

• Accessing a CISCO IOS device

- ① Console Port ② Telnet ③ Secure shell (SSH) ④ Aux Port

↳ Terminal Emulation Program : Putty, Tera Term, SecureCRT, HyperTerminal, OS X Terminal

- Navigating the IOS → 2 mode : ① user > ② privileged (enabled) #

• The Command Structure

- ① Context Sensitive Help = ?

↳ ② Global Configuration mode "(config)*"

- ② Command Syntax Check = enter into shortlist, no

↳ ③ Other " " "(config-mode)*"

- ③ Hot Keys and Shortcuts ④ IOS Examination Commands → show...

- Getting Basic ① into hostname ② interface addressing ③ router config + no shutdown ④ Save config
router(config)# hostname name ↳ Banner msg. Router(config)# banner motd * text *

router# copy running-config startup-config

⑤ Addressing Devices

- 1) from interface to config

- Physical interface / loopback interface

Router(config)# interface type port

" " type slot/port

" " type slot/subslot/port

- Switch virtual interface (SVIs)

Switch(config)# interface vlan number

- 2) set ip address

router(config-if)# ip address ip-addr subnet-mask

" " no shutdown

⑥ Verify Connectivity → interface section, include, exclude, begin

Router# show running-config → config section

" " show startup-config → config section

" " show ip route → routing table

" " show interface } show info for interface

" " show ip interface brief → show interface status, set?, status?

" " trace route

" " ping

PC > ping : PC > route print

" " traceroute : nslookup

Chapter 3 Static Routing & Dynamic Routing Protocol

- Function of Router → Characteristic : ① Topology ② Speed ③ Cost ④ Security ⑤ Availability ⑥ Scalability ⑦ Reliability

↳ Packet Forwarding Methods ① Process switching = packet in router → process in CPU → out interface true?

② Fast switching = forward fast → ③ Cisco Express Forwarding (CEF) = forward packet fast

• Connect Devices

► Default gateway → first usable host (1) last usable host (254)

→ no shutdown

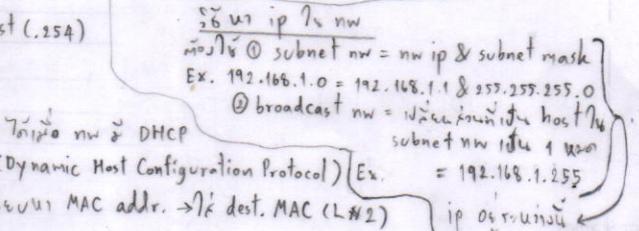
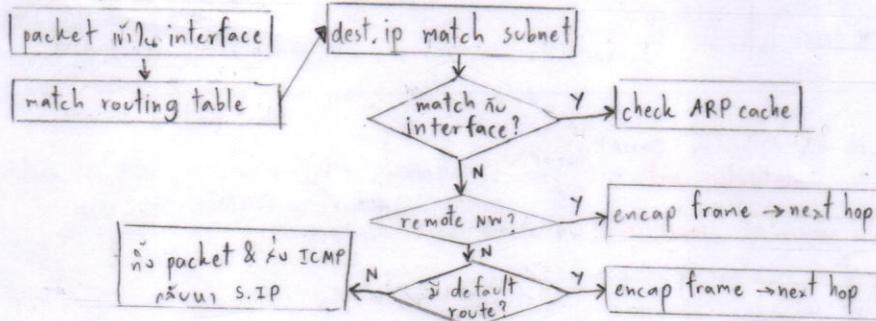
► Enable IP on a host : ① Statically Assigned IP addr.

② Dynamically "

• Switching Packet between NW

↳ dest. ip (L3) → routing table → interface MAC addr. → dest. MAC (L2)

• Path Determination



(Dynamic Host Configuration Protocol) Ex. = 192.168.1.255

↳ Best Path : lowest metric (cost)

► Dynamic routing protocol

① Routing Information Protocol (RIP) = 16 hop

② Open Shortest Path First (OSPF) = BW & cost

③ Enhanced Interior Gateway Routing Protocol (EIGRP) = BW, delay, load, reliability

► Load Balancing = > 1 link

→ 2 paths to destination

► Administrative Distance (AD) : "trustworthiness"

= 1: static & 2: dynamic

→ Connected = 0, Static = 1, Internal EIGRP = 90, OSPF = 110, RIP = 120

• The Routing Table

D 10.1.1.0/24 [90/2170112] via 90.165.200.226, 00:00:03, Serial0/0/0

- ① → Identifies how the network was learned by the router → C = directly connect, B = BGP
- ② → " the destination network → D = EIGRP, S = Static
- ③ → " administrative distance (trustworthiness) of the route source.
- ④ → " metric (cost) to reach the remote nw
- ⑤ → " next-hop IP addr. to reach the remote nw
- ⑥ → " amount of elapsed time since the nw was discovered
- ⑦ → " outgoing interface on the router to reach the dest. nw

• Classful Addressing → update nw class

• Classful Inter-Domain Routing

► summarization : ① 0.0.0.0 ② 7.7.7.7

! in set 7.7.7.7 no ip in 0.0.0.0

! ① 11.11.11.11 ip → 7.7.7.7

② Group bit 7.7.7.7.7.7.7.7.7

• VLSM

► Fixed Length Subnet Masking

! ① prefix 7.7.7.7 - prefix 7.7.7.7

② 7.7.7.7 bit 7.7.7.7 1 11111111

! 7.7.7.7 10 7.7.7.7 + ip 7.7.7.7 11111111

+ 7.7.7.7 11 7.7.7.7 11111111

R1(config)# ip route 172.168.1.0 255.255.255.0 172.168.1.2

! Set default static route

! Router(config)# ip route 0.0.0.0 0.0.0.0 ip-addr exit-intf

! ② Dynamic Routing Protocol → auto

! ② EGP (Exterior Gateway Routing Protocol) : BGP

! ② IGP (Interior)

: RIP, OSPF, EIGRP, IS-IS

→ (Intermediate System to Intermediate System)

• Routing

- ① Static Routing → Manual

↳ security, resource, process, routing entry

↳ scalability, can be distributed

↳ type : ① Standard ② Default = dest. ip match

③ Summary ④ Floating = backup

Router(config)# ip route nw-addr. subnet-mask ip-addr exit-intf

Config : Next-hop Option

! ① ! ② R(config)# interface G0/0

" " if ip address 172.168.1.0 255.255.255.0

" " no shutdown

! ③ ! ④

Basic set 7.7.7.7 interface 7.7.7.7 router

Box 1: **Distance Vector Routing**

- Protocol Comparison:**
 - RIP vs EIGRP:** RIP uses hop count as metric, EIGRP uses weighted shortest path.
 - OSPF vs BGP:** OSPF uses link state information, BGP uses IP reachability information.
- Implementation & Maintenance:** Simple, slow convergence, low resource usage.

