

CCNA Job Interview Questions And Answers



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CCNA Interview Questions And Answers Guide.

Question # 1

How many (minimum and maximum) ports are present in a router?

Answer:-

Please answer to this question

[View All Answers](#)

Question # 2

What is the draw back of OSPF protocol?

Answer:-

- i) Single Area
- ii) High Hardware Requirements
- iii) Troubleshooting

[View All Answers](#)

Question # 3

Which protocol comes under Hybrid dynamic type?

Answer:-

EIGRP (ENHANCED INTERIOR GATEWAY ROUTING PROTOCOL)

[View All Answers](#)

Question # 4

Which protocol works only on Cisco routers?

Answer:-

EIGRP (ENHANCED INTERIOR GATEWAY ROUTING PROTOCOL)

[View All Answers](#)

Question # 5

What is the size of Hello Packets in EIGREP protocol?

Answer:-

50 BYTES

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Question # 6

How much hold down time of EIGREP protocol?

Answer:-

15 SECONDS

[View All Answers](#)

Question # 7

What is Formula of Hold down time of EIGRP protocol?

Answer:-

HELLO PACKETS*5=15SECONDS

[View All Answers](#)

**Question # 8**

After how long EIGRP protocol Advertise its routing table?

Answer:-

5SECONDS

[View All Answers](#)

Question # 9

Which multicast IP EIGRP protocol use?

Answer:-

224.0.0.10

[View All Answers](#)

Question # 10

Which protocol called Rapid protocol?

Answer:-

EIGRP

[View All Answers](#)

Question # 11

What is the name of Algorithm of EIGRP protocol?

Answer:-

DUAL(DIFFUSING UPDATES ALGORITHM)

[View All Answers](#)

Question # 12

How many hop counts are by default and how much you can increase in EIGRP protocol?

Answer:-

By default 100 counts, and maximum 25

[View All Answers](#)

Question # 13

How much internal and External AD of EIGRP protocol?

Answer:-

Internal =90 and Externa =170

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Question # 14

What is the name of best path in EIGRP protocol?

Answer:-

SUCCESSOR

[View All Answers](#)

Question # 15

What is the second best path name of EIGRP?

Answer:-

FEASIBLE SUCCESSOR

[View All Answers](#)

Question # 16

When DR communicate with BDR which multicast ip it use?

Answer:-

224.0.0.6

[View All Answers](#)

Question # 17

What is the command for change serial cost?

Answer:-

IP OSPF COST (which want to set)

[View All Answers](#)

**Question # 18**

If bandwidth will increase what will happen?

Answer:-

SERIAL COST WILL DECREASE

[View All Answers](#)

Question # 19

What is the default bandwidth size of T1 Routers?

Answer:-

1544 BYTES

[View All Answers](#)

Question # 20

What is hold down time formula of OSPF?

Answer:-

HELLO PACKETS*4=40SECONDS

[View All Answers](#)

Question # 21

How many types of OSPF Configuration?

Answer:-

There are Two Types

A) SINGLE AREA

b) MULTI AREA

[View All Answers](#)

Question # 22

What is default cost of serial interface in OSPF?

Answer:-

64

[View All Answers](#)

Question # 23

On which basis OSPF take decision?

Answer:-

LINK COST

[View All Answers](#)

Question # 24

Wildcard mask always in odd value or even?

Answer:-

ODD

[View All Answers](#)

Question # 25

On which interface we always Apply Access-List?

Answer:-

Fast Ethernet

[View All Answers](#)

Question # 26

What is the default behavior of Access-List?

Answer:-

Deny

[View All Answers](#)

Question # 27

When we use extended Access-List?

Answer:-

When there is source and Destination



[View All Answers](#)

Question # 28

When we use standard Access-List?

Answer:-

When there is no Destination

[View All Answers](#)

Question # 29

What is the difference between named and Extended ACL?

Answer:-

In named Access-list we can edit and also give name

[View All Answers](#)

Question # 30

2500 value in which type of Access list?

Answer:-

EXTENDED ACCESS-LIST

[View All Answers](#)

Question # 31

1900 value in which type of Access list?

Answer:-

STANDARD ACCESS-LIST

[View All Answers](#)

Question # 32

1350 value in which type of Access-list?

Answer:-

STANDARD ACCESS-LIST

[View All Answers](#)

Question # 33

Which protocol can do load balancing on unequal cost also?

Answer:-

EIGRP

[View All Answers](#)

Question # 34

In EIGRP metric parameters which 2 Options are enable by default?

