



100-101^{Q&As}

CCNA Interconnecting Cisco Networking Devices 1 (ICND1)

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QUESTION 1

Which of the following are types of flow control? (Choose three.)

- A. buffering
- B. cut-through
- C. windowing
- D. congestion avoidance
- E. load balancing

Correct Answer: ACD

<http://www.info-it.net/cisco/ccna/exam-tips/flow-control.php> During Transfer of data, a high speed computer is generating data traffic a lot faster than the network device can handle in transferring to destination, so single gateway or destination device cannot handle much amount of traffic that is called "Congestion". Buffering The Technie is used to control the data transfer when we have congestion, when a network device receive a data it stores in memory section and then transfer to next destination this process called "Buffering". Windowing Whereas Windowing is used for flow control by the Transport layer. Say the sender device is sending segments and the receiver device can accommodate only a fixed number of segments before it can accept more, the two devices negotiate the window size during the connection setup. This is done so that the sending device doesn't overflow the receiving device's buffer. Also the receiving device can send a single acknowledgement for the segments it has received instead of sending an acknowledgement after every segment received. Also, this window size is dynamic meaning, the devices can negotiate and change the window size in the middle of a session. So if initially the window size is three and the receiving device thinks that it can accept more number of segments in its buffer it can negotiate with the sending device and it increase it to say 5 for example. Windowing is used only by TCP since UDP doesn't use or allow flow control.

QUESTION 2

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.

Correct Answer: BE

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 3

What is the network address for the host with IP address 192.168.23.61/28?

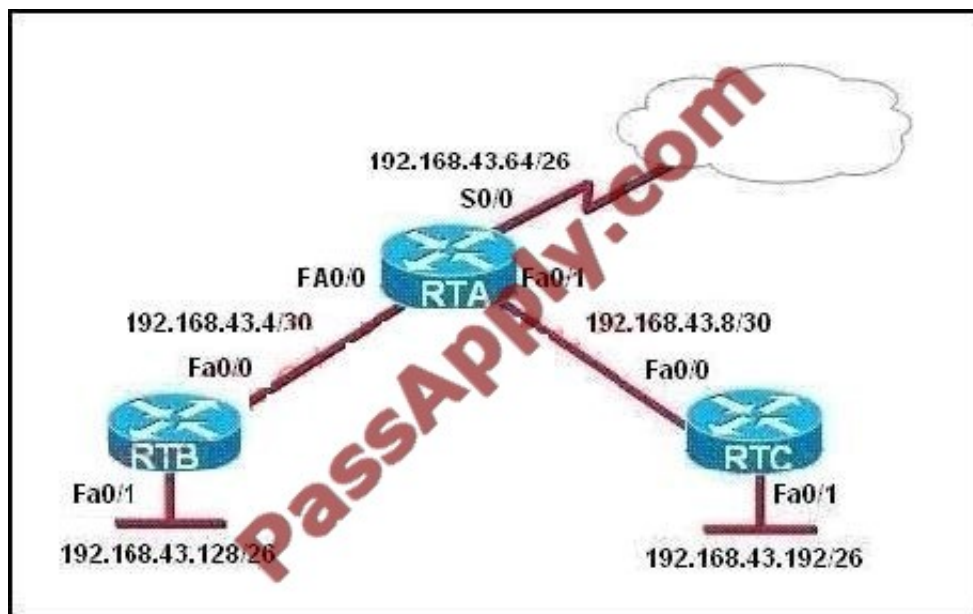
- A. 192.168.23.0
- B. 192.168.23.32
- C. 192.168.23.48
- D. 192.168.23.56
- E. 192.168.23.60

Correct Answer: C

Convert bit-length prefix to quad-dotted decimal representation, then from it find the number of bits used for subnetting you can find previously calculated number of subnets by separating subnets each having value of last bit used for subnet masking Find that your IP address is in which subnet, that subnet's first address is network address and last address is broadcast address. Based on above steps the answer is option C

QUESTION 4

Refer to the exhibit.



For security reasons, information about RTA, including platform and IP addresses, should not be accessible from the Internet. This information should, however, be accessible to devices on the internal networks of RTA. Which command or series of commands will accomplish these objectives?

- A. RTA(config)#no cdp run
- B. RTA(config)#no cdp enable
- C. RTA(config)#interface s0/0 RTA(config-if)#no cdp run
- D. RTA(config)#interface s0/0 RTA(config-if)#no cdp enable

Correct Answer: D

http://www.cisco.com/en/US/tech/tk962/technologies_tech_note09186a00801aa000.shtml#topic enab

When CDP is enabled globally using the `cdp run` command, it is enabled by default on all supported interfaces (except for Frame Relay multipoint subinterfaces) to send and receive CDP information. You can disable CDP on an interface that supports CDP with the `no cdp enable` command. Router#show cdp neighbors Capability Codes: R - Router, T - Trans Bridge, B - Source Route Bridge S - Switch, H - Host, I - IGMP, r - Repeater

Device	ID	Local	Intrfce	Holdtme	Capability	Platform
R2-AGS		Ser 1		129	R	2500
R6-2500		Eth 0		144	R	4000

Router#

Router# On this router, CDP is enabled on Serial 1 and Ethernet 0 interfaces. Disable CDP on the Serial 1 interface and verify if the neighbor device is discovered on the serial 1 interface, as this output shows: Router#configure terminal Enter configuration commands, one per line. End with CNTL/Z. Router(config)#interface s1 Router(config-if)#no cdp enable Router(config-if)# Z Router#4w5D. %SYS-5-CONFIG_I: Configured from console by console

QUESTION 5



Which two of these statements are true of IPv6 address representation? (Choose two.)

- A. There are four types of IPv6 addresses: unicast, multicast, anycast, and broadcast.
- B. A single interface may be assigned multiple IPv6 addresses of any type.
- C. Every IPv6 interface contains at least one loopback address.
- D. The first 64 bits represent the dynamically created interface ID.
- E. Leading zeros in an IPv6 16 bit hexadecimal field are mandatory.

Correct Answer: BC

http://www.cisco.com/en/US/technologies/tk648/tk872/technologies_white_paper0900aecd8026_003d.pdf A single interface may be assigned multiple addresses of any type (unicast, anycast, multicast). Every IPv6-enabled interface must contain at least one loopback and one link-local address. Optionally, every interface can have multiple unique local and global addresses. IPv6 host addresses can be assigned in multiple ways: Static configuration Stateless autoconfiguration DHCPv6

When IPv6 is used over Ethernet networks, the Ethernet MAC address can be used to generate the 64-bit interface ID for the host. This is called the EUI-64 address. Since MAC addresses use 48 bits, additional bits must be inserted to fill the 64 bits required.

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