

10.9 Lab: Secure Access to a Switch 2

Candidate: COMPTIA COMPTIA ()

Time Spent: 00:15

Score: 0%

Task Summary

Required Actions

- ✕ Create the GameConsoles ACL
- ✕ Create a MAC-based access control [Show Details](#)
- ✕ Bind the GameConsoles ACL to all of the interfaces [Show Details](#)
- ✕ Save the configuration

Explanation

While completing this lab, use the following information:

- Configure the *GameConsoles* MAC-based access control entry (ACE) settings as follows:

Priority	Action	Destination MAC Address	Source MAC Address
1	Deny	Any	Value: 00041F111111 Mask: 000000111111
2	Deny	Any	Value: 005042111111 Mask: 000000111111
3	Deny	Any	Value: 000D3A111111 Mask: 000000111111
4	Deny	Any	Value: 001315111111 Mask: 000000111111
5	Deny	Any	Value: 0009BF111111 Mask: 000000111111
6	Deny	Any	Value: 00125A111111 Mask: 000000111111

Complete this lab as follows:

1. Create the GameConsoles ACL.
 - a. From the Getting Started page, under Quick Access, select **Create MAC-Based ACL**.
 - b. Select **Add**.
 - c. In the *ACL Name* field, enter **GameConsoles**.
 - d. Select **Apply** and then select **Close**.
2. Create a MAC-based access control.
 - a. Select **MAC-Based ACE Table**.
 - b. Select **Add**.
 - c. Enter the *priority*.
 - d. Select the *action*.
 - e. For Destination MAC Address, make sure **Any** is selected.
 - f. For Source MAC Address, select **User Defined**.
 - g. Enter the *source MAC address value*.
 - h. Enter the *source MAC address mask*.
 - i. Select **Apply**.
 - j. Repeat steps 2c–2i for the remaining ACE entries.
 - k. Select **Close**.
3. Bind the GameConsoles ACL to all of the interfaces.
 - a. From the left pane, under Access Control, select **ACL Binding (Port)**.
 - b. Select **GE1**.
 - c. At the bottom of the window, select **Edit**.
 - d. Select **Select MAC-Based ACL**.
 - e. Select **Apply** and then select **Close**.
 - f. Select **Copy Settings**.
 - g. In the Copy configuration's *to* field, enter **2-30**.
 - h. Select **Apply**.
4. Save the Configuration.
 - a. From the top of the window, select **Save**.
 - b. Under *Source File Name*, make sure **Running configuration** is selected.
 - c. Under *Destination File Name*, make sure **Startup configuration** is selected.
 - d. Select **Apply**.
 - e. Select **OK**.