Answer:-

i) Bandwidth

ii) Delay

[View All Answers](#)

Question # 35

What is the metric of EIGRP protocol?

Answer:-

i) Bandwidth

ii) Load

iii) Delay

iv) Reliability

v) MTU

vi) Maximum Transmission Unit

[View All Answers](#)

Question # 36

What is the draw back of EIGRP protocol?

Answer:-

CONFIGURE ONLY ON CISCO ROUTERS

[View All Answers](#)

**Question # 37**

Which type of updates EIGRP protocol do?

Answer:-

INCREMENTAL UPDATES (CHANGE BASE)

[View All Answers](#)

Question # 38

After how long keep alive messages exchange in EIGRP?

Answer:-

5 SECONDS

[View All Answers](#)

Question # 39

How many types of ends in WAN?

Answer:-

- i) DTE (Data Terminal Equipment)
- ii) DCE (Data Communication Equipment)
- (1)DTE (DATA TERMINAL EQUIPMENT)
- (2)DCE(DATA COMMUNICATION EQUIPMENT)

[View All Answers](#)

Question # 40

Which 2 Protocols are in WAN technology?

Answer:-

- i) HDLC (High Level Data Link Control)
- ii) PPP (Point to Point Protocol)

[View All Answers](#)

Question # 41

What is overlaod?

Answer:-

It's another name of PAT (Port Address Translation)

[View All Answers](#)

Question # 42

How many types of NAT?

Answer:-

- i) Static
- ii) NAT
- iii) Dynamic NAT
- iv) PAT (Port Address Translation)

[View All Answers](#)

Question # 43

Which reserve port NO HTTP use?

Answer:-

80

[View All Answers](#)

Question # 44

Which reserve port Number Talent use?

Answer:-

23

[View All Answers](#)

Question # 45

What does EQ means?

Answer:-

EQUAL TO

[View All Answers](#)

Question # 46



In port based Access-List which command u give instead of IP?

Answer:-

TCP(TRANSMISSION CONTROL PROTOCOL)

[View All Answers](#)

Question # 47

In which Access- list type you can't do editing?

Answer:-

Standard and Extended

[View All Answers](#)

Question # 48

In stead of 0.0.0.0 wild card mask what u can write after IP?

Answer:-

Host

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Question # 49

Which peer authentication method and which IPSEC mode is used to connect to the branch locations? (Choose two)

Answer:-

- A - Digital Certificate
- B - Pre-Shared Key
- C - Transport Mode
- D - Tunnel Mode
- E - GRE/IPSEC Transport Mode
- F - GRE/IPSEC Tunnel Mode

Answer: B D

[View All Answers](#)

Question # 50

Which algorithm as defined by the transform set is used for providing data confidentiality when connected to Tyre?

Answer:-

- A - ESP-3DES-SHA
- B - ESP-3DES-SHA1
- C - ESP-3DES-SHA2
- D- ESP-3DES
- E - ESP-SHA-HMAC

*Answer: D

Explanation:

In the site-to-site VPN branch we see something like this but in the Tranform Set sub-branch, we see

so the answer should be ESP-3DES-SHA2 or ESP-3DES?

To answer this question, we should review the concept:

“Data confidentiality is the use of encryption to scramble data as it travels across an insecure media”. Data confidentiality therefore means encryption.

“The transform set is a group of attributes that are exchanged together, which eliminates the need to coordinate and negotiate individual parameters”. In the picture above, we can see 3 parts of the transform-set ESP-3DES-SHA2:

IPsec protocol: ESP

IPsec encryption type: 3DES

IPsec authentication: SHA2

The question wants to ask which algorithm is used for providing data confidentiality (encryption), therefore the answer should be D - ESP-3DES.

[View All Answers](#)

Question # 51

Which defined peer IP address an local subnet belong to Crete? (Choose two)

Answer:-

Home

Chat Room

Forum

Contact

IPSEC related questions and their answers

* Question

Which IPsec rule is used for the Olympia branch and what does it define? (Choose two)

A - 102

B - 116

C - 127

D - IP traffic sourced from 10.10.10.0/24 destined to 10.5.15.0/24 will use the VPN.

E - IP traffic sourced from 10.10.10.0/24 destined to 10.8.28.0/24 will use the VPN.

F - IP traffic sourced from 10.10.10.0/24 destined to 10.5.33.0/24 will use the VPN.

