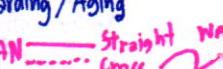
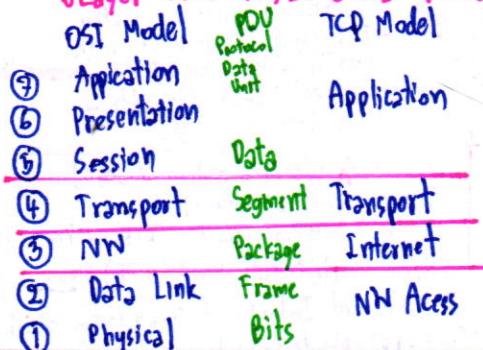


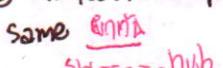
## Chapter 1 Network Overview

- **Network Diagram** = DIAGRAM ที่ใช้แสดงโครงสร้างเครือข่าย
- atype :: ① physical → กรณี port/interface ที่ต้อง物理的 ต่อไปยังอุปกรณ์ เช่น คอมพิวเตอร์ (client) ② Logical → กรณี IP
- **Network Protocol** → TCP/IP, UDP, FTP, ARP, SMTP, POP3, IMAP, ICMP (internet message protocol) ex. ping  
FTP (20,21) // ARP = Address Resolution Protocol ⇒ map ระหว่าง IP ด้วย Mac Addr. 10bytes
- NW Address. ① IP addr. (Logic addr.) @L3 ② MAC addr. (Phys Addr.) @L2 protocol or media ③ Port Number (Service Ad.) @L4
- **Component of Network** → HW → NW device at 3 type
  - ① end device = เครื่องคอมพิวเตอร์ที่ไม่ต่อ LAN
  - ② intermediary devices = อุปกรณ์ที่ต้องต่อ NW access device, Internetworking device
    - hub
    - switch
    - router
  - hub, repeater @L1 ⇒ ดูแลต่อ LAN ไม่เกิด collision ∵ CSMA/CD when collision happens
  - switch, bridges @L2 ⇒ Learning/Flooding/Filtering/Forwarding/Aging
  - Router @L3 ⇒ Routing
- (3) network media ⇒ โซนที่ 1 คือ copper, fiber optic, Wireless LAN 
- **Type of Network**
  - SW → ① Switch moon ② router ร้อนๆ ห้ามตั้งร้อน
  - SIZE → ① Small home NW (บ้านของพ่อแม่) ② small office/Home ⇒ Config ไม่ต้อง config ให้ตัวเอง
  - ③ Medium to Large NW ⇒ สำนักงานใหญ่ 100-1000 ห้อง ④ World Wide NW ⇒ Internet
- Infrastructure
  - tiny : ① Local Area NW (LAN) ที่ 1 ห้อง Admin ใจ Policy/NW ดูแล Ex. สำนักงาน 2 ห้อง
  - Metropolitan Area NW (MAN), Wireless LAN ( WLAN ), Storage Area NW (SAN), Regional Area NW (PAN)
- **Reliable Network**
  - ① fault Tolerance ⇒ redundancy ② Scalability ⇒ can support many user 100+
  - ③ Security ⇒ จำกัด权限 ④ Quality of Service (QoS) ⇒ Int. service QoS Quality Definition

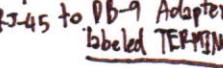
### Layer with TCP/IP & OSI Model



### Type of Connection in a LAN

การต่อ (UTP cat 5) : ① BIDI = 100 Mbps ② cross 100m (com-repeater)  
2 type :: ① one ② cross → ต้องต่อ Same 

► WAN Connection ⇒ 1 point to 4 points router  
L → 2 → DCE (female) ⇒ ต้อง command clock rate 52000  
→ DTE (male)

► SMC console (Rollover Cable) ⇒ router   
⇒ manage command ดู log 

## Chapter 2 Basic Router Configuration

0 Port Address : หมายเลข (Internet Assigned Number) Authority : IANA  
 0-1023 : requesting entities "Well Known ports" destination Port  
 1024 - 49151 : registered Port - publish 49151  
 49152 - 65535 : dynamic or private Port "Random generate" source Port

Ex: 80-(FTP (data))  
21-FTP (control))

25-SMTP

53-DNS (TCP/UDP), 80-WWW, 81-None server

0 Logical Address : IP address (IP4) @ L3

- 5 Class A, B, C, D, E → reserved nos หนึ่งที่ต้อง max 100 workstation required

→ ต้องต่อ multicast Addr. ⇒ จุดเดียวที่ต้องต่อ LAN ดูแล

- Notes: ที่ต้องต่อ หรือ com ⇒ ต้อง logical name (domain name) 3 IP unique

0 Class A: 

NN	Host	Host	Host	0-127
----	------	------	------	-------

10 Class B: 

NN	NN	Host	Host	128-191
----	----	------	------	---------

110 Class C: 

NN	NN	NN	Host	192-223
----	----	----	------	---------

1110 Class D: 

NN	NN	NN	NN	224-239
----	----	----	----	---------

 multicast

1111 Class E: 

NN	NN	NN	NN	240-255
----	----	----	----	---------

 experimental

► private addressing → IP can reuse ได้

→ ภูมิภาค internet 7000+

RFC 1918 Internal Address Range CIDR Prefix

Class A 10.0.0.0 - 10.255.255.255 10.0.0.0/8

Class B 172.16.0.0 - 172.16.255.255 172.16.0.0/12

Class C 192.168.0.0 - 192.168.255.255 192.168.0.0/16

### Physical Address (MAC Address)

- Ethernet : 48 bit  $2^{48} = 16,777,216 \rightarrow 16,777,216 \text{ bytes} = 16,777,216 \text{ bits}$   
 - ต้องต่อ IEEE ⇒ 011100 3 byte (24 bit) code "Organizationally Unique Identifier"  
 ○ ณ MAC same OUI ต้องต่อ unique 3 byte ต่อตัว