D) RIP version 1 AD = 120

Box 2: **Protocol Structure:** Classful, DV • metric = hop count • hop count > 15 unreachable • update broadcast every 30s

→ encapsulated in UDP segment source & dest port = 520

Transport Layer RIPv1 Message Format vs full routing table

Data Link Frame Header	IP Packet Header	UDP Segment Header	RIP Message
			(512 bytes; up to 25 routes)
header ←	Bit 0 Request Reply Command = 1 or 2 Version = 1 Address family identifier (2 = IP)	15/16 Must be zero IP address (Network Address) → dest. Must be zero Must be zero	23/24 31 Metric (Hops) → 1-15 in table + 1 → known Multiple Route Entries, up to maximum of 25
Route Entry			

Box 3: msg is 2 type

① Request → to routing table

→ if intf in config Y/N so sum. update

② Response → to info in routing table

ip addr. 11.0.0.1 class A, B, C

Box 4: Basic RIPv1 config

① ri basic config

② no router rip R1(config)* router rip

+ no nw R1(config-router)* network {nw ip
nw mask}

E) Verification & troubleshooting: show running-config or ip route or ip protocols, debug ip rip

• passive interface command (no update intf in config.) R1(config-router)* passive-interface {intf-type}(Fa/G/S) {intf-number}(0/0, 0/0/0)

Box 5: Automatic Summarization: RIP Auto summarize classful nw → in size routing table

↳ Y/N: • in size routing update • single routes are used to represent multiple routes → faster lookup in the routing table

↳ Y/N: • support contiguous nw (major nw 10.0.0.0/16 to 10.0.255.0/16) → 0.0.0.0/8 load balancing, Y/N

• boundary Router: summarize RIP subnet from 1 major nw to another (Boundary router = router between nw 0/16)

• Processing RIP update: no route & no update Y/N(intf) in classful subnet → y: update subnet nw 10.0.172.16.0.0/24

↳ n: update classful w/o 172.16.0.0

Box 6: default route & RIPv1 in size routing table (containing major protocols) → no default route

R1(config)* ip route 0.0.0.0 0.0.0.0 50/0/0

default info originate command → (no update Y/N rip 1/0/0: static ↔ dynamic)

Router has 2 protocol ← R1(config-router)* default-information originate

Chapter 5 RIP version 2 & Access Control Lists

RIPv1

classful (Y/N subnet mask, Y/N support CIDR)
not support contiguous subnet
not support VLSM b/c Y/N subnet mask
routing update → broadcast (253, 255, 253, 255)

RIPv2

Classless (update subnet mask, support VLSM, support Route Summarizing (Prefix Aggregation))
update next hop addr.
Y/N authentication routing (Y/N contiguous w/n r/n)
Routing update → multicast

Variable Length Subnet Masking

Y/N split horizon or split horizon with poison reverse

Y/N triggered update

max hop count = 15

F) Variations of RIP v1

• virtual interface {loopback intf → ping Y/N → ip virtual intf → reply Y/N
can have routing Y/N
update every Y/N
time out ↑
• Null intf → Y/N channel Y/N → Y/N null intf → packet discard 10s
• Static route & null intf → null intf to static route
R1(config)* ip route {summary-static-route} tsubnet-mask Null 0
(major nw) → Y/N static supernet route

• Route redistribution (Y/N) → one Y/N rip to static route (Y/N) Y/N rip to static Y/N

R1(config-router)* redistribute: static

• Verify & test Connectivity: show ip interface brief, ping (src: ! = Y/N, dest: Y/N, timeout), traceroute

• RIPv1: classful, Y/N subnet mask, summarize nw @ major nw boundaries, if nw is contiguous & RIPv1 config convergence

• MSA routing table: debug ip rip (content of routing update), Y/N RIPv1 to Y/N subnet mask to nw addr.

▷ RIPv2 → show ip protocols

□ config : Enabling & verify RIPv2

• Config RIP → RIPv1 → can't sum v1 & v2 into v1

→ RIPv2 → can & is v1 & v2

• Auto-Summary & RIPv2 → auto sum route @ major nw boundaries

→ sum route ถ้า subnet mask ไม่เป็น classful subnet mask

• disabling Auto-Summary : no auto-summary bcc. when nw topology มี route discontiguous

□ VLSM & CIDR → verify info. ที่ sent by RIPv2 debug ip rip

→ VLSM → ตรวจสอบ nw addr. & subnet mask

→ CIDR → ใช้ superneting (= batch ของ contiguous classful nw ที่มี addr. ไม่ใช่ single nw)

→ verify show ip route, debug ip rip

▷ Access Control List = กฎ ACL ที่อนุญาต → check → source → dest ว่าได้เข้ามา ?

→ กฎ conversation ที่มีอยู่ใน (เช่น FTP) แต่ไม่ได้เข้ามา ?

□ Packet filtering ① dest, source @ L2 ② protocol number ③ 7 บิต nw ที่อยู่, number } → ไม่รับอนุญาตหรือ block ที่ ?□ Operation → กฎ sequence statement

→ last statement ที่ implicit deny → block → discard

□ Standard IPv4 ACLs

- check source addr.