Answer: B E



Explanation:

From the output above, we learn that the IPSec Rule is 116. Next click on "IPSec Rules" and select the Name/Number of 116 to view the rule applied to it. You will see a "permit" rule for traffic from 10.10.10.0/24 to 10.8.28.0/24 (notice that the picture shown the wildcard masks, which are inverse subnet masks)

Question

Which defined peer IP address an local subnet belong to Crete? (Choose two)

- A - peer address 192.168.55.159
- B - peer address 192.168.89.192
- C - peer address 192.168.195.23
- D - subnet 10.5.15.0/24
- E - subnet 10.7.23.0/24
- F - subnet 10.4.38.0/24

Answer: A D

[View All Answers](#)

Question # 52

Which IPSec rule is used for the Olympia branch and what does it define? (Choose two)

Answer:-

- A - 102
- B - 116
- C - 127
- D - IP traffic sourced from 10.10.10.0/24 destined to 10.5.15.0/24 will use the VPN.
- E - IP traffic sourced from 10.10.10.0/24 destined to 10.8.28.0/24 will use the VPN.
- F - IP traffic sourced from 10.10.10.0/24 destined to 10.5.33.0/24 will use the VPN.

Answer: B E

[View All Answers](#)

Question # 53

What is the difference between simple authentication and MD5?

Answer:-

MD5 encrypted form and simple authentication in clear text form

[View All Answers](#)

Question # 54

Which protocols do periodically updates?

Answer:-

Distance vector

[View All Answers](#)

Question # 55

What is Trigger RiP and from which IOS version it starts?

Answer:-

As link down it removes from its routing table - Version = 12.4

[View All Answers](#)

Question # 56

How many hop count Rip or Rip2 can send updates?

Answer:-

15 hop count

[View All Answers](#)

Question # 57

Define Class full Protocol?

Answer:-

Which protocols advertise their networks without subnet mask.

[View All Answers](#)

Question # 58

Explain load balancing?

Answer:-

When data divide in different paths

[View All Answers](#)



Question # 59

How many maximum paths you can give on Latest IOS in RIP?

Answer:-

0 to 15

[View All Answers](#)

Question # 60

Why we use filter option?

Answer:-

When we specifically block, one router update for other routers

[View All Answers](#)

Question # 61

What is the name of distance vector algorithm?

Answer:-

Belmanford

[View All Answers](#)

Question # 62

On which base distance vector choose best path?

Answer:-

HOPE count

[View All Answers](#)

Question # 63

What is matrix?

Answer:-

Formula of path selection

[View All Answers](#)

Question # 64

Which Dynamic Type draw back is, if single link down, it removes its routing table?

Answer:-

Distance Vector

[View All Answers](#)

Question # 65

Which protocols are link states?

Answer:-

OSPF and IS- IS

[View All Answers](#)

Question # 66

What is difference between RIP and RIPv2?

Answer:-

Rip
Broadcast
No authentication
Support FLSM
RipV2
Multicast
Authentication
Support VLSM

[View All Answers](#)

Question # 67

Explain protocol?

Answer:-

Set of rules

[View All Answers](#)

Question # 68



Which protocol used before part of CCNA?

Answer:-

IGRP

[View All Answers](#)

Question # 69

Which command we give for live view of remote site routers?

Answer:-

Terminal monitor

[View All Answers](#)

Question # 70

Why we use debug command?

Answer:-

For live view

[View All Answers](#)

Question # 71

What is difference between IGP and EIGRP?

Answer:-

IGP = use in Autonomous and EIGP = use with multiple autonomous

IGP= Interior gateway routing protocol.

EIGRP= Enhanced Interior Gateway routing protocol

[View All Answers](#)

Question # 72

What is difference between routing and routed protocols?

Answer:-

i) Routing use for best path selection

ii) Routed protocol keeps source and destination information.

[View All Answers](#)

Question # 73

When we do default route?

Answer:-

When there is multiple destination and single gateway.

[View All Answers](#)

Question # 74

How many parts of Ping?

Answer:-

Tow parts - eco and eco reply

[View All Answers](#)

Question # 75

Which type of routing you did in CCNA?

Answer:-

Traditional Routing

[View All Answers](#)

Question # 76

What is difference between static and dynamic routing?

Answer:-

In Static route we add others connected network and in dynamic, we advertise our network

[View All Answers](#)

Question # 77

What does routing mean?

Answer:-

For best path selection



[View All Answers](#)

Question # 78

What does synchronization mean?