### Message Delivery

○ Unicast - จัดส่งข้อมูลเฉพาะเจาะจงไปยัง 1 ที่ต้องการ

○ Broadcast - จัดส่งข้อมูลไปยังทุกที่ใน LAN ที่ต้องการ

○ Multicast - จัดส่งข้อมูลไปยัง一群ที่ต้องการ เช่น บริการ VoIP

Protocol: 01-00-5E - XX - XX - XX

### CISCO IOS (Internetwork Operating System)

- function ① Addressing ② Interface ③ Routing  
④ Messaging Resource ⑤ Security ⑥ QoS

- Router & switch Boot sequence

255.255.255.0 → subnet mask

192.168.1.255 → broadcast IP addr.

255.255.255.255 → broadcast NW (point-to-all NW)

ROM ① POST (Power on Self Test) → check hardware

② Fw boot loader SW

ROM ③ Boot loader does low-level CPU initialization

Flash ④ Boot loader initializes the flash filesystem

TPM ⑤ Boot loader locates & load a default IOS image via ROM



## Chapter 4 Distance Vector Routing Protocol RIP ver 1

### ▷ Dynamic Routing protocol

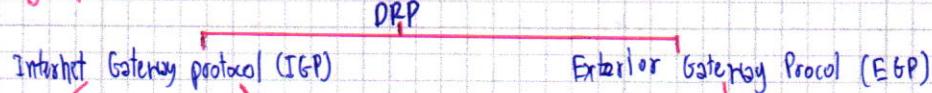
- ▷ fn: Share info between Router • auto update routing table when topology change (when link down) • in best path
- ▷ purpose: in remote network (more than 1 hop) • share routing info • from best path to dest node • can in best path (when topology change)
- ▷ component: ① Algorithm: Share own routing info & best path ② Routing Protocol msg: exchange neighbor & neighbor routing info (best path)

Advantages config  
Required config Admin  
Topology change  
Scaling  
Security  
Resource usage  
Predictability

Dynamic routing  
vs  
Advanced Config basic to multi (multiple layer)  
VS auto  
from simple & complex (router with 1 or 2 ports)  
of CPU, mem (info routing info), link bandwidth  
Route & current topology

Static routing  
using NW (NW command in Router)  
No Router (Programmer's control command)  
admin config (by All)  
from simple topology  
dynamic  
No topology  
Route → dest information

### ▷ Classify Routing Protocol



- V: Vector [distance, direction]
- incomplete view own topology
- predict update (snmpv1/v2)
- RIP (Routing Info P.)
- RIP v2
- complete NW topology (auto recall)
- update 1-2 periodic
- open shortest path (OSPF)
- IS-IS (Intermediate System)
- IGRP (Interior Gateway Routing P.)
- EIGRP (Enhanced Interior gateway Routing protocol)

### ▷ 2 type

① Classful routing p. → update max class NW subnet mask for routing update

② Classless routing p. → 3. subnetmask for routing update

▷ Convergence: growing NW routing table has all routers (number of router = number of NW)

↳ 2 type: slower; RIPv1 & IGRP, faster (as update is not simultaneous) → EIGRP & OSPF

### Routing Protocol Metrics

▷ Metric: distance/number/weight determine best path thru the Hop count, BW, cost, Delay, Load, Reliability

▷ Load balancing: NW with same metric (number of path) will be chosen

### ▷ Administrative Distance of a router (AD) → based on Protocol & config Routing

• AD: administrative distance for particular (individual) Router

Protocol source	Connected	static	Internal EIGRP	OSPF	RIP	EIGRP External	External	Internal
AD	0	1	90	110	190	5	80	100

### ▷ Distance Vector Routing Protocol Ex RIP, IGRP, EIGRP

▷ Distance Vector Technology: នៅលើកដែលត្រូវបាន ① Vector or direction, ms. Broadcast message ② Distance to final dest (cost)

▷ Convergence: predict (on utilization) update, neighbor (① broadcast), broadcast (ss. 255.255.255.255) update, for routing table all NW update

▷ Distance Vector Routing Protocol: នៅលើកដែលត្រូវបាន ① Time to convergence → long time to steady state for routing table ② scalability ③ resource usage ④ implementation & maintenance

### ▷ NW Discovery (osnmu) ⇒ in basic config how

↳ 3 state

① Cold state: Router initial startup

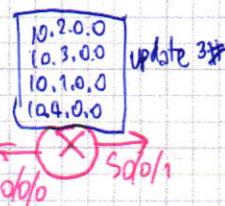
② Initial Exchange of Routing Info. → routers will know each other \*

