router(config-if)# ip nat inside
Router(config-if)# interface type number
Router(config-if)# ip nat outside
```

- Dynamic NAT - no pool/nnn address file mapped for this
Router(config)# ip nat pool name start-ip end-ip
{ netmask netmask /prefix-length prefix-length }
Router(config)# access-list access-list-number permit source-nw source-wildcard
Router(config)# ip nat inside source list access-list-number pool name
Router(config)# interface type number
Router(config-if)# ip nat inside
Router(config-if)# interface type number
Router(config-if)# ip nat outside

source wildcard

```
Router(config)# access-list ac-number permit source-nw source-wildcard
Router(config)# ip nat inside source list ac-number interface type number overload
```

(Chapter 11 EIGRP)

- Enhanced IGRP
- Feature
 - diffusing update algorithm (dual) → Dual routing algorithm
 - establishing neighbour adjacencies → relationship w/ directly connected router
 - reliable transport protocol → use adjacency to track neighbor's status
 - Partial and Bounded updates → triggered update when path/metric changes
 - load balancing → update minimized bandwidth

8. PDMC Protocol-Dependent module into support various protocol variants

↳ Maintain neighbor and topology table

Computing metric using FVAL

Interfacing Dual and routing table

Implementing filtering and ACL

Performing redistribution w/ other routing protocol

- 8. RTP message packet: Update, Query, Hello, ACK

- Authentication support

- message ID to Destination Multicast Address (CMAC)

Neighbor Table: Next-hop router → Interface

Topology Table: Destination → successor

Routing Table: Destination → successor

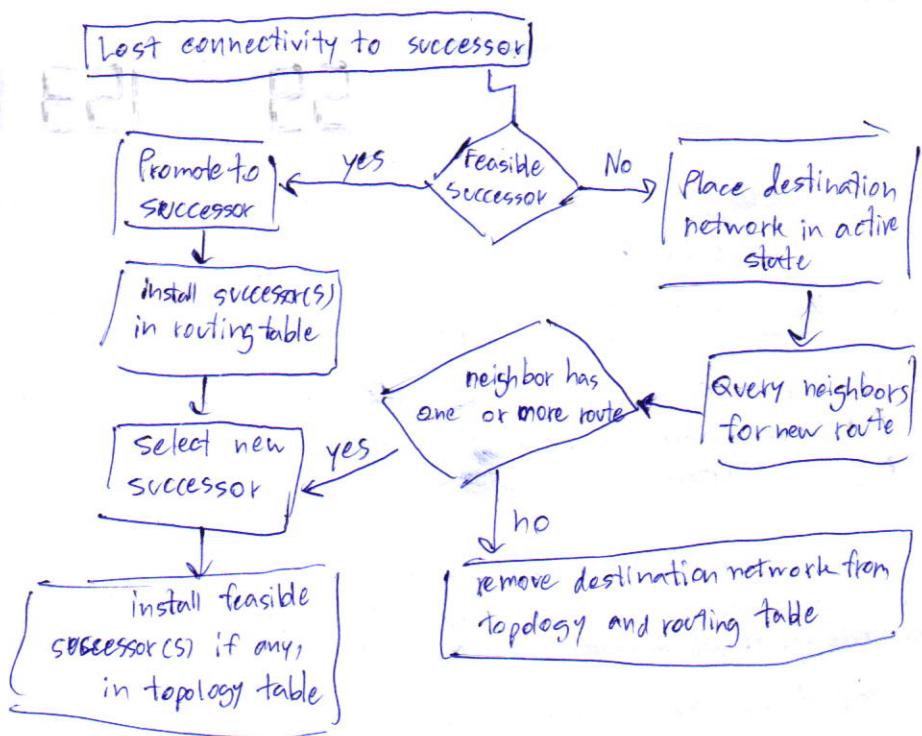
Hello: un router & in Topology

Update: for routing information to destination

Ack: acknowledgement packet

Query: to obtain information about neighbor

Reply: message



more command (for conf term)

- redistribute (OSPF - static) -- classless → router ospf 1 area 0
nw redistribute static subnet
- * redistribute connected subnets
- redistribute (OSPF - RIP)
- *# router rip
- * redistribute ospf processid metric metric-no
- *# router ospf
- * redistribute rip ~~subnets~~²⁰⁰⁰ metric 5000 subnets
- RIP + static
 - *# router rip
 - *# version 2
 - * redistribute static
- OSPF + eigrp
 - *# router eigrp 1
 - * redistribute ospf 1 metric 1500 1000 255 1 1500
 - *# router ospf 1
 - * redistribute eigrp 1 metric 10 subnets
- rip + eigrp
 - *# router rip
 - * redistribute eigrp 1 metric 5
 - *# router eigrp 1
 - * redistribute rip metric 10000 10 255 100 1000