Answer:-

Routers are ready to communication with each other

[View All Answers](#)

Question # 79

Which command we give for see routing table?

Answer:-

Show ip route

[View All Answers](#)

Question # 80

Which command we give if router IOS stucked?

Answer:-

Ctrl +Shift+F6 and X

[View All Answers](#)

Question # 81

When written <CR > what does it mean?

Answer:-

Command complete

[View All Answers](#)

Question # 82

Interface 0/0 what does it mean?

Answer:-

Card number / card interface number

[View All Answers](#)

Question # 83

What s the formula for metric of OSPF?

Answer:-

10^8

[View All Answers](#)

Question # 84

What is refresher?

Answer:-

Every 30 min of topology table exchange time called refresher OR
Exchange time of topology table in OSPF protocol called refresher

[View All Answers](#)

Question # 85

After how long OSPF exchange its topology table?

Answer:-

After 30 min

[View All Answers](#)

Question # 86

What are partial updates?

Answer:-

Any change in network

[View All Answers](#)

Question # 87

Which updates called incremental updates?

Answer:-



Change based

[View All Answers](#)

Question # 88

Which table find best path?

Answer:-

Routing table

[View All Answers](#)

Question # 89

When OSPF protocol advertise its routing table?

Answer:-

When it discover neighbor with the help of hello packets

[View All Answers](#)

Question # 90

How many tables are in OSPF protocol?

Answer:-

Three

- 1- Neighbor
- 2- Topology
- 3- Routing

[View All Answers](#)

Question # 91

What is default time of hello packets in OSPF?

Answer:-

10 sec

[View All Answers](#)

Question # 92

What is default size of Hello packets in OSPF?

Answer:-

50 bytes

[View All Answers](#)

Question # 93

What is name of OSPF Algo?

Answer:-

Dijecstra or SPF (shortest part first)

[View All Answers](#)

Question # 94

What is difference between FLSM and VLSM?

Answer:-

In FLSM subnet mask of all subnets will b same. But in FLSM it varies.

[View All Answers](#)

Question # 95

What is CIDR?

Answer:-

Class Less Inter domain Routing Protocol - another name of Supernetting.

[View All Answers](#)

Question # 96

What is subnetting?

Answer:-

Subnetting is tool reduce the wastage of IP

[View All Answers](#)

**Question # 97**

Do we subletting of IP?

Answer:-

NO, we do subletting of NID

[View All Answers](#)

Question # 98

How many portions of IP?

Answer:-

Two portions of IP. Network and host

[View All Answers](#)

Question # 99

Which classes are assignable?

Answer:-

A, B and C

[View All Answers](#)

Question # 100

Which company manage IP's?

Answer:-

IANA (Internet Assigned Number of Authority)

[View All Answers](#)

Question # 101

What is the minimum and maximum request timer?

Answer:-

Minimum = 180 sec

Maximum = 300 Sec

[View All Answers](#)

Question # 102

When IP confliction accord in subnet which IP assigned automatically and what it called?

Answer:-

169.254.x.x APIPA (Automatic Private Internet Protocol address)

[View All Answers](#)

Question # 103

When we use loop back IP?

Answer:-

For Self hardware test

[View All Answers](#)

Question # 104

Which mode we can't skip when we come back from interface mode?

Answer:-

2nd mode we can't skip

[View All Answers](#)

Question # 105

Which command we give on privilege mode for coming back to user execution mode?

Answer:-

Disable

[View All Answers](#)

Question # 106

On Which mode we give debug command?

Answer:-

Privilege mode / live view (2nd mode)

[View All Answers](#)

**Question # 107**

When we use interface mode?

Answer:-

For specific interface commands

[View All Answers](#)

Question # 108

Which mode called privilege mode?

Answer:-

Second mode

[View All Answers](#)

Question # 109

In which IOS version 182 people can access router through telnet?

Answer:-

Onward 12.2 version

[View All Answers](#)

Question # 110

What is IOS?

Answer:-

Internet Operating system. Its router's operating system.

[View All Answers](#)

Question # 111

How many ways to access router?

Answer:-

3 ways

- i) Telnet (IP)
- ii) AUX (Telephone)
- iii) Console (cable)

[View All Answers](#)

Question # 112

Which cable we connect in DB-9?

Answer:-

Roll over cable

[View All Answers](#)

Question # 113

Which cable called roll-over?

Answer:-

Console access cable

[View All Answers](#)

Question # 114

How many types of Ethernet?

