














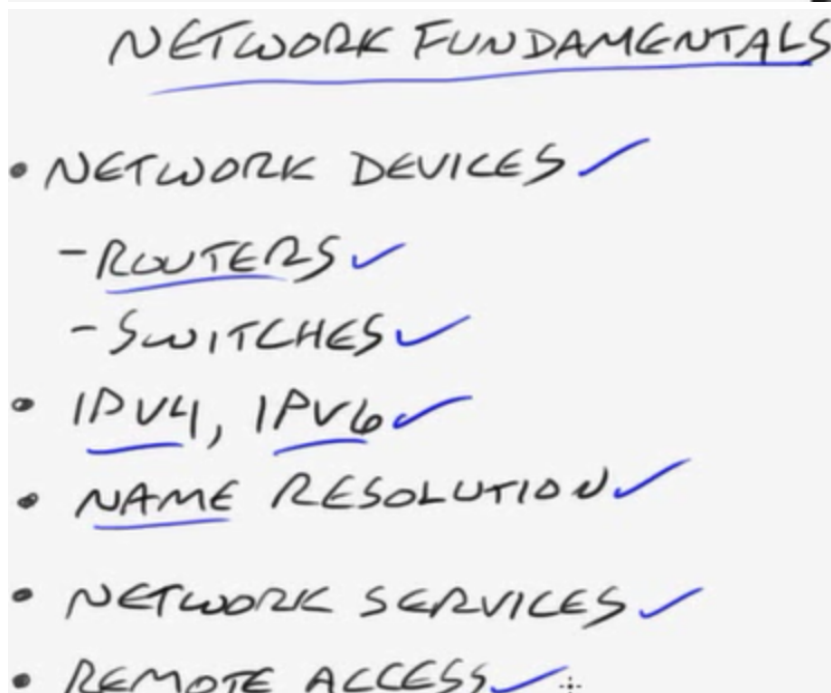
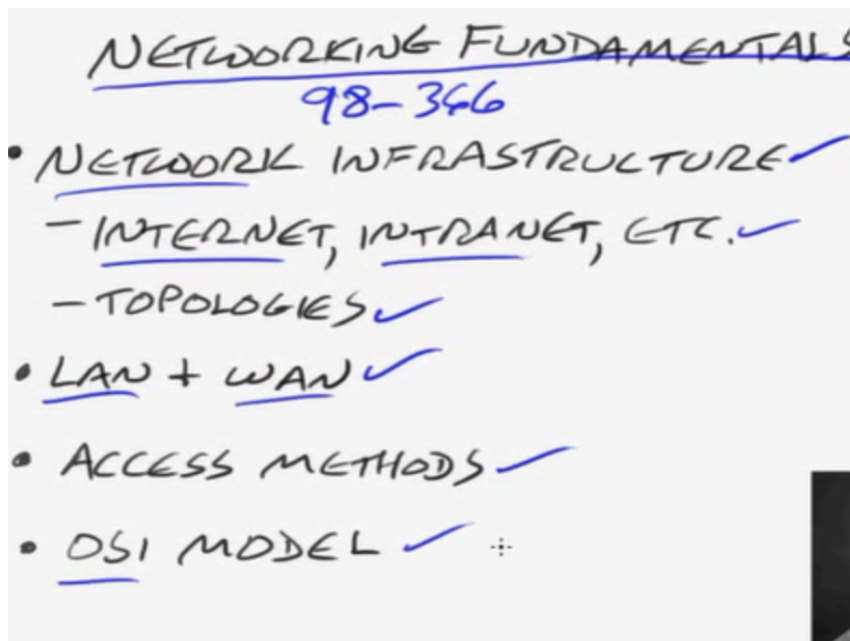
Trainer: James Conrad

Videos in course:

Total Course Duration:
10:05:28

	Series Intro 00:02:47 2 minute preview This introductory training Nugget will cover the 98-366 certification and all the topics we will cover, to prepare you for work and the certification exam.
	Network Infrastructure Concepts, Part 1 00:55:04 2 minute preview This Nugget training video will teach you to understand the concepts of Internet, intranet, extranet, and security zones.
	Network Infrastructure Concepts, Part 2 00:20:25 2 minute preview This training Nugget covers concepts of firewalls, including CheckPoint firewall, VPN, SSTP, PPTP, L2TP, IKEv2, DMZ, demilitarized zone, and perimeter network.
	Local Area Networks 00:42:22 2 minute preview Let the LAN training begin! Understand local area networks (LANs). Perimeter networks; addressing; reserved address ranges for local use (including local loopback ip); VLANs; wired LAN and wireless LAN; peer-to-peer network; client-server network; switch, hub; repeater; router; gigabit ethernet; 10Gbe; 10 gigabit ethernet. Examples of devices.
	Wide Area Networks 00:29:38 2 minute preview Understand wide area networks (WANs), including leased lines, dial-up, ISDN, VPN, T1, T3, E1, E3, DSL, cable, etc., and their characteristics (speed, availability). Map T1 a LAN or WAN, modem, ISDN, integrated services data network, BRI, basic rate interface, PRI, primary rate interface, OC-1, OC-3, OC-12, OC-48, OC-192, digital subscriber line, cable modem, asynchronous transfer mode, ATM, VDSL, ADSL.
	Wireless Networking 00:40:45 2 minute preview Understand wireless networking. Types of wireless networking standards and their characteristics (802.11A,B,G,N including different Ghz ranges), types of network security (WPA/WEP/802.1X etc.), point-to-point (P2P) wireless, wireless bridging, WPA2, wi-fi protected access, wired equivalency protocol, SSID, security set identifier, MAC address, administrator password, SMAC, wepcrack
	Topology and Access Methods 00:34:24 2 minute preview Understand network topologies and access methods. Bus, token ring, ring, mesh, partial mesh, star, hub and spoke, ethernet, ethernet frames, CAT5, CAT5e, CAT6, CAT7, category cable, twisted pair cable, media access method
	OSI and TCP Models 00:42:18 2 minute preview Understand the OSI model; TCP model; examples of devices, protocols, applications and which OSI/TCP layer they belong to; TCP and UDP; well-known ports for most used purposes (not necessarily Internet); packets and frames, Department of Defense Model (DOD model), FTP, HTTP, HTTPS, TLS, SSL, SNMP, IMAP4, POP3, NetBIOS, DNS, physical, datalink, network, transport, session, presentation, application
	Switches 00:43:13 2 minute preview Understand switches, including transmission speed; number and type of ports; number of uplinks; speed of uplinks; managed or unmanaged switches; VLAN capabilities; Layer 2 and Layer 3 switches; security options; hardware redundancy; support; backplane speed; switching types, mac table; understanding capabilities of hubs vs. switches; sub-VLAN; console port; store-and-forward switches; crossover cable; cut-through (real-time) mode; FragmentFree (Modified Cut-Through); secure MAC address; dynamic mac; static mac; sticky mac; VLAN opping; trunk connections; switchport mode access; private VLAN; DHCP snooping; rogue DHCP; spanning tree attack; CDP; physical security; SSH
	Routers 00:47:00 2 minute preview Understanding routers. Transmission speed considerations, directly connected routes, static routing, dynamic routing (routing protocols), default routes; routing table and how it selects best route(s); routing table memory, NAT, software routing in Windows Server, RIP, routing internet protocol, open shortest path first, OSPF, IGRP, EIGRP, link state protocols, distance-vector protocol, the ROUTE command
	Media 00:24:58 2 minute preview Understand media types. Cable types and their characteristics, including media segment length and speed; fiber optic; twisted pair shielded or nonshielded; cabx cabling, wireless; ; susceptibility to external interference (machinery, power cables, etc); susceptibility to electricity (lightning), susceptibility to interception, plenum-rated, STP, UTP, LC, Lucent connector, ST, straight tip connector, SC, square connector, BNC, british naval connector
	IPv4 00:47:56 2 minute preview Understanding IPv4. Subnetting, converting decimal and binary numbers, subnet mask, gateway, packets, reserved address ranges for local use, (including local loopback IP). Custom subnetting, ANDING process.
	IPv6 00:37:47 2 minute preview Understanding IPv6. Subnetting; IPconfig; why use IPv6; addressing; IPv4 to IPv6 tunneling protocols to ensure backwards compatibility; dual IP stack; subnetmask; gateway; ports; packets; reserved address ranges for local use (including local loopback ip) 4to6, 6to4, teredo, ISATAP, intra-site automatic tunneling protocol.