- อนุญาตหรือ denies ที่ส่งมา protocol

access-list 10 permit 192.168.30.0 0.0.0.255

- number ACL : 1-99 & 1300-1999

□ wildcard → invert ของ subnet mask

→ 0 = match/fix, 1 = ignore/อย่างไร

→ กำหนด range set ของ ip ① กรณี ที่มี wildcard ที่ไม่ได้กำหนด range ② กรณี ที่กำหนด range

if กรณี ที่ไม่ได้กำหนด range กรณี ที่ไม่ได้กำหนด range

→ ไม่ wildcard ของ subnet = 255.255.255.255 - subnet mask

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

{ R1(config)# access-list 1 permit 192.168.10.10 0.0.0.0 } same ที่ R1(config)# access-list 1 permit host 192.168.10.10 { R1(config)# access-list 1 permit 0.0.0.0 255.255.255.255 } same ที่ R1(config)# access-list 1 permit any

□ Guideline for (3Ps) → One ACL/protocol = ctrl traffic flow บน intf, ACL ที่ define ให้กับ protocol enable on intf

ACL creation → One ACL/direction = ctrl traffic in 1 direction at time on an intf, บน ACL ctrl in&out bound traffic

→ One ACL/interface = ACL ctrl traffic on an intf, Ex. Goto :

where > Extended ACL : @ close source > standard ACL : @ close dest.

□ Config ACLs > Standard ACL

→ number Router(config)# access-list access-list-number

deny/permit/remark = comment

source [source-wildcard] [log]

→ remove all : no access-list

ที่ต้อง ① no access-list num* → ลบ ที่ต้อง

② no user* → ลบ ที่ต้อง

120101

→ in interface

Router(config-if)# ip access-group

{ access-list-number / access-list-name }

t in/out

→ remove all : no ip access-group

ที่ต้อง → ลบ ที่ต้อง

→ ลบ ที่ต้อง

→ name

Router(config)# ip access-list [standard | extended] name

Router(config-std-nacl)# [permit/deny/remark] { source

(source-wildcard) } [log]

▷ Verify : show ip interface, show access-lists▷ Securing VTY port → own ที่ต้องการ permit 192.168.1.1 ที่ต้องการ

Router(config-line)# access-class access-list-number

{ in [vrf-also] / out }

> Extended ACL : filter : source/dest. addr., protocol, port number

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]

ที่ต้อง ที่ต้อง same standard

ที่ต้อง ที่ต้อง number & name

-debug-output

; debug ip packet ACL-num*

→ ip, tcp, udp

port dest:

ที่ต้อง ที่ต้อง ที่ต้อง



Chapter 6 OSPF & DHCP

▷ Link-State Routing Protocol = info all (Tav dijkstra) protocol ńmávássn complete map vəs nw topology ńmávássn shortest path first (SPF)

▪ Info: ① large nw, ② fast convergence, ③ admin info vəs db

▪ Update: ① learn info vəs link ② say hello neighbor ③ info 215515 Link-State Packet (LSP)

④ router Flood LSP to all neighbors → 7águ uásvássn db ⑤ router 101 all LSP in db (tree) + Adding OSPF → routing table

▪ Advantages: ① find topology map can vəs shortest path, ② fast convergence ńmávássn JU, ③ LSP sent only when change topology (112.1.1.1)

▪ Disadvantages: ① 7ámem 7un. ńmávássn all link-state 110s ② 7á CPU 7un. ńmávássn ③ memory LSP many 7á, BW 7ávássn

D OSPF AD = 110

↳ 3 table: 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 01-00-5E-00-00-06

Protocol field = 89

→ type OSPF Packet : 01 Hello → nn 10s (default: multiaccess & point-to-point nw), nn 30s (default: non-broadcast)

: 02 Db Description (DBD) → synchronization db info

multiaccess [NBMA] nw

: 03 Link-state Request (LSR) → request link-state

Cisco default 4 times hello

: 04 " Update (LSU) → send update link-state

(40 s)

: 05 " ACKnowledgment (LSACK) → receive link-state

▪ operation: 8110 n. 180x10 ① Down state (112.1.1.1) → ② Init state (112.1.1.1 hello) → ③ Two-Way state (mounsu hello)

→ Exstart state → Exchange state → Loading state → Full state (500ms router update ńmávássn 10s)

▪ Config Single-Area OSPF v2: router ospf process-id → 1-65,535, 10s locally significant

R(config-router)*# router-id 1.1.1.1 → ńmávássn set can 7á loopback, active interface ip 7á 7á but assz ① 7á 7á ②

router ospf process-id

network network-address wildcard-mask area area-id

▪ OSPF cost → 7á BW 7ávássn [default reference BW = 10⁸]

$$\text{cost} = \frac{10^8 \text{ bps}}{\text{intf BW bps}} \rightarrow \begin{array}{l} \text{10 Gb Ethernet} = 100 \times 10^8 \rightarrow \text{cost} = 1 \\ \text{Gb} \quad " \quad = 10 \times 10^8 \rightarrow " \quad 1 \\ \text{Fast} \quad " \quad = 10^8 \rightarrow " \quad 1 \\ \text{Serial} \quad " \quad = 1.544 \times 10^6 \rightarrow " \quad 64 \end{array}$$

to Gigabit Ethernet = 10000 (10⁴ × 10⁸)

Gigabit " = 1000 (10³ × 10⁸)

Fast " = 100 (10¹ × 10⁸)

→ mounsu 7ávássn cost

→ 7ávássn ref BW auto-cost reference-bandwidth bandwidth_mbps

→ 7ávássn BW: R(config-if)*# bandwidth 64 (EIGRP & OSPF can 7á 7á)

→ " cost: " ip ospf cost 15625

▪ Verify OSPF show ip ospf neighbor, show ip protocol, show ip ospf interface brief, show ip ospf

▪ more config

• Redistributing an OSPF Route

R(config)*# ip route 0.0.0.0 0.0.0.0 loopback N

" router ospf process-id

R(config-router)*# default-information originate

↓ 7ávássn default route update 7ávássn OSPF

▷ DHCP (Dynamic Host Configuration Protocol) → 7ávássn config 7ávássn host 7ávássn auto (7ávássn ip, subnet mask, default gateway, dns)

▪ method: ① Manual Allocation ; admin assign 110s

② Automatic Allocation : DHCPv4 auto assign addr. 7ávássn pool & 7ávássn lease(181) time