③ Exchange of Routing Info. → update (max hop count)  
→ from router & neighbor routers

### ▷ Routing Table Maintenance

- Periodic update: RIP update timer (default 30s), Invalid timer (info is last) (default 180), Hold down timer (random) → hold up module (default 180), Flush (purge) timer (default 240)

Network	Interface	Hop
10.2.0.0	S0/0/0	0
10.3.0.0	S0/0/0	0
10.1.0.0	S0/0/0	1
10.4.0.0	F0/0/0	



- Bounded (Varjam) Update :  $E[FRP \rightarrow Update] \leq v_{max}$
- Triggered Update  $\rightarrow$  Update  $\geq$  pred. time
- Random Jitter  $\rightarrow$   $v_{min} \ll v_{max}$  multiple access router update priorities  $\rightarrow$  If the update becomes lost Random

Tosin standard DV.					
	① Routing Loops	radio intf down $\rightarrow$ neighbor update (no update $\rightarrow$ hop + 1)			for Staples
	↳ Intf down	② Set max hop = 15 $\rightarrow$ if hop = 16 $\rightarrow$ unreachable (no down intf)			
RIP, RIPv2, IGRP, EIGRP	slow	slow	fast	③ split Horizon Rule $\rightarrow$ update new intfs $\rightarrow$ later update, no update	
scalability-size	slow	slow	small	④ Routing Positioning $\rightarrow$ intf down set unreachable $\rightarrow$ unreachable in Position of intf (hop = 1b)	
use from VLSM	small	small	large	⑤ ③ with ④ $\rightarrow$ define unreachable $\rightarrow$ over rule split Horizon Rule ip intf down (hop = 1b)	
Resource usage	Low	Low	Medium	⑥ IP & TTL (Time to Live) $\rightarrow$ maxmum update but $v_{max}$ when TTL = 0	
implementations	simple	simple	complex		
Maintaince					

### ▷ RIP version 1 AD = 160

- **function** : classful, DV metric = hop count • hop count  $> 15$  unreachable & update broadcast  $\geq 30s$
- msg & type

- ① Request  $\rightarrow$  Router Table  $\rightarrow$  intfs config  $\rightarrow$  info in routing Table
- ② Response  $\rightarrow$  info in routing Table
- ③ IP address  $\rightarrow$  class A, B, C

- Basic RIPv1 Config ① in basic config ②  $\#$ , router rip  $R1(config)\#$  router rip + ends network  $R1(config-router)\#$  network nw subnet

▷ Verification (configuration) & troubleshooting (commands) : show running-config or ip route or ip protocols, debug ip rip

- Passive intf command ( $\#$  update intf  $\#$ )  $R1(config-router)\#$  passive-interface intf-type (fa, s, b) intf-number (0/0, 0/0/0)

▷ Automatic summarization : RIP Auto Summarization classful nw  $\rightarrow$  max size routing table

$\hookrightarrow$  total max size routing update • single router maxsummons multiple route from the routing table

$\hookrightarrow$  router will support discontiguous nw (major nw faulns but minor)  $\rightarrow$  operation load balancing

- boundary routers : summarize RIP subnet from 1 major nw to another

- Processing RIP update  $\rightarrow$  min update (intf) has classful information
  - $\hookrightarrow$  Y : update subnet nw int 172.16.1.0
  - $\hookrightarrow$  N : update classful id 172.16.0.0

- default route & RIPv1  $\rightarrow$  information routing table (like other protocol)  $\rightarrow$  always default route

$R1(config)\#$  ip route 0.0.0.0 0.0.0.0 s0/0/1

default info. originate command  $\rightarrow$  hold update (Rip refresh) : static  $\leftrightarrow$  dynamic

Router(config) # protocol  $\hookrightarrow R1(config-router)\#$  default-information originate

for Staples

## Chapter 5 RIP ver 2 & Access control Lists

RIPV1

- Classfull  $\rightarrow$  subnet mask, doesn't support CIDR
- not support discontiguous subnet
- not support VLSM
- routing update  $\rightarrow$  broadcast

RIPV2

- Classless (update subnet mask, support variable length Subnetmask (VLSM), support Port Summarization, specific Aggregation))
- update next hop address
- $\#$  Authentication routing (sends discontiguous VLSM)
- Routing Update  $\Rightarrow$  multicast

for other reason routing loop  
or split horizon or split horizon with poison reverse  
it triggered update  
max hop count = 15

### • to learn about RIP V1

- No virtual interface can route via routing table update available
  - loopback intf  $\rightarrow$  ping  $\rightarrow$  ip virtual intf.  $\rightarrow$  reply it
  - Null intf  $\rightarrow$  transmission Channel misconnections  $\rightarrow$  down null intf.  $\rightarrow$  packet discarded  $\rightarrow$  timeout
  - Static route & null intf  $\rightarrow$  null intf summary static route

$R1(config)\#$  ip route summary-static-route subnet-mask Null 0  
(major-nw)  $\rightarrow$  no static supernet route

- Route redistribution (class)  $\rightarrow$  one-to-one rip from static to static  $\rightarrow$  static  $R1(config)\#$  redistribute static

- Verify & Test Connectivity : show ip interface brief, ping (src ! = dst, v = idle, = Timeout), trace route

for Staples

- RIPV1 : Classful, has subnet-mask, summarize nw @ major nw boundaries, if nw is discontiguous  $\rightarrow$  RIPv1 config convergence

- max routing table : debug ip rip (Content of routing update) mitu RIPV1 max subnet-mask mitu nw addr.

