Vendor: Cisco

Exam Code: 100-101

Exam Name: Interconnecting Cisco Networking Devices Part 1 (ICND1)

Version: DEMO

QUESTION 1
How does a switch differ from a hub?

A. A switch does not induce any latency into the frame transfer time.
B. A switch tracks MAC addresses of directly-connected devices.
C. A switch operates at a lower, more efficient layer of the OSI model.
D. A switch decreases the number of broadcast domains.
E. A switch decreases the number of collision domains.

Answer: B
Explanation:
Some of the features and functions of a switch include:
A switch is essentially a fast, multi-port bridge, which can contain dozens of ports. Rather than creating two collision domains, each port creates its own collision domain. In a network of twenty nodes, twenty collision domains exist if each node is plugged into its own switch port. If an uplink port is included, one switch creates twenty-one single-node collision domains. A switch dynamically builds and maintains a Content-Addressable Memory (CAM) table, holding all of the necessary MAC information for each port. For a detailed description of how switches operate, and their key differences to hubs, see the reference link below.
http://www.cisco.com/warp/public/473/lan-switch-cisco.shtml

QUESTION 2
What must occur before a workstation can exchange HTTP packets with a web server?

A. A UDP connection must be established between the workstation and its default gateway.
B. A UDP connection must be established between the workstation and the web server.
C. A TCP connection must be established between the workstation and its default gateway.
D. A TCP connection must be established between the workstation and the web server.
E. An ICMP connection must be established between the workstation and its default gateway.
F. An ICMP connection must be established between the workstation and the web server.

Answer: D
Explanation:
HTTP uses TCP port 80.

QUESTION 3
What are two enhancements that OSPFv3 supports over OSPFv2? (Choose two.)

A. It requires the use of ARP.
B. It can support multiple IPv6 subnets on a single link.
C. It supports up to 2 instances of OSPFv3 over a common link.
D. It routes over links rather than over networks.

Answer: BD

QUESTION 4
What Netflow component can be applied to an interface to track IPv4 traffic?

A. flow monitor
B. flow record

C. flow sampler
D. flow exporter

Answer: A

QUESTION 5
What are three benefits of GLBP? (Choose three.)

A. GLBP supports up to eight virtual forwarders per GLBP group.
B. GLBP supports clear text and MD5 password authentication between GLBP group members.
C. GLBP is an open source standardized protocol that can be used with multiple vendors.
D. GLBP supports up to 1024 virtual routers.
E. GLBP can load share traffic across a maximum of four routers.
F. GLBP elects two AVGs and two standby AVGs for redundancy.

Answer: BDE

QUESTION 6
What command visualizes the general NetFlow data on the command line?

A. show ip flow export
B. show ip flow top-talkers
C. show ip cache flow
D. show mls sampling
E. show mls netflow ip

Answer: C

QUESTION 7
What are two common TCP applications? (Choose two.)

A. TFTP
B. SMTP
C. SNMP
D. FTP
E. DNS

Answer: BD
Explanation:
SMTP uses TCP port 25, while FTP uses TCP ports 20 and 21.

QUESTION 8
Refer to the exhibit. SwitchA receives the frame with the addressing shown. According to the command output also shown in the exhibit, how will SwitchA handle this frame?

```
SwitchA# show mac-address-table
< non-essential output omitted >
      Destination Address  Address Type  VLAN  Destination Port

      ------------------   -----------   ----  ------------------
      00b0.d056.fe4d       Dynamic       1     FastEthernet0/3
      00b0.d043.ac2e       Dynamic       1     FastEthernet0/4
      00b0.d0fe.ac32       Dynamic       1     FastEthernet0/5
      00b0.d0da.cb56       Dynamic       1     FastEthernet0/6
```

Frame received by SwitchA:

Source MAC	Destination MAC	Source IP	Destination IP
00b0.d056.fe4d	00b0.d0da.cb56	192.168.40.5	192.168.40.6

A. It will drop the frame.
B. It will forward the frame out port Fa0/3 only.
C. It will flood the frame out all ports.
D. It will flood the frame out all ports except Fa0/3.

Answer: D
Explanation:
Switches learn the MAC addresses of PCs or workstations that are connected to their switch ports by examining the source address of frames that are received on that port. Machines may have been removed from a port, turned off, or moved to another port on the same switch or a different switch. This could cause confusion in frame forwarding. The MAC address entry is automatically discarded or aged out after 300 seconds If there is not MAC address of destination host in MAC table, switch sends broadcast to all ports except the source to find out the destination host. In the output there is no MAC address of the given host so the switch will flood to all ports except the source port, which is port fa 0/3.

QUESTION 9
Which two statements describe the operation of the CSMA/CD access method? (Choose two.)