▶	Name Resolution Part 1 00:21:48 2 minute preview
	Understanding names resolution. DNS, WINS, steps in the name resolution process, netbios names, hosts file, lmhosts file, broadcasts
▶	Name Resolution Part 2 00:42:34 2 minute preview
	Understanding names resolution, part 2. DNS, WINS, steps in the name resolution process, netbios names, broadcasts, global names zone, GNZ, installing and configuring WINS, installing and configuring DNS
▶	Network Services 00:49:14 2 minute preview
	Understanding networking services. DHCP, command line TCP/IP tools, understand TCP/IP. Ping; tracer; pathping; Telnet; IPconfig; netstat; net use.
▶	Remote Access 00:29:54 2 minute preview
	Understanding remote access. Virtual private networks, VPN, layer two tunneling protocol, L2TP, point-to-point tunneling protocol, PPTP, Internet Key Exchange v2, IKEv2, Direct Access, secure socket tunneling protocol, SSTP, routing and remote access server, RRAS, Remote access dial-in user service, RADIUS



NETWORK INFRASTRUCTURE CONCEPTS

PART 1

- INTERNET ✓
- INTRANET ✓
- EXTRANET ✓
- SECURITY ZONE ✓ ✦

- ### INTERNET
- ARPA ^{NET} PROJECT ✓
 - REDUNDANT NETWORK ✓
 - LARGELY GOV'T, MILITARY ✓
 - CURRENTLY ✓
 - WWW
 - MAIL
 - FTP
 - CHAT
 - VOIP
 - GLOBAL
 - TCP/IP PROTOCOLS

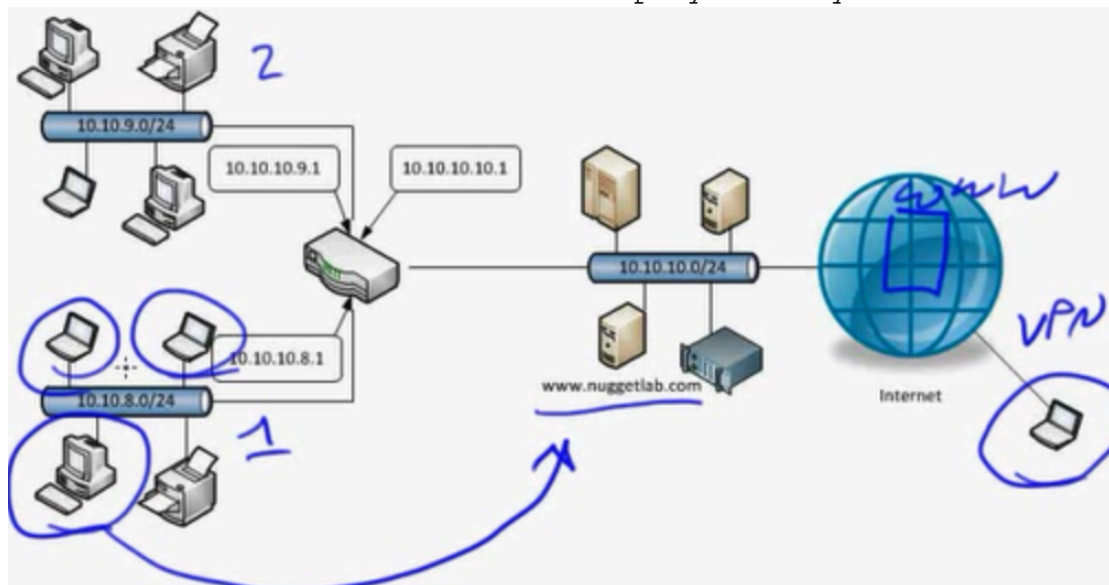
->http(hyper text transfer protocol)(www)
->pop3/smtp/imap(mail)(exchange/outlook/windows live mail)
->cuteFTP(ftp)
->sccp/sip(voip)(cisco/avaya)(all phone line services are moving to packet-switched networks)

INTRANET

INTERNET-LIKE SERVICES

- TCP/IP PROTOCOLS
- WWW, FTP, MAIL, ETC.
- NOT PUBLICLY AVAILABLE
- ACCESSIBLE TO AUTHORIZED COMPANY USERS

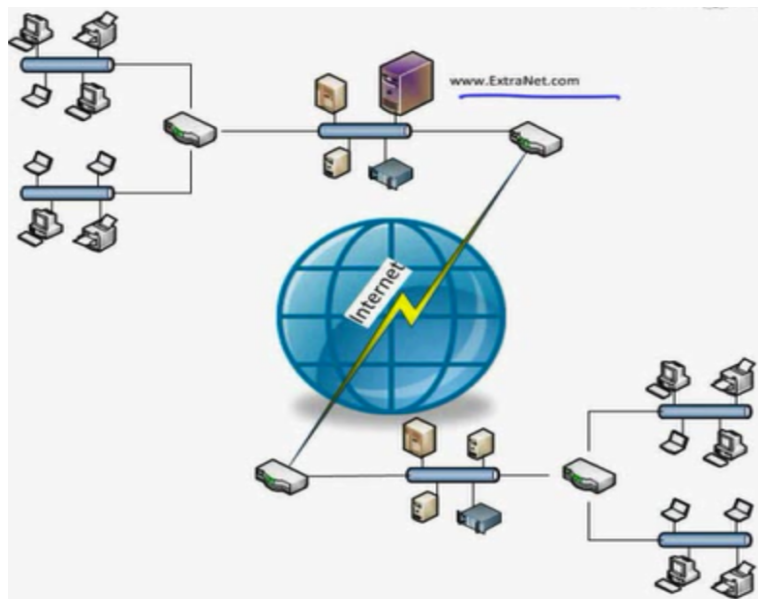
->intranet=internet for internal employees only



EXTRANET

- AN INTRANET ACCESSIBLE TO AUTHORIZED OUTSIDERS ✓
- SOMETIMES VARYING LEVELS OF ACCESS
- BUSINESS PARTNERS, EDUCATION, SUPPLIERS, VENDORS, CUSTOMERS..

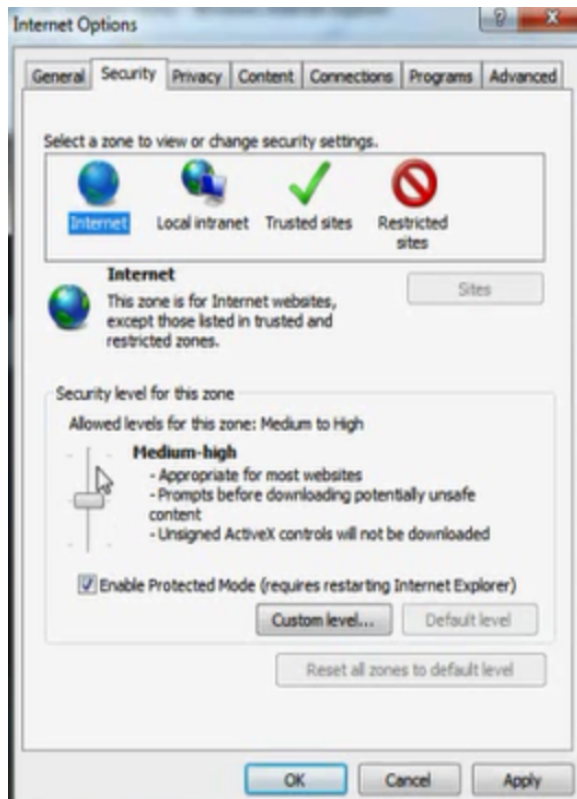
->microsoft sharepoint server



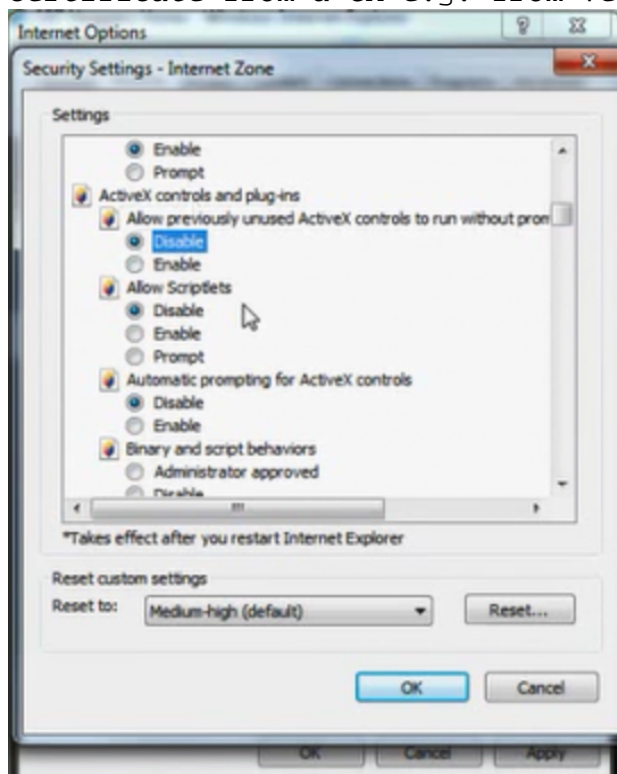
SECURITY ZONES

- CONFIGURE IN BROWSER ✓
- ZONES FOR DIFFERENT LEVELS OF TRUST ✓
- ZONES HAVE PRE-PACKAGED SETTINGS
 - .NET ✓
 - ACTIVEX ✓
 - DOWNLOADS ✓
 - SCRIPTS ✓
 - CAN MODIFY LOCALLY OR CENTRALLY