③ Dynamic Allocation : 7ávássn 7ávássn 7ávássn 7ávássn ip 7ávássn lease time → 7ávássn lease time 7ávássn re ip 7ávássn

▪ 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 → 70 nw ip 7ávássn 110s

R1(dhcp-config)*# network 192.168.10.0 255.255.255.0

" default-router 192.168.10.1 7ávássn

" dns-server 192.168.11.5 } 7ávássn 7ávássn

" domain-name example.com }

" end

▪ operation

to disable dhcp : no service dhcp

" ip 7ávássn → ipconfig /release → ipconfig /renew

→ 7ávássn dhcp /static 7ávássn 7ávássn (7ávássn set ipv4)

▪ Verify show running-config | section dhcp

show ip dhcp binding

show ip dhcp server statistics

7ávássn pc 7ávássn ipconfig /all

▪ config DHCP Client (7ávássn ip 7ávássn client): R1(config-if)*# ip address dhcp

" no shutdown

▪ debug : same Extended

Server

" I would like to request an addr."

" I am DHCPsvr. Here is an addr I can offer."

" I accepted the ip addr. offer."

" Your acceptance is acknowledged."

Client

DHCPDISCOVER Broadcast

7ávássn

DHCPOFFER Unicast

7ávássn



for Staples

Chapter 7 Basic Switch Address Resolution Protocol

► LAN Design → Borderless sw nw design : จึงทั้ง :: - Hierarchical, - Modularity, - Resiliency, - Flexibility

□ 2 รูปแบบ : ① 3-Tier LAN Design (Inn. :: 1) Core 2) Distribution 3) Access ② 2-Tier LAN Design (Inn. :: 1) Collapsed Core / Distribution 2) Access

Layer	<table border="0"> <tr> <td>1 Core</td> <td>⇒ ค่าเร็วสูง → ความเร็ว speed ↑ ทุก nw [Layer 3 Support, [Gig/Ethernet]]</td> <td rowspan="2" style="vertical-align: middle;">Link aggregation</td> </tr> <tr> <td>2 Distribution</td> <td>⇒ เครือข่าย 1 & 2, Security Policy / Access Ctrl [Redundant components → ตัวตัดสินใจ]</td> </tr> <tr> <td>3 Access</td> <td>⇒ สำหรับ end device, Port Security, VLAN, [PoE], Power over Ethernet หรือ QoS</td> <td>Quality of Service (QoS)</td> </tr> </table>	1 Core	⇒ ค่าเร็วสูง → ความเร็ว speed ↑ ทุก nw [Layer 3 Support, [Gig/Ethernet]]	Link aggregation	2 Distribution	⇒ เครือข่าย 1 & 2, Security Policy / Access Ctrl [Redundant components → ตัวตัดสินใจ]	3 Access	⇒ สำหรับ end device, Port Security, VLAN, [PoE], Power over Ethernet หรือ QoS	Quality of Service (QoS)
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Switch	1 LAN, 1 power line								

□ 限制 LAN BW & JSA ที่ max

• f.n & n.n Server ① Enterprise S. (ระบบงาน) ⇒ อยู่ @ MDF (Main Distribution Facility : Core) ⇒ ผ่านชั้น MDF ที่ทันที

② Workshop S. (งานฝึก) ⇒ อยู่ @ IDF (Intermediate D. F. : Distribution) ⇒ ผ่านชั้น IDF cross ทุก access ที่ทันที

• Collision detection issue (จุดต่อจุดเดียว)

• Segmentation issue (จุดต่อจุดเดียว) ⇒ ไม่ใน同一个 nw ที่ JSA ที่ต้อง

• Broadcast domain issue ⇒ ทุก nw สามารถ broadcast ที่ MAC Addr. : broadcast NW ต้องต่อเข้าด้วยกัน

□ Segmentation ผ่าน process split single collision domain → smaller collision domain > แต่ collision ที่ LAN segment :: LAN 2 device ที่ต้อง bridges, SW

□ Broadcast domain ต้องเป็น port but router (LAN) ต้อง filter/segment broadcast ที่ต้องต่อเข้าด้วยกัน

► SW Environment

SW Operation ① Learning :: จุด frame ที่ SW ได้รับ Source MAC Addr. จุดที่ port ที่มา + reset Aging

② Aging :: อยู่ MAC Addr. → ใช้งาน → หาย

→ จุด dest. ที่อยู่ table

③ Flooding :: จุด frame ของ port ที่ SW ที่ frame ที่ 1) broadcast, 2) multicast, 3) unknown unicast

④ Forwarding :: จุด dest. (ใน table)

⑤ Filtering :: จุด frame ที่ dest. ที่ใน port ที่จุด dest. (source & dest. ที่ใน interface) จึงต้อง filter ที่นี่

□ SW Methods :: ① Collision Domains ⇒ domain ที่ใน nw มีตัวตัดสินใจเดียว "ที่ @ SW ที่ต้องรู้"

② Broadcast ~ ⇒ domain ที่ใน broadcast ⇒ จุด domain ที่ต้องรู้ "ที่ @ router ที่ต้องรู้"

manage intf : S(config)* interface vlan num default Gateway :

S(config-if)* ip address ip subnet

S(config)* ip default-gateway ip

S(config-if)* no shutdown

► Basic SW Concept & Configuration

□ Basic SW Config o SW Boot Sequence = same router

o Preparing of Basic SW Management : SW ที่มี Loopback :: จุด interface SVI (SW Virtual Interface) → VLAN

o Config SW Port → Duplex Communications: ① Full ② Half (SW ที่ต้องต่อเข้าด้วยกัน same nw)

จุด intf → S(config-if)* duplex full → S(config-if)* speed 100 (จะต้อง speed)

→ Auto MDIX : จน SW ที่ต้องต่อเข้าด้วยกัน cross-over หรือ直通线ต้องต่อเข้าด้วยกัน

จุด intf → S(config-if)* duplex auto → S(config-if)* speed auto → S(config-if)* mdix auto

□ SW Security. Security Remote Access → SSH (Secure Shell) TCP port 22, Telnet : TCP port 23