## ▷ RIP V2

- config : Enable & verify (configuration) RIP V2
- Config RIP → RIP v2 can talk to V1 & V2, but not V3  
→ RIP v2 can't talk to V3
- Auto Summarizing & RIP V2 → auto sum route @ major network boundaries  
→ Sum route area subnet mask without classful subnet mask
- Disabling Auto-summary : no auto-summary true when the network topology is contiguous

## ▷ VLSM &amp; CIDR

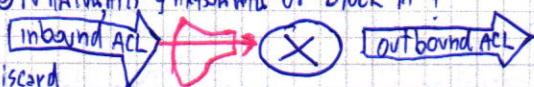
- Verify info. Insert for RIP V2 debug ip rip
- VLSM → having network address & subnet-mask
- CIDR → supernetting (= bunch of contiguous classful network addresses into single net)
- Verify show ip route, debug ip rip

## ▷ Access Control List = configuration &gt; on router → on router → check source → destination

- Packet Filtering ① dest, source ACL ② Protocol ports ③ IP header fields (protocol or block)

## ▷ Operation → first in sequence statement

→ last statement is implicit deny → block → discard



## ▷ Standard IP ACLs

- Check source address
- Use permit or deny specific protocol

access-list 10 permit 192.168.30.0 0.0.0.255

- number ACL : 1-99 & 1300-1999

## ▷ Wild Card

- invert your subnet-mask
- 0 = match / fix 1 = ignore / wildcard
- maximum set to 16 (0.0.0.0 to 255.255.255.255 = wildcard mask)
- (match range)

If doesn't match pattern or/and don't contain form wild card = 0.0.0.0

→ in wild card your subnet-mask = 255.255.255.255 = subnet mask

→ keyword → 0.0.0.0 = match all 0.0.0.0 = host 255.255.255.255 = ignore all 0.0.0.0 = any

## ▷ Extended IP V4 ACLs

- Check source & destination address
- Use permit or denies specific (many) protocol

access-list 103 permit tcp 192.168.30.0 0.0.0.255 any eq 80

- Number ACL 100-199 & 2000-2699

- ▷ Guideline for (3 ps) → One ACL / protocol = ctrl traffic flow w/ intf, ACL must define like = protocol enable on intf.
- ACL creation → One ACL / direction = ctrl traffic in 1 direction, at time on an intf, then ACL ctrl ctrl in front bound
- where → Extend ACL : @ close source → standard ACL ; @ close destination

## ▷ Config ACLs

- standard
- number Router(config)# access-list access-list-number  
deny | permit | remark - comment  
source [source-wildcard] [log]
- in intf. Router(config-if)# ip access-group  
[access-list-number] access-list-name  
in [out]

in remove all : no access-list  
mill ① no access list num → log  
② no vrf → vrfnum add

in remove all : no ip access-group  
mill → vrf# add  
no vrfnum add

## ▷ Verify : show ip interface, show access-lists

▷ security VTY port → configuration permit username password

Router(config-line)# access-class access-list-number  
[in [vrf also] | out]

standard : 0-99, 1300-1999 Extended : 100-199, 2000-2699 → Extended : filter = source/dest. addr., protocol, port number.

TCP, SP, UDP ←	access-list access-list-number { deny   permit   remark } Protocol source [source-wildcard] [operator operand] (port port-number or name) destination [destination-wildcard] [operator operand] [port port-number or name] [established] ↳ port dest.
----------------	---

→ have same standard  
→ 100-199 number same  
debug-output:  
debug ip packet ACL-number



# Chapter 6 OSPF & DHCP

all info, all

for Dijkstra

D Link-state Routing Protocol - IIS protocol, maintains complete map to network topology > in shortest path first (SPF)

large net, fast convergence, admin area

Two types of update: ① learn info via link ② say hello neighbor ③ for info via LSP (Link-State-Packet)

④ router flood LSP to all neighbors → ⑤ store in db ⑥ router for all LSP in db (will have tree)

for Staples

Adv: ① has topology map can in shortest path, ② fast convergence to path ③ LSP sent only when change topology  
(not propagation → avoid shortest path) ④ hierarchical design (multiple areas) → no resource (bandwidth + area traffic)

Disadv: ① it needs transmission all link-state info ② it's CPU intensive ③ flooding LSP may get bandwidth

+ Adding OSPF to routing table

## D OSPF AD<sub>110</sub>

stable: ① Neighbor show ip ospf neighbor ② Topology (map) show ip ospf database ③ Routing (shortest Path)  
message → Encapsulating: MAC Dest = Multicast; 01-00-5E-00-00-05 or 01-00-FF-00-00-06  
Protocol field = 89

→ type OSPF Packet: ① Hello → unicast (default: multiaccess & point-to-point net), broadcast (default: non-broadcast)  
② DB Description (DBD) → synchronization db info.  
③ Link-state Request (LSR) → Request link state  
④ Link-state Update (LSU) → Send update link-state  
⑤ Link-state Acknowledgment (LSAck) → acknowledge

multiaccess (NBA) NW,  
Cisco default 4 times  
40 S.