GPO

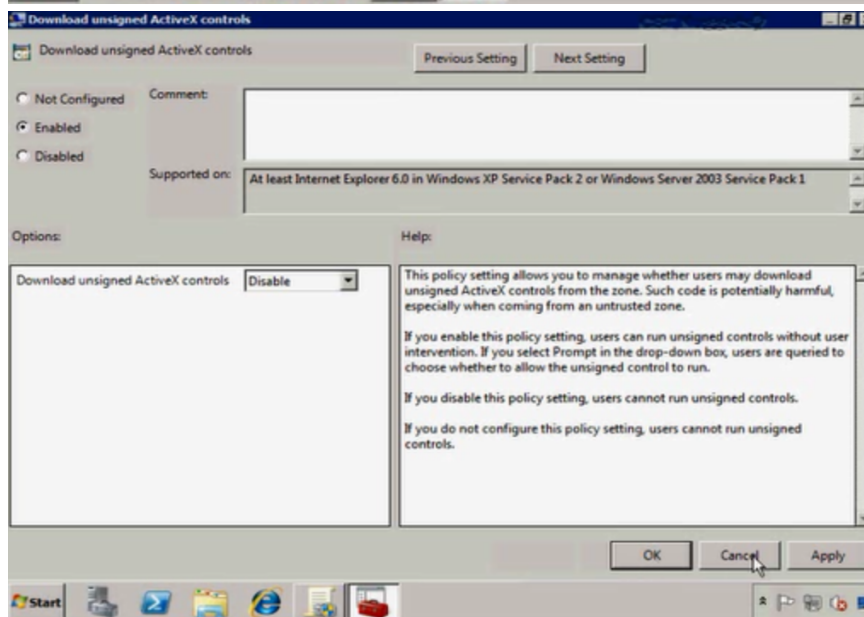
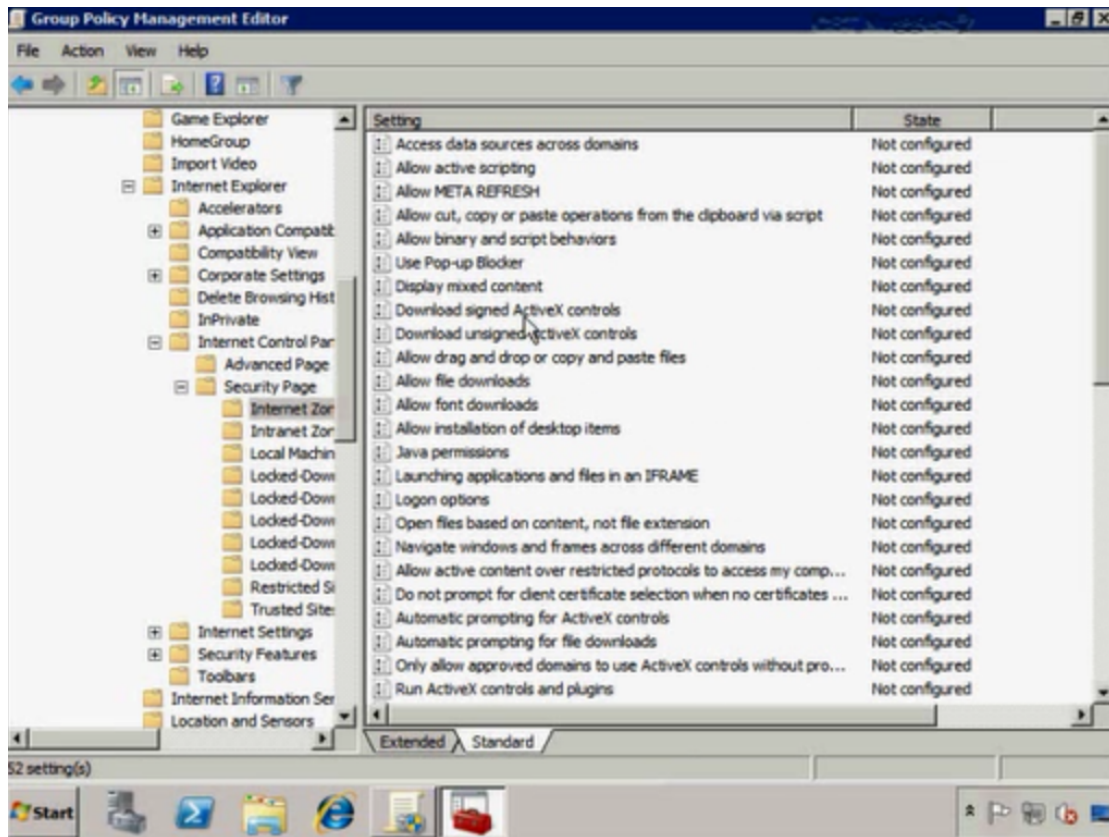


->signed and unsigned activex control (signed requires a certificate from a CA e.g. from veri-sign)