Config : S-C(config)* ip domain name <domain> → crypto key generate rsa → username admin pass cisco → line vty 0 15

→ line) → transport input ssh → line) → login local [Verify SSH : show ip ssh, show ssh]

□ SW Port Security ⇒ จุด policy ที่ต้อง MAC Addr. ที่ต้องต่อเข้าด้วยกัน

S(config-if)* Switchport mode access → switchport port-security → จุดต่อจุดเดียว

Secure MAC Addr. : → ① Static :: S(config-if)* switchport port-security mac-address MAC-ADDR

② dynamic :: S(config-if)* switchport port-security mac-address sticky → learn frame ที่ต้องต่อเข้าด้วยกัน → record ที่

จุดต่อจุดเดียว MAC : switchport port-security maximum MAX

Violation mode : ① protect :: security violation protect mode

② restrict :: security violation restrict mode ⇒ จุดต่อจุดเดียว ที่ต้องต่อเข้าด้วยกัน

③ shutdown :: security violation shutdown mode ⇒ default

Everify : show port-security int fa0/0, show port-security address]

Security Violation Modes

Violation Mode	Forward Traffic	Send Syslog Message	Displays Error Message	Increase Violation Counter	Shutdown Port
Protect	No	No	No	No	No
Restrict	No	Yes	No	Yes	No
Shutdown	No	No	No	Yes	Yes

□ Addr. Resolution Protocol (ARP) : ARP Cache ที่ map ไปต่อ dest. (if ที่ต้องต่อเข้าด้วยกัน MAC gateway)

IPv4 : Classless [v. P.1-2] : - Variable Length Subnet Masking (VLSM) : ให้ nw ที่ต้องต่อเข้าด้วยกัน ⇒ ต้องต่อเข้าด้วยกัน

- Fixed ~ : ให้ nw ที่ต้องต่อเข้าด้วยกัน

for Staples



Chapter 8 LAN Redundancy & Spanning Tree Protocol (STP)

- ▷ Issue with Layer 2 Redundancy : ① MAC Addr. instability \Rightarrow MAC Addr. table \rightarrow becomes inconsistent \rightarrow so 1 frame
 ② Broadcast storms \Rightarrow many frames from many ports ③ Multiple frame transmission \Rightarrow start: unknown unicast \rightarrow final dest. frame but source
- ▷ STP \Rightarrow 1. block port \rightarrow block traffic \rightarrow 2. limit traffic \rightarrow 3. BPDU flag (Priority 0-15)
 ① BPDU flag (Priority 0-15) \rightarrow ② BID (Root ID) \rightarrow ③ Path Cost \rightarrow ④ Sender's Port ID (Bridge protocol data unit) \rightarrow ⑤ Sender's Priority (RB & Source [802.1D])
- Config: S1(config)# spanning-tree VLAN 1 root primary (Verify: show spanning-tree) \rightarrow S2(config)# spanning-tree VLAN 1 priority 14576
 (if S1, S2 are RB) S2(config)# spanning-tree VLAN 1 root secondary (Verify: show spanning-tree) \rightarrow (1. 2. 3. 4. 5.)
 2 byte 4 bit 12 bit 6 byte
- ▷ IEEE Extended System ID: B.Priority \Rightarrow B.Priority (per VLAN) + Extended Sys ID (VLAN) \Rightarrow MAC Addr. \therefore BID = 8 byte
 o PVST+ (from IEEE 802.1D STP) \rightarrow load balancing based on root/vlan (Verify: show spanning-tree active)
 o Rapid PVST+ \rightarrow alternate port (block traffic can forward frames)
 \rightarrow set Edge Port @ port no host, router: -if # spanning-tree port fast
 \rightarrow link type: port interface switch point-to-point
 -if # spanning-tree bpdu guard enable \rightarrow port 47000.7 BPDU 7.000
 \rightarrow config: S1(config)# spanning-tree mode rapid-pvst \rightarrow int p-to-p \rightarrow spanning-tree link-type point-to-point

Protocol	Standard	Resources Needed	Convergence	Tree calculation
STP	802.1D	Low	Slow	All VLANs
PVST	Cisco	High	Slow	Per VLAN
RSTP	802.1W	Medium	Fast	All VLANs
Rapid PVST+	Cisco	Very high	Fast	Per VLAN
MSTP	802.1S Cisco	Med or High	Fast	Per Instance

Chapter 9 VLANs & Inter VLAN

- ▷ VLAN = partition (Layer 2 SW or broadcast domain) Layer 2 SW \rightarrow min. min. min. VLAN number
 □ VLAN: - security, - cost, - broadcast domain, - IT, - USA. [Verify: show vlan brief]
 □ in a Multi-SW Environment
 o VLAN Trunk: set int to trunk \rightarrow SW has VLAN \rightarrow can carry more than 1 VLAN
 ③ config: int int # switchport mode trunk [Verify: show int f0/0 switchport]
 o Tagging Ethernet Frames (IEEE 802.1q): Ethernet Frame \rightarrow Dest MAC Src MAC Tag Type/Length Data FCS \rightarrow Tag info for VLAN when it's Trunk
 □ Assignment: VLAN number \Rightarrow 1-1005 int config@vlan.dat (flash) ① S1(config)# vlan vlan-num \rightarrow vlan name ② \rightarrow 1006-4096 int config@running-config (NVRAM) ③ S# vlan database \rightarrow (vlan) # vlan num name ④
 ② assign port to VLAN: int \rightarrow if # switchport mode access \rightarrow switchport access vlan num (if int: no VLAN num)
 - verify: show vlan name ⑤, show vlan summary, show int vlan num (int num: no VLAN num)
 □ Inter-VLAN Routing \rightarrow router set up trunk \rightarrow "sub interface"
 □ config: ① set basic routing (set ip address, no shutdown)
 ② R(config)# interface g0/0(10) \rightarrow VLAN \rightarrow -subif# encapsulation dot1q 10 \rightarrow ip address ip subnet-mask

Chapter 10 VTP (VLAN Trunking Protocol) \rightarrow manage VLAN & NAT (NW Addr. Translation)