Operation: ① init ms state ② Down state → ③ Init state (Hello) → ④ Two-way state (exchange hello)  
→ Exchange state → Loading state → Full state (Full state router update propagation)

Config Single-Area OSPFv2 router ospf process-id → 1-65535, 1 is locally significant  
Router(config-router)# router-id 1.1.1.1 → ① set config loopback, active interface IP address (and ① | ②)  
router ospf process-id

network network-address wildcard-mask area area-id

OSPF cost → It's BW driven [ default reference BW = 10<sup>6</sup> ]

$$\text{cost} = \frac{10^6 \text{ bps}}{\text{IntfBW bps}} \begin{cases} \text{Fast Ethernet} & = 100 \times 10^6 \rightarrow \text{cost} = 1 \\ 1 \text{ Gb} & = 10 \times 10^6 \rightarrow \text{cost} = 1 \\ \text{Fast} & = 10^6 \rightarrow \text{cost} = 1 \\ \text{serial} & = 7.544 \times 10^6 \rightarrow \text{cost} = 64 \end{cases}$$

\* It's min/bound cost  
→ 1/3 min ref BW

Fast Ethernet → auto-cost reference-bandwidth 100  
Gigabit Ethernet → 1000  
10 Gigabit Ethernet → 1000

for Staples

→ It's unit BW ; R(config-if)# bandwidth 64 (EIGRP's OSPF config)  
→ It's unit cost; R(config-if) # ip ospf cost 15625

Verify OSPF  
more config  
show ip ospf neighbor, show ip protocol, show ip ospf interface brief, show ip ospf

### OSPF Default Route

R(config)# ip route 0.0.0.0 0.0.0.0 loopback 0

R(config)# router ospf process-id

R(config)# default-information originate

(→ it's triggered default route update) via OSPF

► DHCP (Dynamic Host Configuration Protocol) → You config host IP auto (IP, subnet mask, default gateway, DNS)

- Method: ① Manual Allocation : admin assign IP

② Automatic Allocation : DHCP v4 auto assign address in pool & lease (time)

③ Dynamic Allocation : host automatically IP & lease time → manual lease time, auto-re IP / v4