NETWORK INFRASTRUCTURE CONCEPTS

PART 2

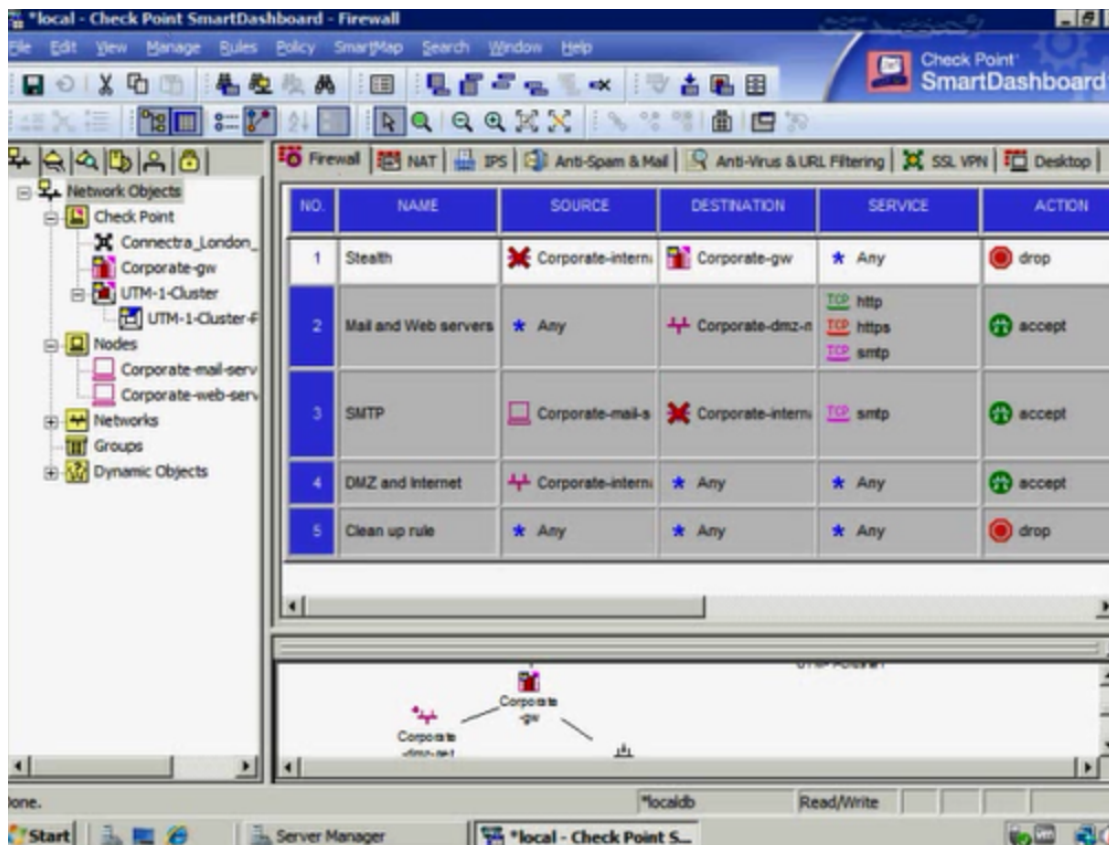
- FIREWALL ✓
- VPN ✓

FIREWALL

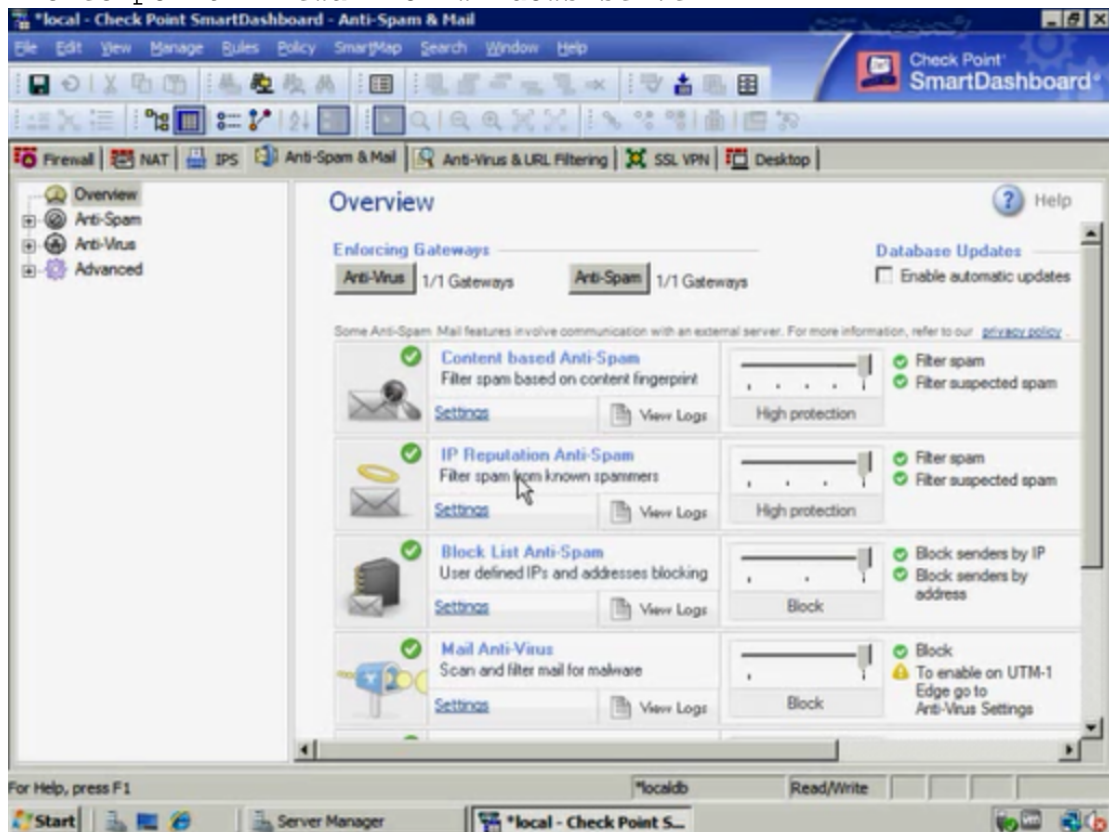
- SECURITY MEASURE ✓
 - BLOCK UNWANTED, INBOUND
 - MOSTLY BASED ON BLOCKING PORTS
 - ALLOW SVCS TO SPECIFIC SERVERS
 - HARDWARE OR SOFTWARE
- "OPTIONAL" FEATURES
 - SCAN PACKET CONTENTS
 - LOOK FOR SUSPICIOUS PATTERNS
 - PORT REDIRECTION
 - PROXY



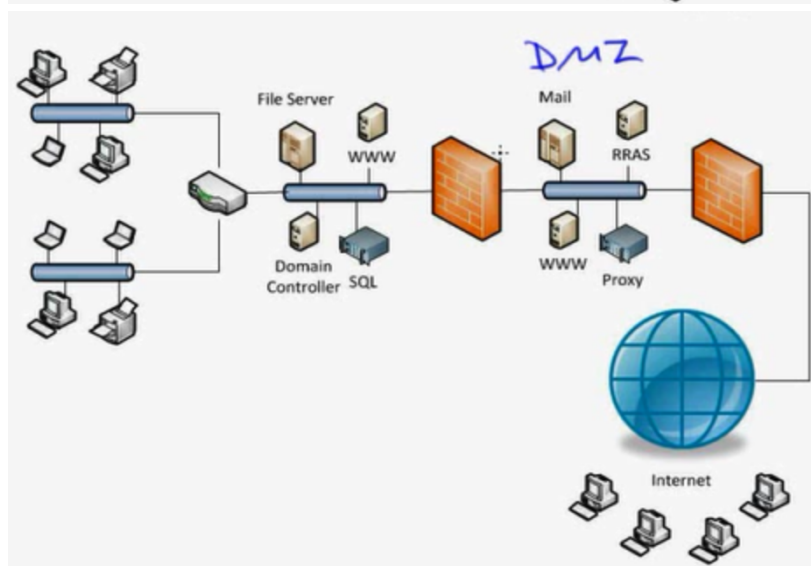
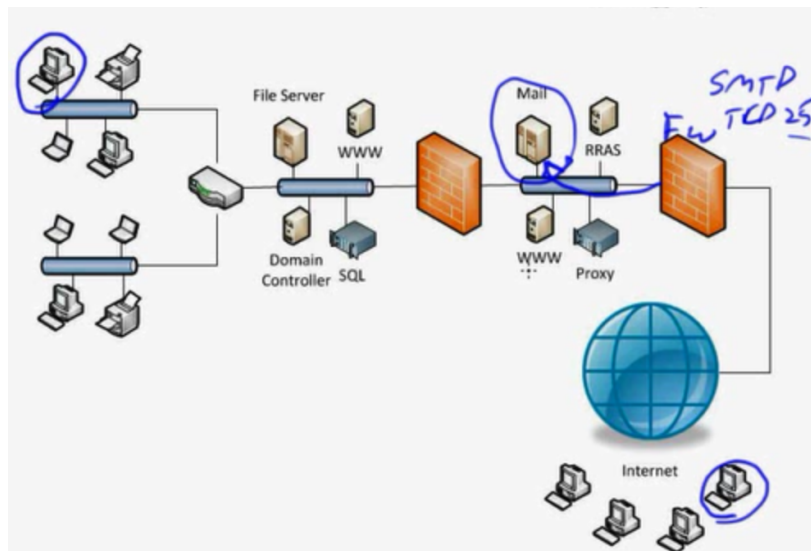
->5500 series ASA



->checkpoint firewall on windows server



->proxy retrieves the internet traffic for the client
(provides benefits of cache and security)

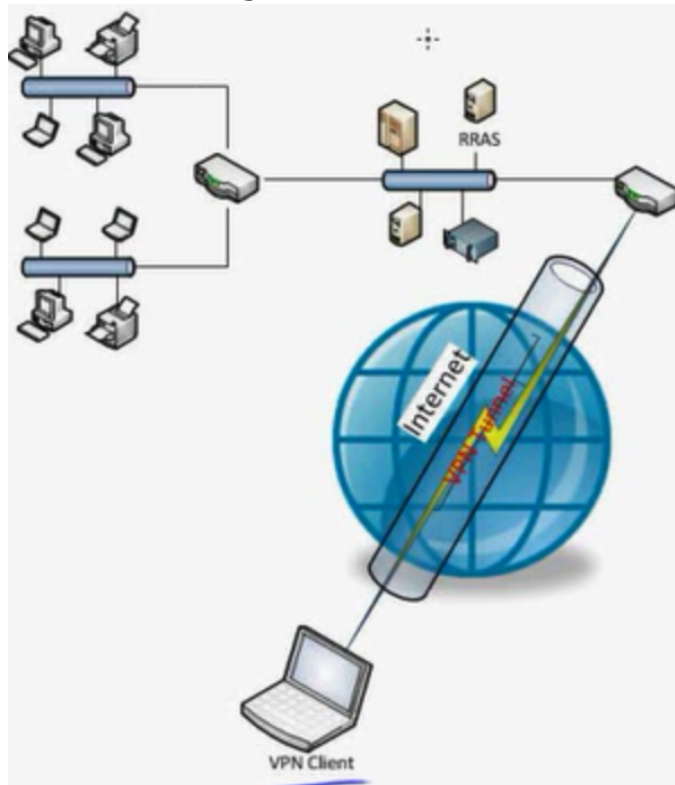


VIRTUAL PRIVATE NETWORK (VPN)

- SECURED "TUNNEL" TO PROTECT AUTHENTICATION + DATA OVER PUBLIC NETWORK
- REQUIRES
 - RRAS
 - NPS
 - DHCP OR POOL
 - CLIENT-SIDE CONFIG
 - SECURITY PROTOCOL (MS-CHAP, PEAP, ETC)
- COMMON TYPES
 - PPTP
 - L2TP
 - SSTP
 - IKEV2

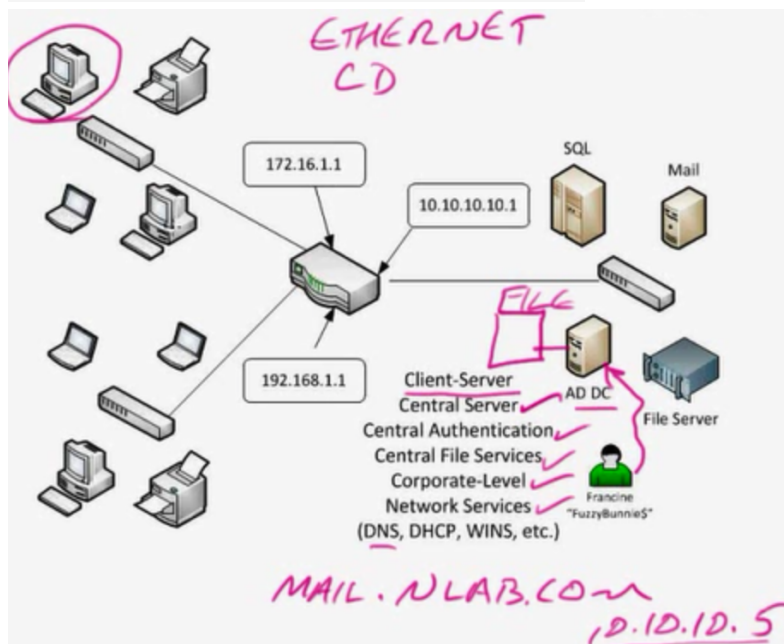
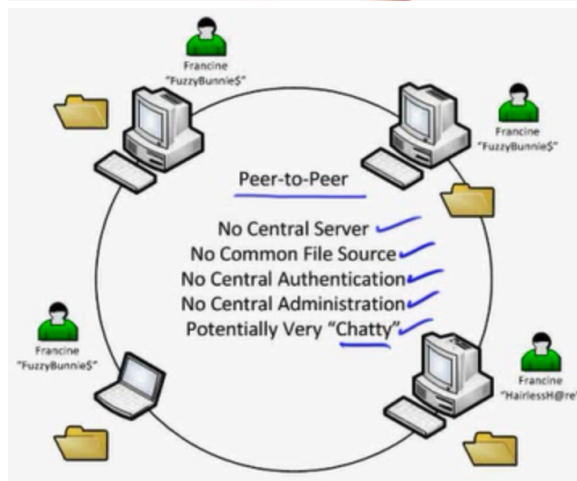
->NPS(Network Policy Server)(security precaution e.g. a remote client is compromised and is using vpn and could spread virus)