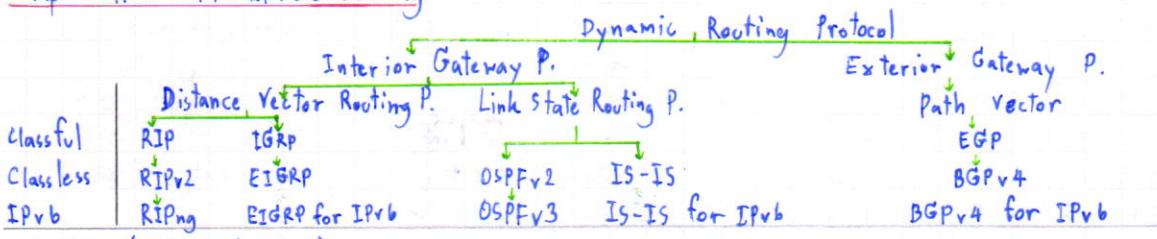
- ▷ VTP [msg: ISL or IEEE 802.1Q] \rightarrow n. manage SW VTP \rightarrow n. manage 7 domains
 □ Operation: n. update VTP rev. revision number 32 bit (0-4294927295) \rightarrow 3 mode
 ↳ 3 mode: ① Server \rightarrow can add, remove, rename VLANs in domain ② Client \rightarrow VTP process, VTP msg on trunk
 ③ Transparent \rightarrow can add, remove, rename VLANs in domain, it's managed by another VTP server
 □ Config: 2. SW cisco 1. SW trunk 2. SW domain 3. SW domain 4. 3 mode *Locally Significant only
 ① in global configuration S(config)# vtp version 2 \rightarrow vtp domain ② \rightarrow vtp password pass \rightarrow vtp mode server | mode client
 ② in VLAN configuration S(vlan)# vtp v2-mode [Verify: show vtp status/counters] \rightarrow vtp server | client | transparent
 □ Pruning \rightarrow manage traffic in trunk int port config int msg ③ remove int \rightarrow VLAN 7.0.0.0
 S(vlan)# vtp pruning \rightarrow int int \rightarrow S(config-if)# switchport trunk pruning vlan remove vlan num
 □ NAT

□ Terminology: 4 type: ① Inside local Addr. (private ip) ② Outside local Addr.

③ Inside global Addr. ④ Outside global Addr. \rightarrow same int

- ⑤ type: ① static: map 1:1 \rightarrow ① R(config)# ip nat inside source static local-ip global-ip, \rightarrow prefix-length
 ② Dynamic: pool real Global/Real ip map many:1:1 real \rightarrow ip nat pool \rightarrow start-ip end-ip netmask netmask
 ③ PAT (Port Addr. Translation) \rightarrow port many NW addr. (map: many:1) \rightarrow ① set ACL ② ip nat inside source list ACL-num
 □ config: ① NAT ② INSIDE: R(config-if)# ip nat inside ③ OUTSIDE: R(config-if)# ip nat outside \rightarrow pool \rightarrow overload
 config \rightarrow PAT (Single Addr.) ① S# ACL ② ip nat inside source list ACL-num interface fo/o overload
 □ Verify: show ip nat translations (PAT is dynamic)

Private Internet addresses 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

Chapter 11 EIGRP Ipv6 & Routing**EIGRP (Enhanced IGRP)****Characteristics (คุณสมบัติ)**

Basic features: Cisco-proprietary (ไม่สามารถ protocol ของ cisco) ถูกพัฒนาในปี 1992.

Diffusing Update Algorithm = ไม่มี loop-free & backup path ให้กับ routing domain → ใช้ best path

→ ให้ routing ที่มี very fast convergent (convergent time < 1 sec OSPF) และการมี backup path
(ไม่ใช่ OSPF ที่ router) (ในกรณีที่ link ขึ้น) → if link down จะเลือก path ที่ backup ทันที

Establishing Neighbor = ระหว่าง 2 เครื่องที่อยู่ใน direct connected EIGRP routers

Adjacencies = Adjacencies are used to track the status of these neighbors

Reliable Transport Protocol = RTP provides delivery of EIGRP packets to neighbors
EIGRP can update = RTP and neighbor adjacencies are used by DUAL (จะมีการ maintain)

Partial and Bounded = update แค่ส่วนที่ต้องการ ไม่ต้อง update ทั้งหมด ทำให้ cost น้อยลง ∵ update < RIP

Equal and Unequal Cost = ผู้ดูแลสามารถกำหนด cost ของแต่ละ route ได้ตามต้องการ

Load Balancing → cost * but. จะมี load balance 70%

Protocol-dependent modules (PDMs) ไม่สามารถ protocol ที่ไม่ใช่ IPv4, Ipv6, legacy protocol IPX และ AppleTalk

PDMs ฟังก์ชัน:

maintain EIGRP neighbor and topology table

maintain metric ของ DUAL ของ DUAL ให้ routing table

implement filtering and access lists หรือ redistribution with other routing protocol

RIP is EIGRP transport layer protocol สำหรับ delivery & reception ของ EIGRP packets

= ใช้ msg ของ application layer ที่ maintain ของ , msg ของ EIGRP

ที่มี message ของ RIP packet มากกว่า 1 รายการ (msg ของ OSPF)

Reliable packet require explicit acknowledgement (ต้องรับ) ack ที่ dest. หรือ Update, Query, Reply

Unreliable packet do not require ack ที่ dest. หรือ Hello, ACK

No IP authentication (ไม่ encrypt routing update) แต่ recommend (ใช้ encryption) (authen = RIPv2, OSPF)

Packet Type routing update or queries EIGRP multicast IPv4: 224.0.0.10, IPv6: FF02::A หรือ IGRP multicast 224.0.0.9
Protocol 8896 หรือ transport layer 01-00-5E-00-00-0A RIPV1 broadcast 255.255.255.255

① Hello → แสดง adjacencies ที่ router 1 ตั้งค่ากับ neighbor ที่ 2 ตอบ MOU response, หรือ unreliable