## Config

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

→ ip dhcp excluded-address 192.168.10.254

→ ip dhcp pool LAN\_Pool\_1 → <sup>pool</sup> pool

R1(dhcp-config)# network 192.168.10.0 255.255.255.0

→ default-router 192.168.10.1

→ dns-server 192.168.10.5

→ domain-name example.com

To disable DHCP

no service dhcp

→ ip dhcp config / release  
→ ip dhcp config / renew

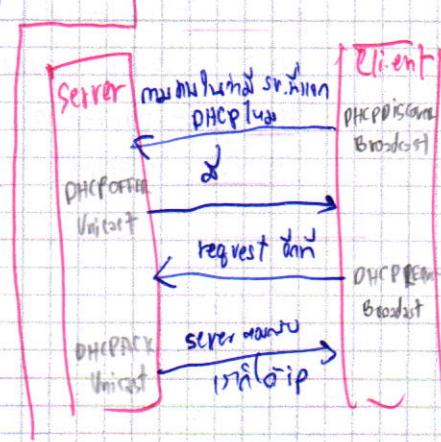
## Verify

Show running-config | section dhcp

Show ip dhcp binding

Show ip dhcp server statistics

PC issued ping ip config / all



for Staples

## CHAPTER 7 Basic Switch Address Resolution Protocol

for Staples

- LAN Design → Borderless SW LAN design : AnyHost = -Hierarchical, -Modularity, -Resiliency, -Flexibility
    - 2 types: ① 3-Tier LAN Design (Layering) :: Core 2) Distribution 3) Access
    - ② 2-Tier LAN Design → 1) Collapsed Core/Distribution ③ Access
  - Layer 1: Layer 1 Support, [Gig / 10 Gig Ethernet] → Link aggregation
    - Core → Layer 3 Switches, Speed ↑, Latency ↓
    - Distribution → Layer 2 Switches, ①, ②, Security Policy / Access Ctrl.
    - Access → Host end device, Port Security, VLAN, [Fa / Gi Ethernet], Power over Ethernet (PoE) or WiFi (802.11)
  - LAN → 1 LAN, 1 power line
  - Quality of Service (QoS) ↑
  - High Availability LAN BW & Utilization Max
  - f 8 msns Server
    - Enterprise S. (server room) → MDF (Main Distribution Facility: core) → rack-level cross connections
    - Workshop S. (workshop) → IDF (Intermediate D.F.: Distribution) → rack-level cross or access
  - Collision detection issue (Transmission collisions)
    - Segmentation issue (VLANs) → virtual broadcast domain (VBD) vs. physical broadcast domain (PBD)
    - Broadcast domain issue → If the broadcast MAC address is broadcast into a collision domain, then broadcast traffic goes to all devices in that collision domain
    - Segmentation via process split single collision domain into smaller collision domains via LAN segment :: L2 device gets bridge, SW
    - Broadcast domain forward port but: router (L3) router filters/segments broadcast traffic into different domains
  - SW Environment
    - SW operation
      - Learning: In frame, SW associates source MAC Addr. with port Mac + reset Aging.
      - Aging: after 300 sec MAC Addr. if unused, it is deleted from table
      - Flooding: If frame comes on port Mac SW when frame is 1) broadcast, 2) multicast, 3) unknown unicast
      - Forwarding: If SW dest. found in table
      - Filtering: If dest. frame is not on port having dest. (source & dest. on same interface) catches filtering
        - Store & Forward SW → check CRC in error free → If OK → Mac, auto buffer
        - Cut-Through SW → check minimum [dest, source address 12 bytes] [10ms], No FCS & auto buffer
          - 2 mode: ① fast-forward ~ 12 byte ② Fragment-Free ~ 4K byte :: If 4K = OK → Mac → 10ms
    - SW Methods
      - ① Store & Forward SW → check CRC in error free → If OK → Mac, auto buffer
      - ② Cut-Through SW → check minimum [dest, source address 12 bytes] [10ms], No FCS & auto buffer
        - 2 mode: ① fast-forward ~ 12 byte ② Fragment-Free ~ 4K byte :: If 4K = OK → Mac → 10ms
    - SW Domains :: ① Collision Domains → domain having shared broadcast domain "on SW interface"
      - ② Broadcast → domain not broadcast → own domain broadcast "on router interface"
    - Basic SW Concept 3 Configuration
      - manage intf: s(config)# Interface vlan num
        - s(config-if)# ip address ip subnet
        - s(config-if)# no shutdown
      - default gateway: s(config)# ip default-gateway ip
    - Basic SW Config
      - SW boot sequence = same order
      - Preparing of Basic SW management : SW that Lagback :: managed SVI (SW Virtual int) → VLAN
      - Config. SW Port → Duplex Communication:
        - Config. SW Port → Duplex Communication: ① Full ② Half (SW & partner must be on same line int f → s(config)# duplex full → s(config-if)# speed 100 (link speed))
        - Auto-MDIX: VLAN SW → Rowing over Cross-over Int. (auto MDIX will do this) line int f → s(config-if)# duplex auto → s(config-if)# speed auto
    - SW Security: Security Remote Access → SSH (Secure Shell) TCP port 22, telnet: TCP port 23
      - Config: s(config)# ip domain-name to → # crypto key generate rsa → # username admin pass lena → line vty 0 15 → !transport input ssh → !line 0 login local [Verify ssh: show ip ssh, show ssh]

for Staples

- SW Port Security → define policy on w/ MAC Addr. Timeout/period - 10s
    - ① (config-if) # switchport mode access → # switchport port-security → from 1 to 1000
    - Secure MAC Addr. → ② static :: (config-if) # switchport port-security mac-address MAC-ADD.
    - ③ dynamic : (config-if) # switchport port-security mac-address Sticky → learn frame distribution → record by
    - Initial MAC : # switchport port-security maximum MAX
    - Violation mode
      - ④ protect :: security violation protect mode
      - ⑤ restrict :: security violation restrict mode
      - ⑥ shutdown :: security violation shutdown mode = default
  - [Verify : show port-security int fa 0%, show port-security address]
  - Addr. Resolution Protocol (ARP) : ARP Cache inv MAC Addr. To map inv MAC dest. (if unknown MAC gateway)
  - IPV4 : Classless [ do P1-2 ] : - Variable Length Subnet Masking (VLSM) 11111111 11111111 11111111 11111111
  - Fixed ~ 11111111 11111111 11111111 11111111

Violation Mode	Forwards Traffic	Sends Syslog Message	Displays Error Msg.	Increases Violation Counter	Shifts Down Port
Protect	No	No	No	No	No
Restrict	No	No	No	Yes	No
Shutdown	No	No	No	Yes	Yes

## Chapter 8 LAN Redundancy & Spanning Tree Protocol (STP)

D. STP  $\Rightarrow$  Relying on block port  $\rightarrow$  block it's traffic  $\rightarrow$  Designated Port (Bridge Protocol Data Unit)

- D. Spanning Tree Protocol  $\Rightarrow$  path cost min  $\rightarrow$  Designated Port (Bridge Protocol Data Unit)
- ④ One segment has path cost thru  $\Rightarrow$  g BID min thru designated  $\Rightarrow$  block port
- ⑤ BPDU flag (#priority it's)  $\Rightarrow$  BID tag
- ⑥ Path Cost L

- Config : **Router 1** : `S1(config)# spanning-tree VLAN 1 root primary`  
          `if (S1, S2 ISL RIB) S2 (config)# spanning-tree VLAN 1 root secondary`