->RRAS(Routing Remote Access Server)



LOCAL AREA NETWORKS

- LAN TYPES ✓
- RESERVED ADDRESSES ✓
- LAN DEVICES ✓
- PERIMETER NETWORK ✓
- WIRED/WIRELESS LAN ✓



- >ADS(Active directory domain controller central server)
(username passwords saved on central ADS)
- >Central file server(share server)
- >Central DNS servers(resolving name into IP address)

- >Central DHCP servers(allocating or assigning IP addresses)
- >Central Exchange/Mail server
- >Central SQL/Database server
- >Router segments the networks into different broadcast domains (subnets)
- >In an ethernet network every port on the switch is a collision domain

IP Address Classes

Address Class	Network ID	Default SN Mask	# Networks	# Hosts
Class A	1-126.0.0.0 (0)	255.0.0.0	126	16,777,214
Class B	128-191.0.0.0 (10)	255.255.0.0	16,384	65,534
Class C	192-223.0.0.0 (110)	255.255.255.0	2,097,152	254

Class A Loopback Address: 127.0.0.1

Private IP Addresses

Class A 10.0.0.1 - 10.255.255.254
Class B 172.16.0.1 - 172.31.255.254
Class C 192.168.0.1 - 192.168.255.254

Automatic Private IP Address (APIPA)
Class C 169.254.0.0/24

- LAN DEVICES
- HUB ✓
 - REPEATER
 - SWITCH
 - ROUTER
 - PROXIES
- (MORE IN FUTURE)

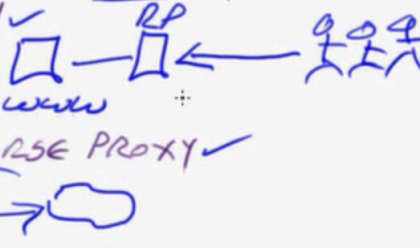
- >Repeaters are not used much anymore as fibre optics cables are used which can run to miles and miles
- >Proxy server can act as firewall and caching server



- >Redundant power supplies on high end data centre switches like 4500 and 6500 series

PERIMETER NETWORK

- AKA DMZ, SCREENED SUBNET ✓
- LOGICALLY LOCATED BETWEEN ✓
INTERNET + PRIVATE LAN
- PROVIDE SERVICES PUBLIC NEEDS ✓
 - MAIL RELAY ✓
 - DNS ✓
 - WEB ✓
 - PROXY, REVERSE PROXY ✓

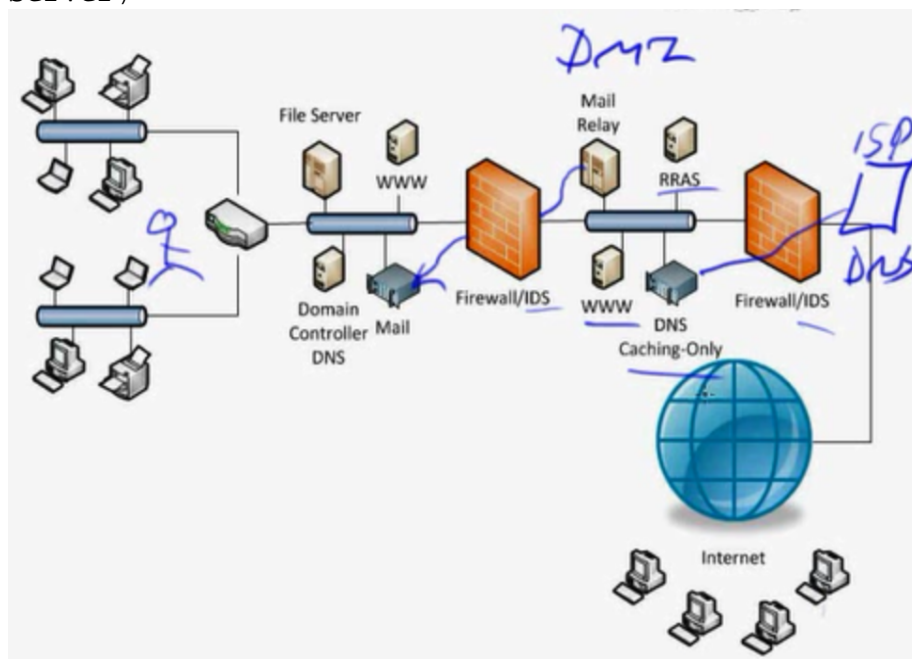


->DMZ(De-Militarized Zone)

->Mail relay (that is a middle server between the internet and the exchange server)

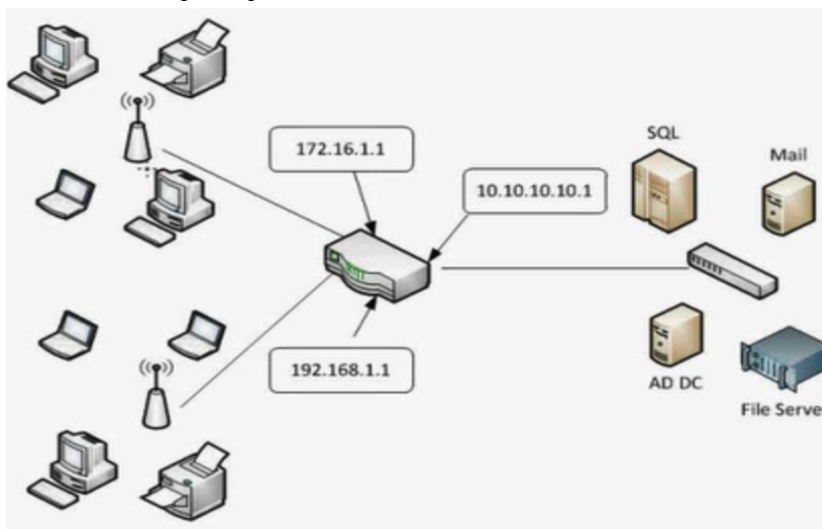
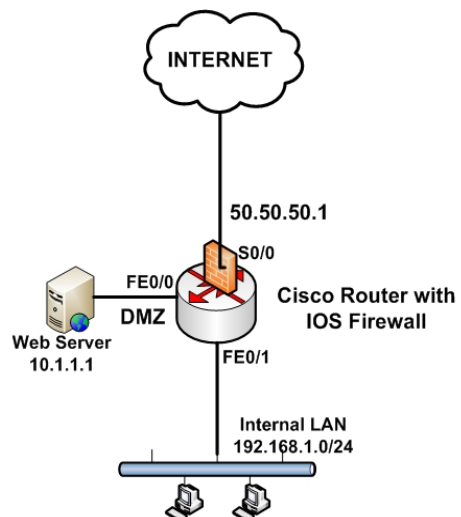
->DNS, Web(IIS/Internet Information Services from microsoft) and Proxy are also in DMZ

->Proxy(microsoft ISA=Internet Security and Acceleration Server)



->DMZ Server=Mail Relay, RRAS, WWW and DNS Cache only

->Internal Servers=WWW, File Server, DC(DNS) and Exchange



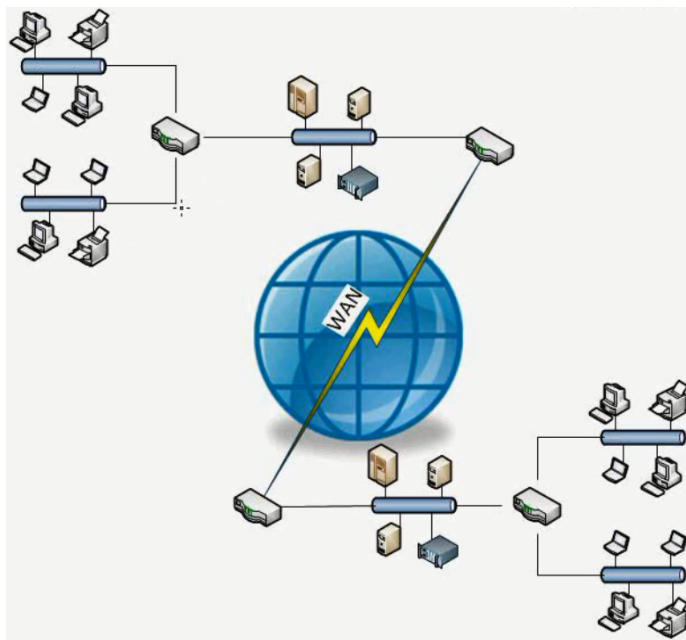
->WAP(Wireless Access Point) connects wired to PoE switches

WIDE AREA NETWORKS

- WHAT IS A WAN? ✓
- CONNECTION TYPES ✓

WHAT IS A WAN?