② Update → update info. ของ dest., update info ของ routing ที่มี neighbor router

③ Acknowledgement → กลับไปที่ 1. update ที่มี ACK

④ Query → request info. routing ที่ dest. neighbor router } 1. ต้องการ info ของ dest. 2. query ที่ dest. router ที่ dest. reply

⑤ Reply → วิเคราะห์ query ใน reply } 1. ต้องการ info ของ dest. 2. query ที่ dest. router ที่ dest. reply

Implement EIGRP for Ipv4

Autonomous System (AS) is a collection of network under a single authority (RFC 1930)

AS number → ที่ exchange routes between AS

managed by IANA & assigned by RIRs, Internet Backbone providers, and institution
→ 16 bit : 0 - 65535 → since 2007, 32 bit : over 4 billion

verify: show ip eigrp neighbors,
show ip protocols, show ip route

Configure: R(config)# router eigrp AS-#

show ip protocols ← R(config-router)# eigrp router-id → ต้องตั้งค่าloopback intf. → IPaddr ที่จะตั้ง active

R(config-router)# network nw-number [wildcard-mask] → ต้องตั้งค่า serial

(หรือ 727) R(config-router)# passive-interface type number [default] ; ต้องตั้งค่า interface ที่ไม่ต้องการ (เช่น LAN, S, F)

Operation

Initial Route Discovery (เริ่มต้น) ① R1 say hello ที่ neighbor router ② R2 ต้องรับ hello or update ที่มีมา ③ R1 ต้อง ack & update info.

④ DUAL คำนึงถึง best route and update routing table



$k_1=1 \quad k_3=1 \quad k_4=0, k_5=0 \quad k_2=0$

Metrics : BW [lowest], Delay [Fastest], Reliability [worst], Load [worst] 9th value: show interface

Default Composite Formula:

$$\text{metric} = [k_1 * \text{bw} + k_3 * \text{delay}] * 256$$

$$= \left[\left(\frac{10,000,000}{\text{bw}} \right) + \left(\frac{\text{sum of delay}}{10} \right) \right] * 256$$

$$\text{complete: } = \left[k_1 * \text{bw} + \frac{(k_2 * \text{bw}) + k_3 * \text{delay}}{(256 - \text{load})} \right] * \left[\frac{k_5}{\text{reliability} + k_4} \right]$$

- R(config-router)* metric weights tos $k_1 \ k_2 \ k_3 \ k_4 \ k_5$ - set bw: intf. → R(config-if)* bandwidth kilobits/bw-value

o Dual and the Topology Table (FSM (Finite State Machine) in n. routers) → show ip eigrp topology full-link, show ip route

+ Successor (S) [router to dest. neighbor] = neighbor router via 2nd most dest. min hop

+ Feasible Successor (FS) [if $\text{RD} < \text{FD}$] → FS = Backup path (1st via 2nd)

+ Reported Distance (RD) [distance to neighbor only report distance via 1st] = "advertised distance" → dest. cost init. 2nd min hop

+ Feasible Distance (FD) [distance to dest. via 2nd] = in distance to dest. min cost lowest → dest.

D Ipv6

□ Ipv4 Issue

⇒ Need for Ipv6 → no IPv4 ip range (private ip, NAT), IoT etc

⇒ n. coexistence (coexistence)

- Migration Ipv4 → Ipv6 Techniques: ① Dual stack = run both if user want both user

② Tunneling (over Ipv6 but core support) = Ipv4 tunnel over Ipv6 same link

③ Translation (NAT) = Ipv6 ↔ Ipv4

□ Ipv6 Addressing: 128 bit has 8 bytes [1 byte = 2 byte = 16 bit] → represent base 16 hex 4 bit

↳ on Ipv6 n. needs Ipv6

Rule 1 - Omit Leading 0s = partition "0" in segment 0000, 00xx, 0xxx → 0-F

Rule 2 - Omit All 0 Segment = remove segment in "0" mapping 000::0::0 only

□ Type of Ipv6 Address

o Ipv6 Addr. Type ① Unicast: ② Global Unicast ③ Link-local ④ Unique Local

static config ← ↗ FE80::/10 = 11111110 00000000 00000000 00000000 → link-local (11111110 local)

↳ Ipv6 address ipv6-addr/prefix-length → no shutdown

② Multicast

③ Anycast = 2 devices

⇒ Ipv6 Prefix Length = 0-128, most LANs is /64 b/c. LAN has 64 bit

□ Ipv6 Routing

o config static route

R(config)* ipv6 route ipv6-prefix/prefix-length { ipv6-addr|exit-intf} → mosha

* Router config N. routing ipv6 ipv6 unicast-routing into sh n. route

⇒ verify: show ipv6 route static, show ip route ipv6, show running-config | section ipv6 route

o Default Static Ipv6 route

R(config)* ipv6 route ::/0 { ipv6-addr|exit-intf}

⇒ verify: show ipv6 route static

o config EIGRP for Ipv6

R(config)* ipv6 unicast-routing

R(config)* ipv6 router eigrp AS-*

R(config-rtr)* eigrp router ip 2.0.0.0 → 2.0.0.0 Ipv4

R(config-rtr)* no shutdown

⇒ network command: intf → ipv6 eigrp AS-*

but. passive-interface global config same link

⇒ verify: show ipv6 eigrp neighbors, show ipv6 protocols, show ipv6 route

Summary ConfigRouter① basic configuration

ि१ intf (intf Giga, Fa) \Rightarrow R(config-if)* ip address ip-addr subnet-mask \Rightarrow R(config-if)* no shutdown
 ि२ intf (serial No DCE) \Rightarrow ~ \Rightarrow R(config-if)* clock rate 56000 \Rightarrow ~
verify: show running-config \rightarrow config 0.757Jui
 show startup-config \rightarrow ~ set ~
 show ip route \rightarrow ip routing table
 show interface } \rightarrow show info. rou. intf. 0.0.0.0
 show ip interface } \rightarrow show info. rou. intf. 0.0.0.0
 show ip interface brief show intf. 0.0.0.0 ip ?, status ?

② protocol- static routing

ि३ intf. \Rightarrow R(config-if)* ip route nw-ip subnet-mask { ip addr. | exit-intf }
 ॥ Default route ~ * ip route 0.0.0.0 0.0.0.0 { ip addr. | exit-intf }

- Dynamic routing- Interior Gateway P.- Distance Vector Routing P.