**Router 2** : `S3 (config)# spanning-tree VLAN 1 Priority 24576 (initializing)`  
`(Verify) : show spanning-tree`

for Staples



D) IEEE Extended System ID : 8. Priority → 8. Priority (per VLAN) + Extended Sys ID (VLAN) + MAC Addr. ∴ BID = 8 byte  
 PSVST + (minimum IEEE 802.1D STD) → traffic load balancing function over VLAN  
 [Verify: show spanning-tree active]

- Rapid PVST+ → in Alternate port (dalu block, b/w configuration and link layer)
- spans set Edge port @ port do host, router: -if # spanning-tree portfast
- link type: port interface = point-to-point
- config: S1(config)# spanning-tree mode rapid-pvst → int in p2p # spanning-tree link-type point-to-point
- in clear all: clear spanning-tree detected-protocol

Protocol	Standard	Resource Needed	Convergence	Tree Calculation
STP	802.1D	Low	All VLANs	
PVST+	Cisco	High	Per VLAN	
RSTP	802.1W	Medium	All VLANs	
Rapid PVST+	Cisco	Very high	Per VLAN	
MSTP	802.1S Cisco	Medium or high	Per instance	

## Chapter 9 VTP (VLAN Inter-VLAN)

D) VLAN: network partition (hub/splitter): Organizational broadcast domain → Layer 2, b/w switches, no VLAN learning

D) ToD: -security issue, -cost, -broadcast domain issue, -management, -administration

D) In a Multi-SW Environment

• VLAN Trunk: Set in intf (between switches) SW in VLAN → can carry traffic > 2 VLANs

[Verify: show vlan brief]

Native base VLAN

Switch tag & untag & default

(②) Config: intf → -if # switchport mode trunk [Verify: show int & topo switchport]

• Tagging Ethernet Frame (IEEE 802.1Q): Ethernet Frame → Dest MAC | Src MAC | Tag | Type/Length | Data | Fcs | Tag ⇒ VLAN aware

Switch Trunk

D) Assignment: VLAN number → 1-1005 in config @ (vlan.dat) (flag)

⇒ 100b-4096 (in config @ running-config (no VLAN))

① Assign: I S(config)# vlan vlan-num to vlan # name to num (if int: (m2 no VLAN) & num)

II S # vlan database # vlan num name to

(if no int: no VLAN num)

② Assign port to VLAN: in intf → -if # switchport mode access → # switchport access vlan num (if int: (m2 no VLAN) & num)

-Verify: show vlan name (o), show vlan summary, show int vlan num

D) Inter-VLAN Routing → router set b/w trunk / (multiple "sub interface")

D) Config ① set basic routing (Set ip address, no shutdown)

② R(config) # interface g0/0.10 VLAN-subif # encapsulation dot1q 10 → # ip address ip subnet-mask

## Chapter 10 VTP (VLAN Trunking Protocol) → b/w manage VLAN & NAT (NW Addr. Translation)

D) VTP (msg: ISL or IEEE 802.1Q) → n. manage SW VTP or b/w manage b/w domain

D) Operation: n. update VTP n. b/w revision number 32 bits (0-4294967295) (00000000)

↳ 3 mode: ① Server → can add, remove, rename VLAN within domain (intf) ③

② Client → forw. VTP in process, 2) VTP msg accross trunk

Feature	Server	Client	Transparent
Source VTP Message	Yes	Yes	No
Listen to VTP Msg.	Yes	Yes	No
Create VLANs	Yes	No	Yes*
Re-member VLANs	Yes	No	No*

D) Config #27NN

① Transparent → can add, remove, rename VLAN within domain ④ 3 mode

② in global configuration S(config) # vtp version 2 → # vtp domain & # vtp password pass → # vtp mode server (mode by default)

③ in VLAN Configuration S(vlan) # vtp v2-mode → # vtp server | Server | transparent

D) Pruning → manage traffic w/between interface (add & remove config of interface) → no remove from intfs

S(vlan) # vtp pruning → if interface → S(config-if) # switchport trunk pruning vlan remove vlan\_num

D) NAT → (ib) private ip ↔ publish/real ip

D) Terminology: i.type: ① Inside local Addr. (private ip) ② Outside local Addr.

③ Inside global Addr. ④ outside global Addr.

D) type: ① Static: manual config [map: 1<=>1] → ① R(config) # ip nat inside static local-ip global-ip

② Dynamic & pool ③ Global/Real ip [map: many<=>1]: real IP with nat via ④ ①.1 # ip nat pool to start-ip end-ip { netmask netmask } pre(x)-length

⑤ PAT (Port. Addr. Translation) → port mapping in ip addr: [map: many<=>1] ④ ② set ACL ⑤ ip not inside source list ACL-num pool to overload

D) Config: 3 ways ① NAT ② INSIDE & R(config-if) # ip nat inside ③ OUTSIDE: R(config-if) # ip nat outside

Config timer for PAT (Single Addr.) ① set ACL ② ip not inside source list ACL-num interface to overload

D) Verify: show ip nat translations

Private Internet address are defined in RFC 1918

Class	RFC 1918 Internal Address Range	CIDR Prefix
A	10.0.0.0 - 10.255.255.255	10.0.0.0/8
B	172.16.0.0 - 172.31.255.255	172.16.0.0/12
C	192.168.0.0 - 192.168.255.255	192.168.0.0/16



# Routing Configuration

## Show version

R1# show version

## Hostname

R1# conf t

R1(config)# hostname yourname.