- SEPARATE LANS CONNECTED OVER WIDE GEOGRAPHICAL AREA
 - CAMPUSES, BRANCH, BUSINESS PARTNER
- CONNECTED BY CARRIERS
- CLOSER CONNECTIONS (E.G., CAMPUS)
 - FDDI RING
- FARTHER CONNECTIONS
 - T1, E1, T3, E3, ATM...



WAN CONNECTIONS

- CIRCUIT SWITCHED (MODEM, ISDN)
 - END-TO-END ✓
 - CONNECTION ESTABLISHED FOR EACH SESSION
 - PAY FOR WHAT YOU USE
 - MODEMS, ISDN
- LEASED LINES
 - DEDICATED CIRCUIT
 - VERY EXPENSIVE
 - SECURE
 - OFTEN GOV'T/MILITARY
 - UP TO 45 MBPS

WAN CONNECTIONS

- PACKET SWITCHING ✓ IPSEC
 - SHARE BANDWIDTH TO SAVE \$ ✓
 - NOT FOR CONSTANT DATA XFER ✓
 - FRAME RELAY ATM
 - 56K → 45 MBPS (T3)

->FR, ATM, MPLS, Cable, DSL etc.

->Leased line connection speeds these days are more than listed here updates are in Netwrok+ exam

Connection Type	Speed	Availability	Notes
Leased Line	Up to 45 Mbps	Constant	<ul style="list-style-type: none"> Constantly available Pre-established point-to-point connection Very secure – not a shared connection Most expensive solution
Dial-up Modem	Up to 53K	Connection must be established for each session	<ul style="list-style-type: none"> Circuit switched Very inexpensive Slowest connection type Modem modulates/demodulates between analog and digital No longer practical in most situations
ISDN Basic Rate Interface (BRI)	128 Kbps – 2 Mbps	Connection must be established for each session, however it occurs much faster than dial-up modem	<ul style="list-style-type: none"> Connection over POTS copper pair Digital throughout Two Bearer channel (B channel) for data One Delta channel (D channel) for call setup & link management Supports simultaneous voice/data
ISDN Primary Rate Interface (PRI)	Up to 1.54 Mbps	Connection must be established for each session, however it occurs much faster than dial-up modem	<ul style="list-style-type: none"> Same as BRI plus, 23 64Kbps B channels
Virtual Private Network (VPN)	Dependent on speed of Internet connection	Connection must be established for each session	<ul style="list-style-type: none"> Little, if any, additional expense Uses existing networking from Internet to accept VPN client connections
T1	1.544 Mbps	Constant	<ul style="list-style-type: none"> A type of leased line United States, South Korea, Japan (called a T1 in Japan) 24 64 Kbps digitized voice channels Useful for voice/data Can use fractional T line for a reduced cost
T3	44.736 Mbps	Constant	<ul style="list-style-type: none"> Same as T1 672 64Kbps digitized voice channels Usually delivered over fiber (not copper)
E1	2.048 Mbps	Constant	<ul style="list-style-type: none"> A type of leased line European version of T1 30 64 Kbps digitized voice channels
E3	34.368 Mbps	Constant	<ul style="list-style-type: none"> Same as E1 European version of T3 512 64Kbps digitized voice channels Japan uses the J3 at 32.064 Mbps
OC-1	51.84 Mbps	Constant	<ul style="list-style-type: none"> Uses Synchronous Optical Network (SONET) in US Uses Synchronous Digital Hierarchy (SDH) internationally
OC-3	155.52 Mbps		
OC-12	622.08 Mbps		
OC-48	2.488 Gbps		
OC-192	9.953 Gbps	Connection must be established for each session, however it occurs much faster than dial-up modem	<ul style="list-style-type: none"> Last mile connection method to connect to telco central office (CO) Various implementations collectively referred to as “xDSL” High speed corporate use is VDSL Consumer level is ADSL
Digital Subscriber Line (DSL)	25 Kbps - 100 Mbps (varies greatly depending on implementation)		
Cable Modem	Up to 20 Mbps +	Constant	<ul style="list-style-type: none"> Asynchronous in most SOHO Synchronous often available to business Very cost effective Preferred for many SOHO VERY shared connection Possible backup link
Asynchronous Transfer	1.5 – 155 Mbps	Uses virtual connection	<ul style="list-style-type: none"> 53-byte cells

Fiber optics 30–75Mbps constant alternate to ADSL2
+
(FTTC)

WIRELESS NETWORKING

- WIRELESS ADVANTAGES ✓
- WIRELESS DISADVANTAGES ✓
- SECURING WIRELESS ✓
- WIRELESS CHANNELS ✓
- WIRELESS TOPOLOGY ✓ ☼

WIRELESS ADVANTAGES

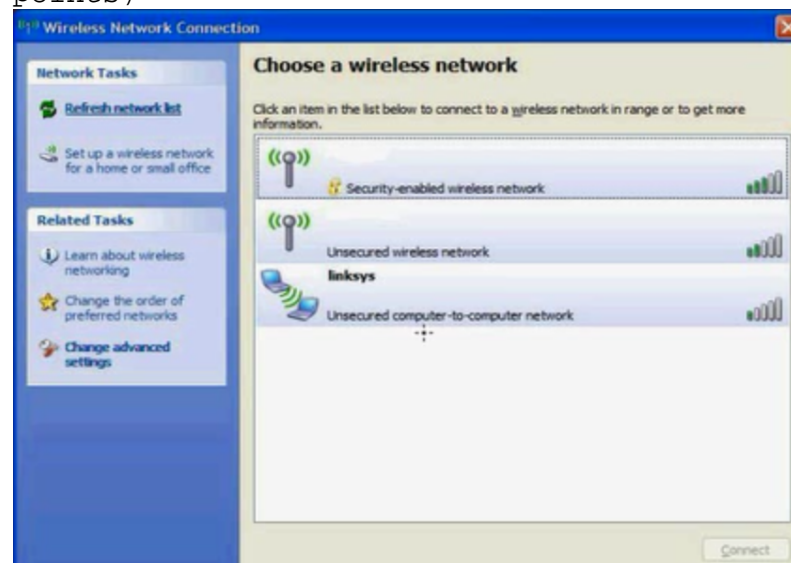
- IT'S UH, WIRELESS ✓
 - REMODELING TO RUN WIRES
 - TEMPORARY NETWORK
 - BLDG CODES (E.G., HISTORICAL)
 - MOBILITY IN OFFICE, TRAVEL
 - TRIP HAZARD

WIRELESS DISADVANTAGES

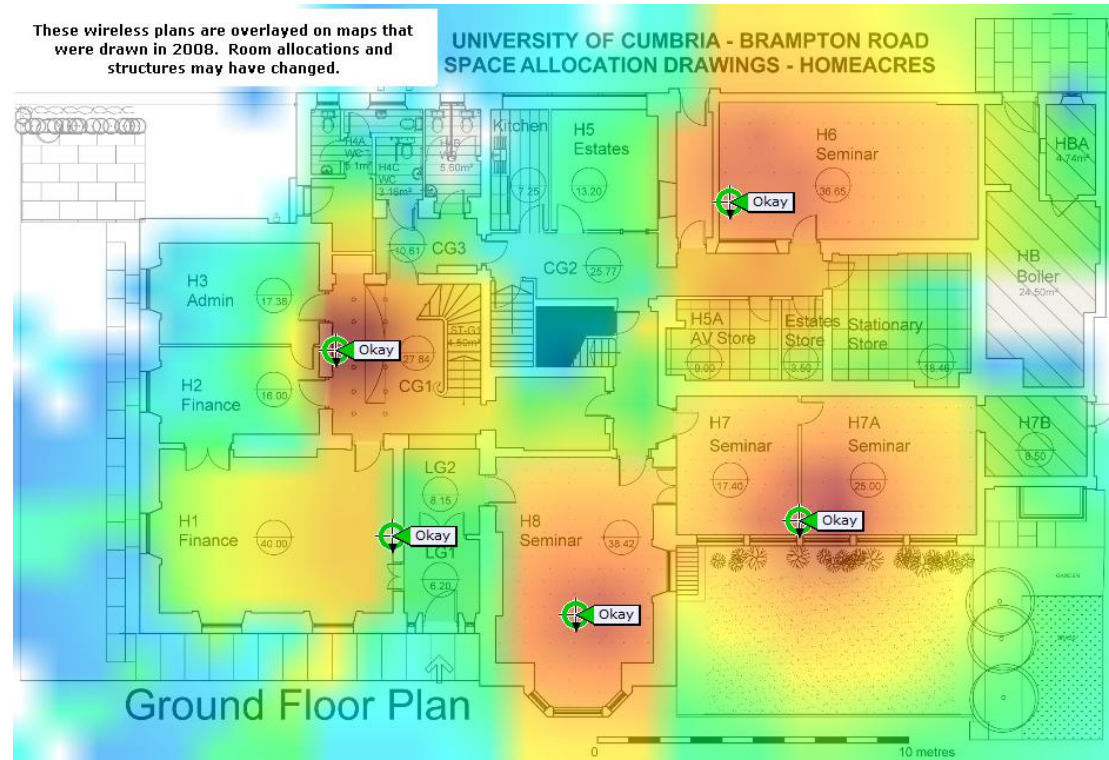
- HUB-LIKE ✓
- SPOTTY SERVICE
- FREELoadERS
- RFI - MEDICAL, VIDEO, MIL., ELEVATOR, CORDLESS PHONE
- SECURITY
 - EASY HACKER TARGET
 - UNSECURED AP'S
 - CAN BE SECURED

-> cordless phone uses 2.5Ghz frequency range too.

