

## TOC- Advance Routing and Switching

Duration : 04 Days (32 HRS)

1. Fundamentals of Switching
  - a. MAC address learning
  - b. Switching methods
  - c. L2 vs L3 switches
2. Campus LAN connectivity
  - a. Discussion about VLANs and trunks
  - d. Configure and troubleshoot VLANs and Trunks
3. Building redundant switch topology
  - a. Compare and contrast different STP modes
  - b. Configure and troubleshoot STP, RSTP, MST
  - c. STP enhancement features- Portfast, BPDU guard, Root guard
4. Implementing Port Aggregation
  - a. Discussion about Etherchannel and its types
  - b. Configure and troubleshoot Etherchannel- Static and dynamic- using LACP and PAGP
5. Port-security
  - a. Discussion about Port-security
  - b.
  - c. Configure and troubleshoot Port-security
6. Implementing Network Redundancy
  - a. Compare and contrast different high-availability protocols- HSRP, VRRP, GLBP
  - b. Configure and troubleshoot High availability- HSRP, VRRP
7. Inter-VLAN Routing
  - a. Discussion about L2 and L3 switch- Inter-VLAN routing methods
  - b. Configure and verify- Router-on stick
  - c. Configure and verify- SVI
8. Domain Name System
  - a. Defining and understanding the working of DNS
  - b. Securing DNS- best practices
  - c. Configure and verify DNS and securing DNS
9. Fundamentals of Routing

- a. Packet forwarding process
- b. Classification of routing

#### 10. Dynamic Routing

- a. Path selection process- based on administrative distance and Metrics
- b. Compare and contrast IGP and EGP protocols
- c. Classification of dynamic routing and their characteristics

#### 11. EIGRP

- a. Discussion about EIGRP
- b. Configure and troubleshoot basic to advanced EIGRP
- c. Configure and verify EIGRPv6

#### 12. OSPF

- a. Discussion about advanced OSPF
- b. Configure and troubleshoot basic to advanced OSPF
- c. Configure and verify OSPFv3

#### 13. Route redistribution

- a. Concept of redistribution
- b. Configure and troubleshoot route distribution

#### 14. BGP

- a. Discussion about BGP
- b. Configure and troubleshoot EBGP