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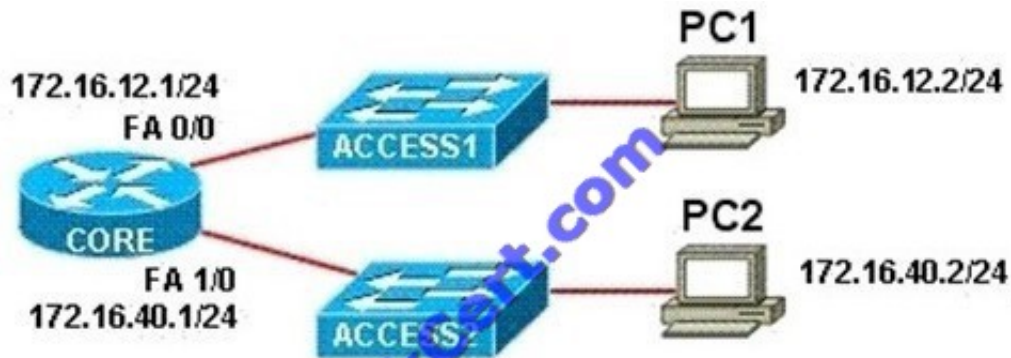
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QUESTION 1

Refer to the exhibit.



```
CORE# show arp
Protocol Address          Age (min)  Hardware Addr  Type   Interface
Internet 172.16.12.1         -          0001.4210.3BA9 ARPA   FastEthernet0/0
Internet 172.16.12.2         0          0010.111A.7AB0 ARPA   FastEthernet0/0
Internet 172.16.40.1         -          00D0.FF59.4A85 ARPA   FastEthernet0/0
Internet 172.16.40.2         0          00E0.80B7.EA81 ARPA   FastEthernet0/0
CORE#
```

PC1 pings PC2. What three things will CORE router do with the data that is received from PC1? (Choose three.)

- A. The data frames will be forwarded out interface FastEthernet0/1 of CORE router.
- B. The data frames will be forwarded out interface FastEthernet1/0 of CORE router.
- C. CORE router will replace the destination IP address of the packets with the IP address of PC2.
- D. CORE router will replace the MAC address of PC2 in the destination MAC address of the frames.
- E. CORE router will put the IP address of the forwarding FastEthernet interface in the place of the source IP address in the packets.
- F. CORE router will put the MAC address of the forwarding FastEthernet interface in the place of the source MAC address.

Correct Answer: BDF

QUESTION 2

Which one of the following IP addresses is the last valid host in the subnet using mask 255.255.255.224?

- A. 192.168.2.63
- B. 192.168.2.62
- C. 192.168.2.61



D. 192.168.2.60

E. 192.168.2.32

Correct Answer: B

With the 224 there are 8 networks with increments of 32 One of these is 32 33 62 63 where 63 is broadcast so 62 is last valid host out of given choices.

QUESTION 3

What information can be used by a router running a link-state protocol to build and maintain its topological database? (Choose two.)

A. hello packets

B. SAP messages sent by other routers

C. LSAs from other routers

D. beacons received on point-to-point links

E. routing tables received from other link-state routers

F. TTL packets from designated routers

Correct Answer: AC

Reference 1:

<http://www.ciscopress.com/articles/article.asp?p=24090andseqNum=4>

Link state protocols, sometimes called shortest path first or distributed database protocols, are built around a well-known algorithm from graph theory, E. W. Dijkstra's shortest path algorithm.

Examples of link state routing protocols are:

Open Shortest Path First (OSPF) for IP

The ISO's Intermediate System to Intermediate System (IS-IS) for CLNS and IP DEC's DNA Phase V Novell's NetWare Link Services Protocol (NLSP)

Although link state protocols are rightly considered more complex than distance vector protocols, the basic functionality is not complex at all:

1.

Each router establishes a relationship--an adjacency--with each of its neighbors.

2.

Each router sends link state advertisements (LSAs), some



3.

