**DV300\_17\_SAS on video related to Routing protocols**

**Q1. A loopback interface is a virtual interface created on a\_\_\_\_\_\_\_\_\_\_\_\_\_**

A1. Router

**Q2. In terminal when we are in configuration mode we need to enter \_\_\_\_\_\_\_\_\_\_key for interface**

A2. INT

**Q3. A routing table is a file that contains a set of \_\_\_\_\_\_\_\_\_\_that shows information on what path a data packet takes to its destination**

A3. Rules

**Q4. What does a basic routing table contain?**

A4. So, a basic routing table contain a network destination which is an IP address of the final

destination. A subnet mask which determines which part of the IP address is the host and

network portion. A gateway which tells the router which IP address the data packet should

be forward to. The interface which is the outgoing IP address of the device that’s sending

the data. Next hop which is a IP address to which IP address is forwarded to. And a metric it

determines the best route among the multiple destinations.

**Q5. In order data to travel across a network and reach its destination, it needs a map to determine the best path to take and a way it does this is using a \_\_\_\_\_\_protocols**

A5. Routing

**Q6. Routing protocols collect information about the current network status and map out the best path for \_\_\_\_\_\_\_\_\_\_\_\_\_\_to take to their specific destination.**

A6. Data packets

**Q7. What are the types of routing protocols?**

A7. There are three types of routing protocols:

a. Distance Vector

b. Link State

c. Hybrid

**Q8. Distance vector protocols are factors in distance to the destination based on how many hops. (True/False)**

A8. True

**Q9. RIP stands for\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

A9. Routing Information Protocol

**Q10. RIP is the oldest routing protocol. Routers that uses RIP, broadcasts their routing information to other routers in every 30 seconds (True/False)**

A10. True

**Q11. Why did the developers create RIPv2?**

A11. To solve the problem of excessive broadcasts traffic that RIPv1 caused.

**Q12. BGP stands for\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

A12. Border Gateway Protocol

**Q12.1. BGP determines \_\_\_\_\_\_\_\_\_\_\_that are based on paths and policies**

A12.1. Routing Directions

**Q13. Link state is a routing protocol that is used by\_\_\_\_\_\_\_\_\_\_\_\_\_ to share information and independently map out the best path on a network.**

A13. Routers

**Q14. Give example of link state protocol**

A14. OSPF & IS-IS

**Q15. OSPF stands for \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

A15. Open Shortest Path First

**Q16. IS-IS which stands for\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

A16. Intermediate System to Intermediate System

**Q17. IS-IS primarily functions within domains and it uses Connectionless Network Service. (True/False)**

A17. True

**Q18. EIGRP stands for\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

A18. Enhanced Interior Gateway Routing Protocol

**Q19. SIP stands for \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

A19. Session Initiation Protocol

**Q20. VOIP is \_\_\_\_\_\_\_\_\_\_\_\_\_IP**

A20. Voice Over

**Q21. RTP stands for \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

A21. Real-Time Transport Protocol

**Q22. RTP is often used over UDP so it doesn’t guarantee data delivery. True/False)**

A22. True