-> wwar driving (driving around looking for unsecure access points)



-> unsecured adhoc computer to computer network means you can access someone's shared files and folders



->unvicersity campus wireless/wifi map

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Check your Wi-Fi signal strength! We highly recommend using the free

SECURING WIRELESS

- CHANGE ADMIN USER/PASS ✓
- DISABLE SSID * ✓
- MAC FILTERING * ✓ SMAC
- SECURITY PROTOCOLS ✓
 - WEP ✓
 - WPA/WPA 2 ENT. & PERS.
 - 802.1X

-> default APs username and passwords

Lantronix	ETS32PR		Multi	n/a	(none)
Lantronix	ETS422PR		Multi	n/a	(none)
Idis network	border guard		Multi	n/a	(none)
Linksys	WAP11		Multi	n/a	(none)
Linksys	DSL		Telnet	n/a	admin
Linksys	EtherFast Cable/DSL Router		Multi	Administrator	admin
Linksys	Linksys Router DSL/Cable		HTTP	(none)	admin
Linksys	BEFW11S4	1	HTTP	admin	(none)
Linksys	BEFSR41	2	HTTP	(none)	admin
Linksys	WRT54G		HTTP	admin	admin
Linksys	WAG54G		HTTP	admin	admin
Linksys	ap 1120		Multi	n/a	(none)
Linksys	Linksys DSL			n/a	admin
Livingston	IRX Router		Telnet	root	(none)
Livingston	Livingston Portmaster 3		Telnet	root	(none)
Livingston	Officerouter		Telnet	root	(none)
Livingstone	Portmaster 2R		Telnet	root	(none)
Lockdown Networks	All Lockdown Products	up to 2.7	Console	setup	changeme(excl
Longshine	issdrg		HTTP	admin	0
Lucent	B-STDx9000		Multi	(any 3 characters)	cascade
Lucent	B-STDx9000		debug mode	n/a	cascade
Lucent	B-STDx9000	all	SNMP	n/a	cascade
Lucent	CBX 500		Multi	(any 3 characters)	cascade
Lucent	CBX 500		debug mode	n/a	cascade
Lucent	GX 550		SNMP readwrite	n/a	cascade

LINKSYS
A Division of Cisco Systems, Inc.

Firmware Version: v1

Wireless-N Gigabit Router with Storage Link WRT350

Wireless

Setup | **Wireless** | Security | Storage | Access Restrictions | Applications & Gaming | Administration | Status

Basic Wireless Settings | Wireless Security | Wireless MAC Filter | Advanced Wireless Settings

Basic Wireless Settings

Wireless Configuration: ☒ Manual ☐ Wi-Fi Protected Setup

Network Mode:

Network Name (SSID):

Radio Band:

Wide Channel:

Standard Channel:

SSID Broadcast: ☒ Enabled ☐ Disabled

[Help...](#)

[Save Settings](#) [Cancel Changes](#)

->SSID(Security Set Identifier)
(commonly used SSID names)
->not to use these for security

www.wigle.net/gps/gps/main/ssidstats

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SSID Stats (top 1000)			IEEE OUI Stats (top 1000)		
SSID	Total	Percent	Manufacturer	Total	Percent
<no ssid>	2055680	7.293%	THE LINKSYS GROUP, INC.	1105555	3.922%
linksys	1971583	6.995%	D-LINK CORPORATION	1104775	3.919%
NETGEAR	620599	2.201%	CISCO-LINKSYS	1042772	3.699%
default	578677	2.053%	CISCO-LINKSYS, LLC	1018748	3.614%
Belkin54g	263084	0.933%	CISCO-LINKSYS LLC	895896	3.178%
Wireless	217932	0.773%	CISCO SYSTEMS	687893	2.440%
no_ssid	213936	0.759%	BELKIN CORPORATION	606263	2.151%
hpsetup	203551	0.722%	2WIRE, INC	596210	2.115%
DLINK	162953	0.578%	NETGEAR INC.	586539	2.081%
WLAN	114508	0.406%	NETGEAR, INC.	472400	1.676%
home	98238	0.348%	ACTIONTEC ELECTRONICS, INC	425337	1.509%
ACTIONTEC	88517	0.314%	GEMTEK TECHNOLOGY CO., LTD.	394432	1.399%
<hidden ssid>	74214	0.263%	NETGEAR INC	326117	1.157%
Free Public WiFi	73341	0.260%	SYMBOL TECHNOLOGIES, INC.	317884	1.127%
BTOpenzone	61698	0.218%	2WIRE, INC.	256121	0.908%
smc	55272	0.196%	INTEL CORPORATE	238484	0.846%
MSHOME	43899	0.155%	ABOCOM	231319	0.820%
BTFON	41386	0.146%	APPLE COMPUTER	213239	0.756%
freephonie	39944	0.141%	ASKEY COMPUTER CORP.	204998	0.727%
Motorola	38115	0.135%	ABOCOM SYSTEMS, INC.	192513	0.683%

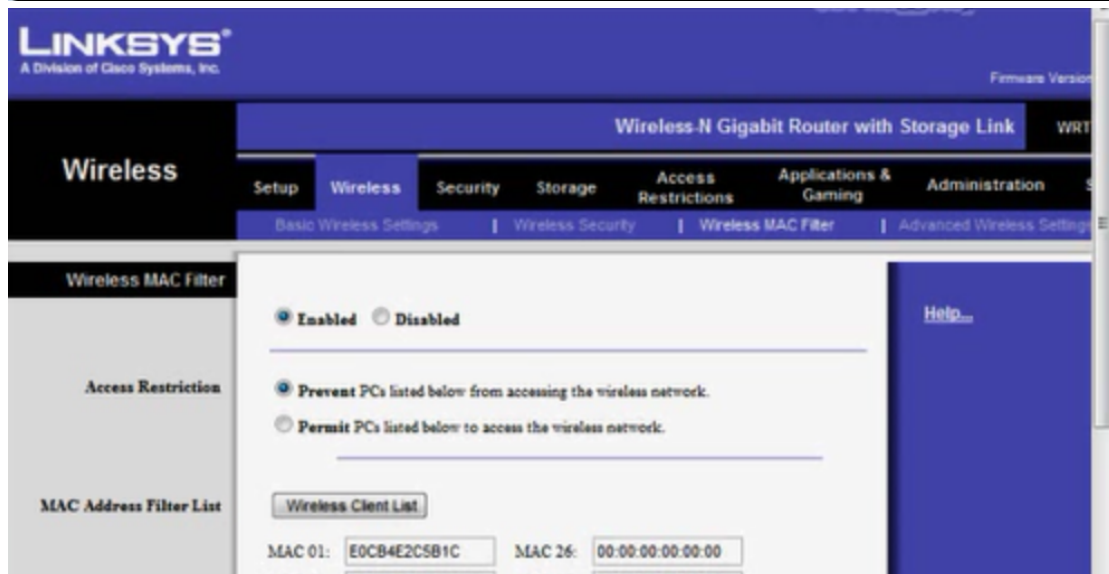

```

Select Command Prompt

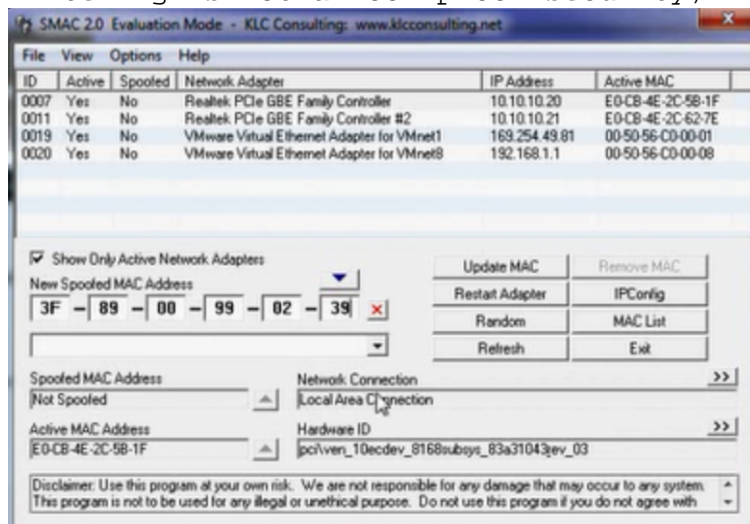
Ethernet adapter Local Area Connection 2:

Connection-specific DNS Suffix . : accusource.local, nuggetlab.com
Description . . . . . : Realtek PCIe GBE Family Controller #2
Physical Address. . . . . : E0-CB-4E-2C-62-7E
DHCP Enabled. . . . . : Yes
Autoconfiguration Enabled . . . . : Yes
Link-local IPv6 Address . . . . . : fe80::3c39:2b8d:a3ff:8772x13<Preferred>
IPv4 Address. . . . . : 10.10.10.21<Preferred>
Subnet Mask . . . . . : 255.255.255.0
Lease Obtained. . . . . : Thursday, November 04, 2010 3:08:55 PM
Lease Expires . . . . . : Friday, November 12, 2010 3:08:55 PM
Default Gateway . . . . . : 10.10.10.1
DHCP Server . . . . . : 10.10.10.5
DHCPv6 Iaid . . . . . : 232835910
DHCPv6 Client DUID. . . . . : 00-01-00-01-12-EB-96-1C-E0-CB-4E-2C-5B-1F