Answer:-

4 types

- i) Ethernet
- ii) Fast Ethernet
- iii) Gigabit
- iv) 10 Giga.

[View All Answers](#)

Question # 115

What cable called V.35?

Answer:-

Serial Connectivity cable

[View All Answers](#)

Question # 116



Which works router Do?

Answer:-

- 1- Path selection and
- 2- Packet Switching {frame relay}

[View All Answers](#)

Question # 117

When we use Router?

Answer:-

For communication between different networks

[View All Answers](#)

Question # 118

How many types of router?

Answer:-

Two types

- i) Modular
- ii) Non-Modular

[View All Answers](#)

Question # 119

Which command we use for ping in IPv6?

Answer:-

Ping6 source IP -s Destination IP

[View All Answers](#)

Question # 120

What is loop back IP in IPV6?

Answer:-

::1 and ping 6

[View All Answers](#)

Question # 121

What we called 64 Bit Mac-address in IPV6?

Answer:-

EUI= Enhanced universal identifier - 16 bits add in IPv6 so it's called EUI

[View All Answers](#)

Question # 122

HUB in Star topology or Bus Topology?

Answer:-

In star topology, but logically works like a bus topology.

[View All Answers](#)

Question # 123

If there is only 2 Host in Bus Topology is that possible collision accord?

Answer:-

Yes, because end terminal will not absorb signals. Signal will be bounce back and collision will accord.

[View All Answers](#)

Question # 124

Which way of communication bus topology use?

Answer:-

Broadcast

[View All Answers](#)

Question # 125

What is the difference between half duplex and full duplex?

Answer:-

In half duplex, sender should be one. In full duplex, sender can be multiple.



[View All Answers](#)

Question # 126

Which Type of Transmission Bus Topology Support?

Answer:-

Half Duplex

[View All Answers](#)

Question # 127

What is Collision?

Answer:-

When signal hits each other, collision accord.

[View All Answers](#)

Question # 128

Types of Resource Sharing?

Answer:-

Intranet , Extranet and Internet .

[View All Answers](#)

Question # 129

Types of communication in IPv6 ?

Answer:-

Unicast, Multicast and Anycast

[View All Answers](#)

Question # 130

Explain Types of communication in IPv4?

Answer:-

Unicast, Multicast and Broad cast

[View All Answers](#)

Question # 131

Define Network?

Answer:-

Communication, Resource sharing and Media (When multiple host share their resources with each other OR when multiple devices connect with each other for resource sharing)

[View All Answers](#)

Question # 132

What is quality of IPv6?

Answer:-

- a) Router processing will rapid because field size wills 8 bytes (but in IPv4 it was 12 byres)
- b) No Fragmentation
- c) No Checksum

[View All Answers](#)

Question # 133

Which mathematically form used inIPv6?

Answer:-

Hexadecimal

[View All Answers](#)

Question # 134

How many fillers we can put in one IP of IPv6?

Answer:-

ONE (:: called filler)

[View All Answers](#)

Question # 135



Default Packet Size of IPv6?

Answer:-

8 Bytes = $16 \times 8 = 128$ bit

[View All Answers](#)

Question # 136

What is MAC address size of IPv6?

Answer:-

64 bits

[View All Answers](#)

Question # 137

In which protocol supernetting is enable by default?

Answer:-

RIPv2 and EIGRP

[View All Answers](#)

Question # 138

In which protocol you manually enable route summarization?

Answer:-

OSPF

[View All Answers](#)

Question # 139

How many valid IP will b in /21 in route Summarization?

Answer:-

1044

[View All Answers](#)

Question # 140

What will be the prefix length of 224 in VLSM?

Answer:-

27 (carry 3 bits from host ($128+64+16=224$) and add in network ports ($24+3=27$))

[View All Answers](#)

Question # 141

What is the subnetmask of / 27 in network based and host based?

Answer:-

In network based 224 { $128+64+32$ } and in host based 248 ($128+64+64+16+8$)

[View All Answers](#)

Question # 142

How many broadcast domains are in Switch?

Answer:-

One

[View All Answers](#)

Question # 143

How many collision domains are in switch?

Answer:-

Equal number of ports

[View All Answers](#)

Question # 144

How ARP brings MAC address for switch?

Answer:-

Through Broadcast

[View All Answers](#)

Question # 145



On which base switches take decisions?

Answer:-

Mac Address

[View All Answers](#)

Question # 146

If line up, but protocol down which layer should be troubleshoot?