## Banner

R1(config)# banner motd # message #

## Verify connectivity

R1# show running-config

R1# show startup-config

R1# show ip route

R1# show interface

R1# show ip interface

R1# show ip interface brief

R1# traceroute

R1# ping

PC> ping

PC> tracert

PC> route print

PC> nslookup.

R1# copy running-config startup-config

## Accesslist

R1(config)# access-list **accesslist#number** ( deny | permit | remark )

# no access list

# access-list **3**

3 / deny 192.168.10.0 0.0.0.255

permit 192.168.10.10

V1.150 07/27/2017 comment

R1(config)# ip access-group **num#** (in | out)

## OSPF

R1(config)# router ospf **ID**

R1(config-router)# default-information originate.

# network (loopback).

# redistribute ?

bgp

connected

esrp

metric

ospf

rip

static.

connected,

metric for re-route.

## Enable password

R1(config)# password **myPass** enable password Pass.  
service password-encryption

## Enable secret

R1(config)# enable secret myPass

## vty

R1(config)# line vty 0 15

R1(config-line)# password **love**

login

## Static Static

default route: ip route 0.0.0.0 0.0.0.0 s0/0/1

ip route dest [sub] interface

ip route dest [sub] next-hop IP

## RIP

R1(config)# router rip

R1(config-router)# network **ip** [sub] redistribution static

R1# debug ip rip

V1.150 07/27/2017 comment

## DHCP

R1(config)# ip dhcp excluded-address **ip-ip**

# ip dhcp LAN-pool-1

(dhcp-con)# network **network ID**

default-router **IP address** exclude.

dns-server **IP address**.

domain-name **example.com**.



# IEGRP

for Staples

R1(config)# router eigrp 10

R1(config-router)# eigrp router-id - 1.1.1.1 [id]

# Network IP

R1(config-if)# bandwidth [containing] kilobits-bandwidth-value.

EIGRP Composite Metric = (BW \* Delay) < 236

## Switched

### Switch Operation

- Learning
- Aging
- Flooding
- Forwarding
- Filtering

## Vlan

for Staples

S1# (cont) +  
S1(config)# interface Interface\_id

S1(config)# switchport mode access|trunk

S1(config)# switchport access vlan Vlan-id.

## Inter Vlan

R1(config)# interface g 0/0,10.

R1(config-subif)# encapsulation dot1q 10  
ip address (ip) [subnet]. (ip in subnet)

## VTP

SW1# config t

SW1(config)# vtp version 2.

SW1# vlan database

SW1(vlan) vtp v2-mode.

SW1(config)# vtp domain cisco

SW1(config)# vtp password mypassword

SW1# vlan database

SW1(vlan) # vtp domain ciso.

SW1(vlan) # vtp password mypassword.

SW1(vlan) # vtp server+client

for Staples

for Staples

# Subnet Mask

	Host / address	Subnet Mask
/30	2/4	255.255.255.252
/29	6/6	255.255.255.244
/28	14/16	255.255.255.240
/27	30/32	255.255.255.224
/26	62/64	255.255.255.192
/25	126/128	255.255.255.128
/24	254/256	255.255.255.0

## LAN

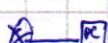
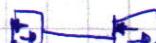
Straight-Throughable

ด้านขวา



Crossover Cable.

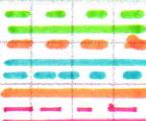
ด้านขวา



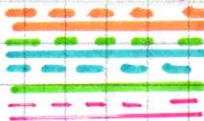
## Network Overview

- Network Device
- Network Diagram
- Network Connection
- Network Protocol

## T568A



## T568B



## Introduction to Networks

- Component of a network
- Type of Network
- Network Layers
- Accessing Local Resources
- Intermediary network device
- Network Media

## Reliable Network

Fault Tolerance

Availability of Service (QoS) ← Reliable Network → Scalability

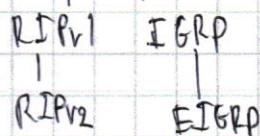
+ Security

for Staples

# Dynamic Routing Protocol

## Interior Gateway Protocols (IGPs)

### Distance Vector Routing Protocol



### Link-State Routing Protocol



## Exterior Gateway Protocol (EGPs)

### Path-Vector Routing Protocol

↓  
BGP (Border Gateway P.)

## LAN Design

- Hierarchical
- Modularity
- Resiliency
- Flexibility

for Staples



# NAT

for Staples

R1(config)# ip nat inside source static [local-ip global-ip]  
  | Interface type number  
  | IP not inside.

R1(config)# Interface type number

R1(config-if)# ip not outside

① ip nat pool name start-ip end-ip { netmask netmask | prefixlength prefixlen }

② access-list access-list-number permit source [source-wildcard]

③ ip not inside source list access-list-number pool name [overload]

④ int interface-number  
  ip nat inside

⑤ int int-number  
  ip not outside

# PAT

above NAT

① access-list access-list-number permit source [source-wildcard]

② ip not inside source list access-list-number interface type number overload

③ ↴ Error

for Staples

for Staples