- RIP: R(config)* router rip \Rightarrow R(config-router)* network nw-ip

verify: show running-config, show ip route, show ip protocols, debug ip rip

passive intf: R(config-router)* passive-interface intf-type intf-number

{ \Rightarrow RIP \Leftarrow static: R(config)* router rip \Rightarrow R(config-router)* redistribute static default-information originate }
 Taw router 0.0.0.0 set default route @ intf. 0.0.0.0 2 protocol 0.0.0.0 !

- RIP v2: R(config)* router rip \Rightarrow R(config-router)* version 2 \Rightarrow no auto-summary \Rightarrow network nw-ip

verify: same RIP 0.0.0.0 show ip interface brief

- EIGRP: R(config)* router eigrp AS-* \Rightarrow R(config-router)* eigrp router-id \Rightarrow network nw-ip [wildcard-mask]

passive intf: R(config-router)* passive-interface intf-type intf-number

verify: show ip protocols, show ip eigrp neighbors, show ip route, show ip eigrp topology [all link]

metrics: R(config-router)* metric weights tos k1 k2 k3 k4 k5

* set bw: intf. \Rightarrow R(config-if)* bandwidth kbytes-bw-value

- Link State Routing P.- OSPF

: R(config)* router ospf process-id \Rightarrow -router) & router-id 1.1.1.1 \Rightarrow network nw-ip wildcard-mask area area-id

set bw: intf \Rightarrow R(config-if)* bandwidth 64

set cost: ip ospf cost 15625

passive intf: R(config-router)* passive-interface intf-type intf-number

verify: show ip protocols, show ip ospf neighbor, show ip ospf int brief, show ip ospf

au: clear ip ospf process

redistribute (OSPF \leftrightarrow default route): R(config)* ip route 0.0.0.0 0.0.0.0 loopback N

R(config)* router ospf

\Rightarrow R(config-router)* default-information originate

redistribute (OSPF \leftrightarrow 0.0.0.0): R(config)* R(config)* router ospf process-id \Rightarrow R(config-router)* redistribute ?

③ security- ACL: if f5 Name: R(config)* ip access-list [standard|extended] name

set ACL: R(config)* access-list ACL-num {permit|deny|remark} source [source-wildcard] [log]

set @ intf: intf \Rightarrow R(config-if)* ip access-group {ACL-num|ACL-name} {in|out}

au: no access-list ACL-num

verify: show ip interface s0/0, show access-lists

- Securing VTP with standard IPv4 ACL: R(config-line)* access-class ACL-num {in[vrf-also]|out}
- Extended IPv4 ACL:

R(config)* access-list ACL-num {deny|permit|remark} protocol source [source-wildcard] [operator operand] [port port-num or name]
 destination [dest-wildcard] [operator operand] [port port-num or name] [established]



- DHCP : R(config)* ip dhcp excluded-address ip-addr-start ip-addr-end

R(config)* " ip-addr

R(config)* ip dhcp pool LAN-POOL-1

R(dhcp-config)* network nw-ip subnet-mask

R(dhcp-config)* default-router ip-address-gateway

verify: show running-config | section dhcp show ip dhcp binding show ip dhcp server statistics

Switch

① basic configuration

- management intf: S(config)* interface vlan N > S(config-if)* ip address ip-addr subnet-mask > no shutdown

- default gateway: S(config)* ip default-gateway ip

- verify: show running-config show ip interface brief

② configure switch port

- duplex communication: intf > S(config-if)* duplex full > speed 100

- auto-MDIX: intf > S(config-if)* duplex auto > speed auto > mdix auto

- verify: show int [intf-id], show startup-config, show running-config, show flash, show version, show history, show ip [intf-id], show mac-address-table

- security Remote Access

+ SSH (TCP port 22): S(config)* ip domain-name cisco.com > crypto key generate rsa >
username admin password ccna > line vty 0 15 > S(config-line)* transport input ssh > login local

- verify: show ip ssh, show ssh

+ Telnet (TCP port 23)

- switch port Security: intf > S(config-if)* switchport mode access > switchport port-security

+ static secure MAC addr.: switch port-security mac-address MAC-ADDR

+ dynamic " " sticky

+ max MAC addr. " " maximum MAX

+ violation mode " " violation {protect|restrict|shutdown} mode

+ verify: show port-security int fa0/3, show port-security address

③ STP: huun 1 S(config)* spanning-tree VLAN 1 root {primary|secondary}

huun 2 S(config)* _____ priority 24576 > < < priority >

+ verify: show spanning-tree [active], show running-config

④ Rapid PVST+

+ Port Fast: intf > S(config-if)* spanning-tree portfast

+ BPDU Guard: intf > S(config-if)* " " bpduguard mode

+ Config: S(config)* spanning-tree mode rapid-pvst > intf. > S(config-if)* spanning-tree link-type point-to-point

+ clear STP > S* clear spanning-tree detected-protocol

⑤ VLAN: verify: show vlan name &o, show vlan summary, show int vlan num, show int fo/o, switchport show vlan [brief]

1.) set VTP mode: S(config)* vtp version 2 > vtp mode {server|client|transparent} > vtp domain name > vtp password pass

2.) set trunk: intf. > S(config-if)* switchport mode trunk 3.) & intf. VLAN @ Server: S(config)* vlan num > name name

4.) assign intf: intf. > S(config-if)* switchport mode access > switchport access vlan num

5.) set inter-VLAN: R(config)* int fo/o.10 > description vlan 10 > encapsulation dot1q 10 > ip address ip subnet

⑥ NAT: verify: show ip nat translation [verbose], show ip nat statistics

- static: R(config)* ip nat inside source static local-ip global-ip > intf. > S(config-if)* ip nat inside outside

- dynamic: R(config)* ip nat pool name start-ip end-ip {netmask netmask|prefix-length}

> access-list ACL-num permit source [source-wildcard] > ip nat inside source list ACL-num pool name

> intf. > S(config-if)*

II PAT = same dynamic 1nd & 2nd "overload"