Answer:-

Data link problem - Layer 2

[View All Answers](#)

Question # 147

If line down and protocol also down; in this case which layer move problem?

Answer:-

Physical Layer - Layer 1

[View All Answers](#)

Question # 148

Which type for communication switch do?

Answer:-

In case of any new event switch do broadcast, after that always do Unicast.

[View All Answers](#)

Question # 149

What is CAM?

Answer:-

Content Address Memory. its another name of MAC address table.

[View All Answers](#)

Question # 150

Which protocol switch use for filling its MAC-Table?

Answer:-

ARP - Address Resolution Protocol

[View All Answers](#)

Question # 151

Is hub intelligent device?

Answer:-

No; because it not use header

[View All Answers](#)

Question # 152

What is the difference between bus topology and HUB?

Answer:-

Hub is Centralized device (series) .Bus topology is Decentralized device (in parallel)

[View All Answers](#)

Question # 153

What are the ranges of private IPS?

Answer:-

A Class = 10.0.0.0 - 10.0.0.255

B Class = 172.16.0.0 - 172.31.0.0

C Class = 192.168.0.0 - 192.168.0.255

[View All Answers](#)

Question # 154

How many types of IPS?

Answer:-

Three Types of IP

1- Public

2- Private



3- Special IP

[View All Answers](#)

Question # 155

What is Syntax of IPV4?

Answer:-

. DOT

[View All Answers](#)

Question # 156

What is the size of IPV4?

Answer:-

32 bits

[View All Answers](#)

Question # 157

Why IP address called logical address?

Answer:-

Private IP called logical address because they are change able.

[View All Answers](#)

Question # 158

How we can see MAC address from DOS Prompt?

Answer:-

ipconfig/all

[View All Answers](#)

Question # 159

Who controls MAC address uniqueness and how?

Answer:-

IEEE (Institute of Electrical Electronics and Engineering) Controls its uniqueness.

They divide 48 bits MAC address in two parts. First 24 bits part called OUI (Organizational unique identifier) and other 24 bits are device code.

[View All Answers](#)

Question # 160

Why MAC address called Physical address?

Answer:-

Because it's not changeable

[View All Answers](#)

Question # 161

What is Size of IPv4 MAC Address?

Answer:-

48 Bits

[View All Answers](#)

Question # 162

What is BIA?

Answer:-

Burn in Address other name is MAC address

[View All Answers](#)

Question # 163

What is Encapsulation and De-encapsulation?

Answer:-

To send data called encapsulation and receive data called De-encapsulation.

[View All Answers](#)

Question # 164

What is FCS?

**Answer:-**

Frame Check Sequence -

CRC (Cyclic Redundancy Check) algorithm runs in switch that called FCS (Frame Check Sequence)

[View All Answers](#)

Question # 165

Which layer called error detection layer?

Answer:-

Data link layer

[View All Answers](#)

Question # 166

What is segmentation and fragmentation?

Answer:-

To divide data in pieces is called segmentation and divide segmentation in pieces called Fragmentation.

[View All Answers](#)

Question # 167

Do you know How many types of Data?

Answer:-

Voice, video, text

[View All Answers](#)

Question # 168

Which decision called socket base?

Answer:-

IP plus port (IP on layer 3 and port on Layer 4 - In Encapsulation, socket base decision on Network Layer -Layer 3)

[View All Answers](#)

Question # 169

Tell me How many reserve ports?

Answer:-

0 - 1023

[View All Answers](#)

Question # 170

Which layer are called upper layer?

Answer:-

- a) Application Layer - 7
- b) Presentation Layer - 6
- c) Session Layer - 5

[View All Answers](#)

Question # 171

What is the default size of Frame?

Answer:-

1518 bytes

[View All Answers](#)

Question # 172

What is OSI?

Answer:-

Open System Interconnection. It was first name of 7 Layer

[View All Answers](#)

Question # 173

What is the IGP (Interior Gateway Protocol)?

Answer:-

Any protocol used by an internetwork to exchange routing data within an autonomous system. E.g. RIP, IGRP and OSPF.

[View All Answers](#)

**Question # 174**

What is the multicast routing?

Answer:-

Sending a message to a group multicast address is called multicasting, and its routing algorithm is called multicast routing.

[View All Answers](#)

Question # 175

What is the Virtual Path?

Answer:-

Along any transmission path from a given source to a given destination, a group of virtual circuits can be grouped together into what is called path.

[View All Answers](#)

Question # 176

What is the Virtual Channel?