A. In a CSMA/CD collision domain, multiple stations can successfully transmit data simultaneously.
B. In a CSMA/CD collision domain, stations must wait until the media is not in use before transmitting.
C. The use of hubs to enlarge the size of collision domains is one way to improve the operation of the CSMA/CD access method.
D. After a collision, the station that detected the collision has first priority to resend the lost data.
E. After a collision, all stations run a random backoff algorithm. When the backoff delay period has expired, all stations have equal priority to transmit data.
F. After a collision, all stations involved run an identical backoff algorithm and then synchronize with each other prior to transmitting data.
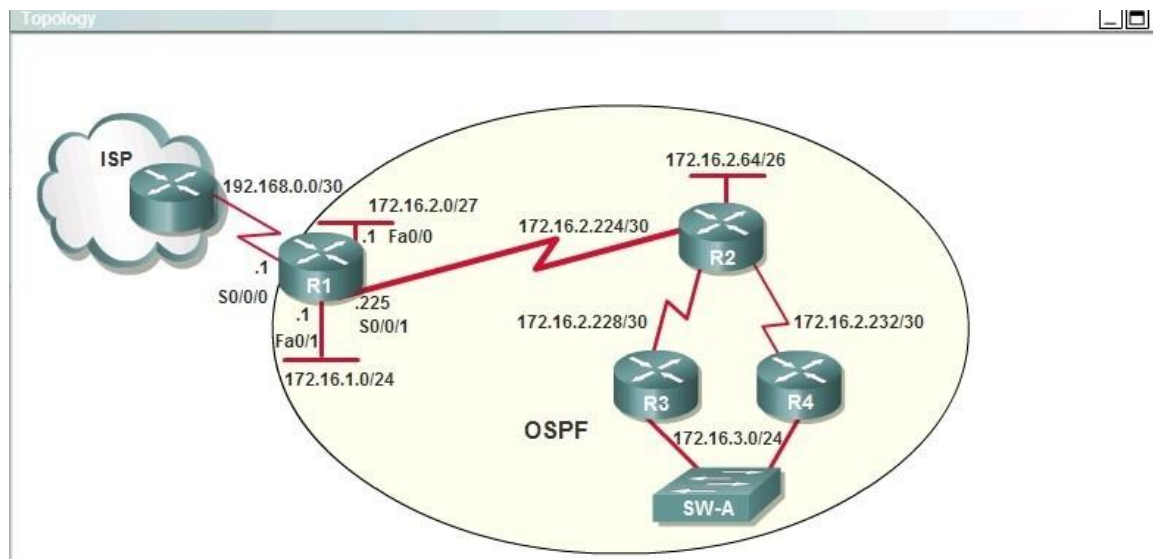
Answer: BE
Explanation:
Ethernet networking uses Carrier Sense Multiple Access with Collision Detect (CSMA/CD), a

protocol that helps devices share the bandwidth evenly without having two devices transmit at the same time on the network medium. CSMA/CD was created to overcome the problem of those collisions that occur when packets are transmitted simultaneously from different nodes. And trust me, good collision management is crucial, because when a node transmits in a CSMA/CD network, all the other nodes on the network receive and examine that transmission. Only bridges and routers can effectively prevent a transmission from propagating throughout the entire network! So, how does the CSMA/CD protocol work? Like this: when a host wants to transmit over the network, it first checks for the presence of a digital signal on the wire. If all is clear (no other host is transmitting), the host will then proceed with its transmission. But it doesn't stop there. The transmitting host constantly monitors the wire to make sure no other hosts begin transmitting. If the host detects another signal on the wire, it sends out an extended jam signal that causes all nodes on the segment to stop sending data (think, busy signal). The nodes respond to that jam signal by waiting a while before attempting to transmit again. Backoff algorithms determine when the colliding stations can retransmit. If collisions keep occurring after 15 tries, the nodes attempting to transmit will then time out.

QUESTION 10
After the network has converged, what type of messaging, if any, occurs between R3 and R4?

A. No messages are exchanged
B. Hellos are sent every 10 seconds.
C. The full database from each router is sent every 30 seconds.
D. The routing table from each router is sent every 60 seconds.

Answer: B

QUESTION 11
What is a valid HSRP virtual MAC address?

A. 0000.5E00.01A3
B. 0007.B400.AE01
C. 0000.0C07.AC15
D. 0007.5E00.B301

Answer: C

QUESTION 12
What authentication type is used by SNMPv2?

A. HMAC-MD5
B. HMAC-SHA
C. CBC-DES
D. community strings

Answer: D

QUESTION 13
Which protocol can cause overload on a CPU of a managed device?

A. Netflow
B. WCCP
C. IP SLA
D. SNMP

Answer: D

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