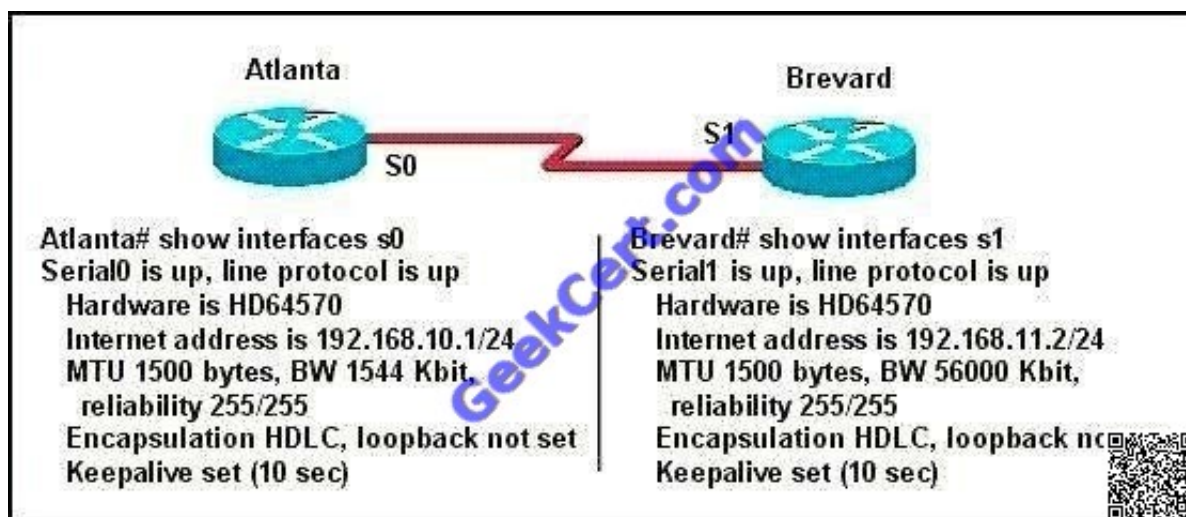
Each router stores a copy of all the LSAs it has seen in a database. If all works well, the databases in all routers should be identical.

4.

The completed topological database, also called the link state database, describes a graph of the internetwork. Using the Dijkstra algorithm, each router calculates the shortest path to each network and enters this information into the route table. OSPF Tutorial <http://www.9tut.com/ospf-routing-protocol-tutorial>

QUESTION 4

Two routers named Atlanta and Brevard are connected by their serial interfaces as shown in the exhibit, but there is no data connectivity between them. The Atlanta router is known to have a correct configuration.



Given the partial configurations shown in the exhibit, what is the problem on the Brevard router that is causing the lack of connectivity?

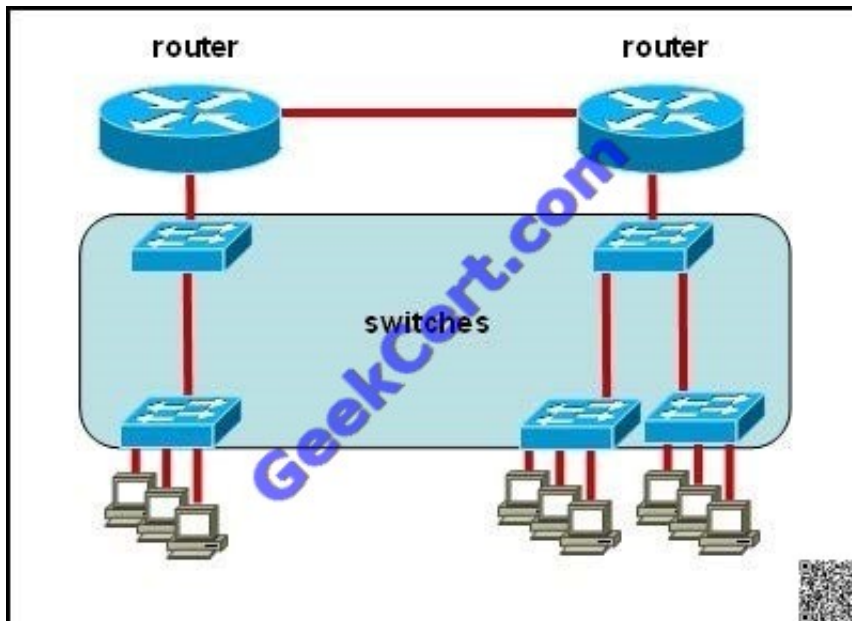
- A. A loopback is not set.
- B. The IP address is incorrect.
- C. The subnet mask is incorrect.
- D. The serial line encapsulations are incompatible.
- E. The maximum transmission unit (MTU) size is too large.
- F. The bandwidth setting is incompatible with the connected interface.

Correct Answer: B

QUESTION 5



Refer to the exhibit.



All devices attached to the network are shown. How many collision domains are present in this network?

- A. 2
- B. 3
- C. 6
- D. 9
- E. 15

Correct Answer: E

A switch uses a separate collision domain for each port so there are a total of 9 for each device shown. In addition to this, the switch to switch connections (3) are a separate collision domain. Finally, we add the switch to router connections

(2) and the router to router connection (1) for a total of 15.

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