Answer:-

A logical circuit that is created by Virtual channel links. It carries data between two endpoints in a network. The other name for Virtual Channel is Virtual Circuit.

[View All Answers](#)

Question # 177

What is the logical link control?

Answer:-

One of two sublayers of the data link layer of OSI reference model, as defined by the IEEE 802 standard. This sublayer is responsible for error detection but not correction, flow control and framing.

[View All Answers](#)

Question # 178

What is the difference between routable and non- routable protocols?

Answer:-

Routable protocols can work with a router and can be used to build large networks. Non-Routable protocols are designed to work on small, local networks and cannot be used with a router.

[View All Answers](#)

Question # 179

What is the MAU?

Answer:-

MAU - Multistation Access Unit

[View All Answers](#)

Question # 180

Explain 5-4-3 rule?

Answer:-

In a Ethernet network, between any two points on the network, there can be no more than five network segments or four repeaters, and of those five segments only three of segments can be populated.

[View All Answers](#)

Question # 181

What is the difference between TFTP and FTP application layer protocols?

Answer:-

TFTP - Trivial File Transfer Protocol

A stripped down version of FTP, easy to use and fast. TFTP has no Directory browsing, no Authentication and insecure it can only send and receive files.

FTP - File Transfer Protocol

The TCP/IP protocol used for transmitting files between network nodes. FTP allows access to both Directories and files, manipulating directories, typing file contents and copying files between hosts.

[View All Answers](#)

Question # 182

What is the difference between ARP and RARP?

Answer:-

ARP - Address Resolution Protocol

The protocol that traces IP addresses to MAC addresses.

RARP - Reverse Address Resolution Protocol

The protocol within the TCP/IP stack that maps MAC addresses to IP addresses.



[View All Answers](#)

Question # 183

What is the ICMP protocol?

Answer:-

ICMP - Internet Control Message Protocol

It is a Network Layer Internet protocol, which can report errors and status information. We can use the ping command to send ICMP echo request messages and record the receipt of ICMP echo reply messages. With these messages, we can detect network or host communication failures and troubleshoot common TCP/IP connectivity problems.

[View All Answers](#)

Question # 184

What is the MAC address?

Answer:-

The address for a device as it is identified at the Media Access Control (MAC) layer in the network architecture. MAC address is usually stored in ROM on the network adapter card and is unique.

[View All Answers](#)

Question # 185

What is the Attenuation?

Answer:-

In communication weakening or loss of signal energy, typically caused by distance.

[View All Answers](#)

Question # 186

What is the Cladding?

Answer:-

A layer of a glass surrounding the center fiber of glass inside a fiber-optic cable.

[View All Answers](#)

Question # 187

What are the NetBIOS and NetBEUI?

Answer:-

NetBIOS - Network Basic Input / Output System

An application-programming interface (API) that can be used by programs on a local area network (LAN). NetBIOS provides programs with a uniform set of commands for requesting the lower-level services required to manage names, conduct sessions, and send datagrams between nodes on a network.

NetBEUI - NetBIOS Extended User Interface

An improved version of the NetBIOS protocol, a network protocol native to Microsoft Networking. It is usually used in small, department-size local area networks (LANs) of 1 to 200 clients. It can use Token Ring source routing as its only method of routing.

[View All Answers](#)

Question # 188

What is the Beaconsing?

Answer:-

An FDDI frame or Token Ring frame that points to serious problem with the ring, such as a broken cable. The beacon frame carries the address of the station thought to be down.

[View All Answers](#)

Question # 189

What is the Terminal Emulation, in which layer it comes?

Answer:-

The use of software, installed on PC or LAN server, that allows the PC to function as if it were dumb terminal directly attached to a particular type of mainframe.

Telnet is also called as terminal emulation. It belongs to application layer.

[View All Answers](#)

Question # 190

What is the Frame relay, in which layer it comes?

Answer:-

Frame relay is an industry standard, shared access, switched Data Link Layer encapsulation that services multiple virtual circuits and protocols between connected mechanism.

Frame relay is a packet-switched technology.

[View All Answers](#)



Question # 191

What is the network Subnet?

Answer:-

A subnet is the subdivision of an IP network.

[View All Answers](#)

Question # 192

What is the network Router?

Answer:-

It's a Hybrid device that combines the features of both bridges and routers.

[View All Answers](#)

Question # 193

How network Gateway is different from Routers?

Answer:-

Gateway

A device connected to multiple physical TCP/IP networks capable of routing or delivering IP packets between them.

Router

It's a layer 3 device that connects 2 different networks and routes packets of data from one network to another. It breaks up Broadcast domain as well as Collision Domain.

[View All Answers](#)

Question # 194

What is the Mesh Network?

Answer:-

A network in which there are multiple network links between computers to provide multiple paths for data to travel.

[View All Answers](#)

Question # 195

What is Passive Topology in ccna?

Answer:-

When the computers on the network simply listen and receive the signal, they are referred to as passive because they don't amplify the signal in any way.

[View All Answers](#)

Question # 196

What are major types of Networks and explain?

Answer:-

Peer-to-Peer Network

Computers can act as both servers sharing resources and as clients using the resources.

Server-based Network

Provide centralized control of network resources and rely on server computers to provide security and network administration

[View All Answers](#)

Question # 197

What is Protocol Data Unit in ccna?

Answer:-

The processes at each layer of the OSI model.

Layers-----PDU

Transport-----Segments

Network-----Packets/Datagrams

Data Link-----Frames

Physical-----Bits

[View All Answers](#)

Question # 198

What is difference between Baseband and Broadband Transmission in ccna?

Answer:-

In a baseband transmission, the entire bandwidth of the cable is consumed by a single signal.

In broadband transmission, signals are sent on multiple frequencies, allowing multiple signals to be sent simultaneously.

[View All Answers](#)

Question # 199

What are the possible ways of data exchange in ccna?

**Answer:-**

Possible ways of data exchange in ccna are

Simplex
Half-duplex
Full-duplex

[View All Answers](#)

Question # 200

What is point-to-point protocol in ccna?

Answer:-

An industry standard suite of protocols for the use of point-to-point links to transport multiprotocol datagrams.

[View All Answers](#)

Question # 201

What are the two types of Transmission Technology available in ccna?

Answer:-

Two types of Transmission Technology available in ccna are Point - to - Point and Broadcast

[View All Answers](#)

Question # 202

What are 10Base2, 10Base5 and 10BaseT Ethernet LANs?

Answer:-

10Base2 an Ethernet term meaning a maximum transfer rate of 10 Megabits per second that uses baseband signaling, with a contiguous cable segment length of 200 meters (185mts). Known as Thinnet.

10Base5 an Ethernet term meaning a maximum transfer rate of 10 Megabits per second that uses baseband signaling, with a contiguous cable segment length of 500 meters. Known as Thicknet.

10BaseT an Ethernet term meaning a maximum transfer rate of 10 Megabits per second that uses two pairs of twisted-pair baseband signaling, with a contiguous cable segment length of 100 meters.

[View All Answers](#)

Question # 203

What is RAID in ccna?

Answer:-

A method used to standardize and categorize fault-tolerant disk systems. RAID levels provide various mixes of performance, reliability, and cost. Some servers provide three of the RAID levels: Level 0 (striping), Level 1 (mirroring), and Level 5 (striping & parity).

[View All Answers](#)

Question # 204

Difference between the Communication and Transmission?

Answer:-

Communication is the process of sending and receiving data by means of a data cable that is connected externally.

Transmission means the transfer of data from the source to the destination.

[View All Answers](#)

Question # 205

What is Subnetting? Why is it used?

Answer:-

Used in IP Networks to break up larger networks into smaller subnetworks. It is used to reduce network traffic, Optimized network performance, and simplify management i.e. to identify and isolate network problems.

[View All Answers](#)

Question # 206

What is a VLAN? What does VLAN provide?

Answer:-

VLAN - Virtual Local Area Network

Vlan is a logical grouping or segmenting a network connected to administratively defined ports on a switch, they provide Broadcast control, Security and Flexibility.

[View All Answers](#)

Question # 207

What is PING utility?

Answer:-

PING - Packet Internet Gopher

A utility that verifies connections to one or more remote hosts. The ping command uses the ICMP echo request and echo reply packets to determine whether a particular IP system on a network is functional. Ping is useful for diagnosing IP network or router failures.



[View All Answers](#)

Question # 208

What is difference between Switch & Hub?

Answer:-

Switch:

Switches operate at Layer 2 Data Link Layer

Address Learning

Forward / Filter decision using MAC address

Loop Avoidance

Breakup collision domains

Switches create separate collision domains but a single broadcast domain

Hub:

Hub operates at Layer 1 Physical Layer

No Filtering

No Addressing

Hub creates single collision domain and single broadcast domain

Make forwarding to all the ports when signal is arrived

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