```



->SMAC (can spoof or fake a MAC address so using MAC filtering is not a fool proof security)



Wireless Security				
Protocol	Wired Equivalent Privacy (WEP)	802.1x	Wi-Fi Protected Access (WPA)	WPA2 AKA 802.11i
Security Method	<ul style="list-style-type: none"> 64-bit or 128 bit pre-shared key. First 24-bits is an initialization vector, hence remaining 40 bit or 104 bits are actual key length PSK directly encrypts wireless traffic 	<ul style="list-style-type: none"> Extensible authentication protocol (EAP) Port based authentication (useful for Ethernet or wireless) Dynamic keys 	<ul style="list-style-type: none"> Pre-shared Key Wireless traffic is encrypted by changing keys Uses Temporal Key Integrity Protocol (TKIP) 	<ul style="list-style-type: none"> Personal uses a pre-shared Key Enterprise uses a server (RADIUS) Wireless traffic is encrypted by changing keys Uses TKIP or Advanced Encryption Standard (AES)
Notes	<ul style="list-style-type: none"> Considered insecure. Various hacker tools can quickly crack wireless traffic to obtain the PSK. Static, unchanging key Not scalable 	<ul style="list-style-type: none"> Considered secure Extensible allows a variety of authentication methods (MS-CHAP v2, certificates, etc.) Can use RADIUS 	<ul style="list-style-type: none"> Strong user authentication available 	<ul style="list-style-type: none"> Most secure solution Excellent authentication mechanisms Dynamic key management

->EAP(Extensible authentication protocol) uses different sort of authentication methods (e.g. MSCHAP, certificates etc.)

->RADIUS(Remote Access Dial-in User Server) (RADIUS server forwards the request to Active Directory to authenticate the users and computers)

->WPA(Wifi protected access uses TKIP)

->WPA2(aka 802.11i) uses both TKIP and AES or RADIUS or preshared key

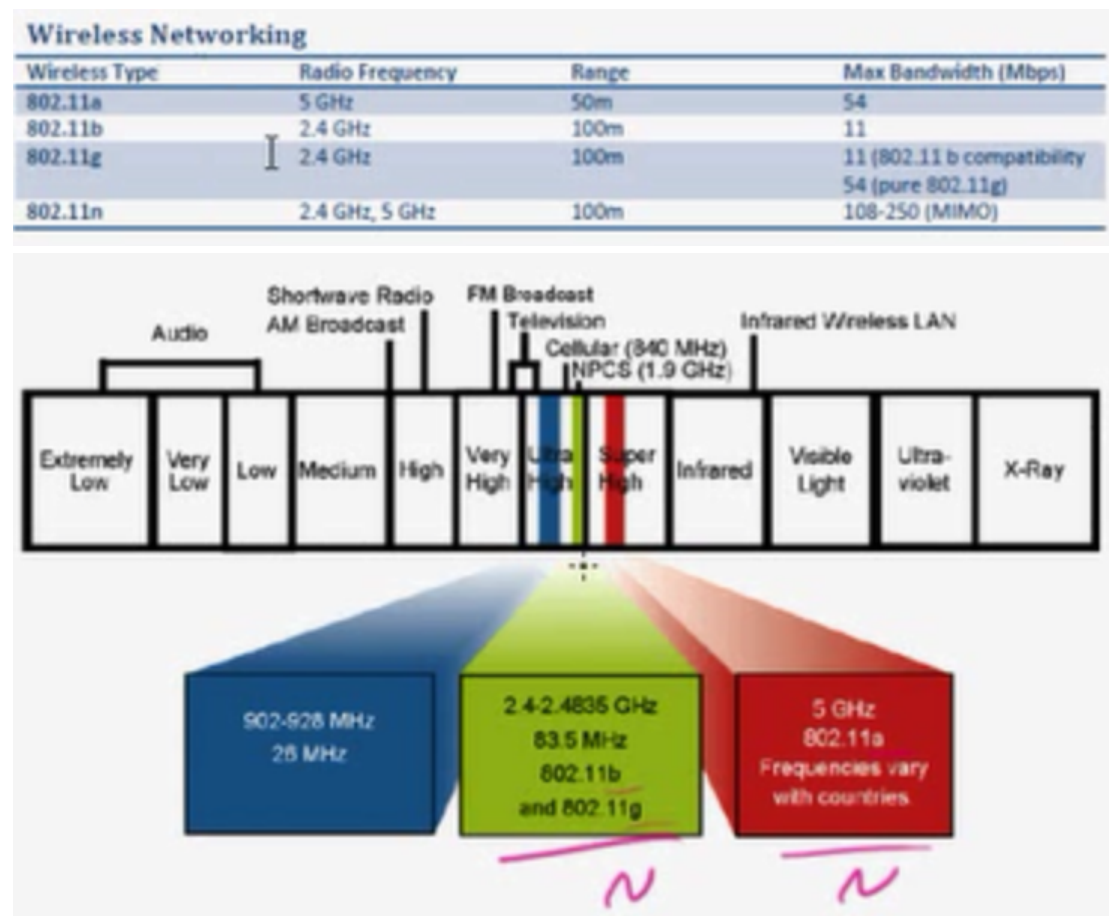
->WPA/WPA2 Personal and Enterprise

The screenshot shows the 'Wireless Security' configuration page for a router. The 'Security Mode' is set to 'WPA Enterprise'. Below this, the 'RADIUS Server' is configured with four IP address fields, all containing '0'. The 'RADIUS Port' is set to '1812'. The 'Shared Key' field is empty. The 'Key Renewal' is set to '3600 seconds'.

The screenshot shows the 'Wireless Security' configuration page for a router, specifically the 'WEP' configuration section. The 'Security Mode' is set to 'WEP'. The 'Encryption' is set to '104 / 128-bit (26 hex digits)'. The 'Passphrase' is 'i like chocolate', and there is a 'Generate' button next to it. Below the passphrase, four 'Key' fields are shown, each containing a 26-character hexadecimal string. The 'TX Key' is set to '1'. A 'Help...' link is visible on the right side of the page.

->you can use any one of these keys on the client

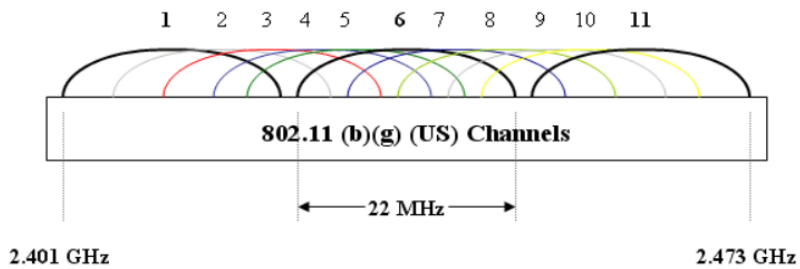
->someone can get the key and use a cracker software to decrypt the key using brute force attack



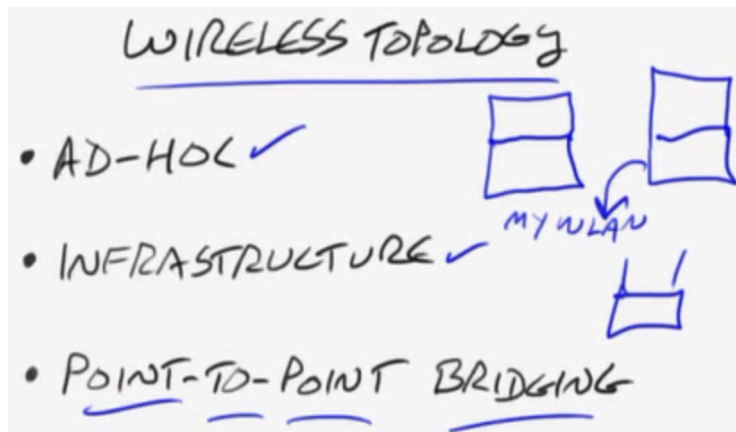
- WIRELESS CHANNELS
- 2.4 GHz (5)
 - 11 CHANNELS IN US
 - APs w/ SAME SSID MUST NOT OVERLAP
 - 5 CHANNEL SEPARATION
 - OTHER DEVICES MIGHT INTERFERE
 - 5 GHz
 - 24 NON-OVERLAPPING
- Handwritten notes include a diagram of two overlapping circles labeled 1 and 6, with 'NLAD' written below them, and a note '10-15%' near the diagram.*

->13 wireless channels in UK and Europe

802.11 b/g

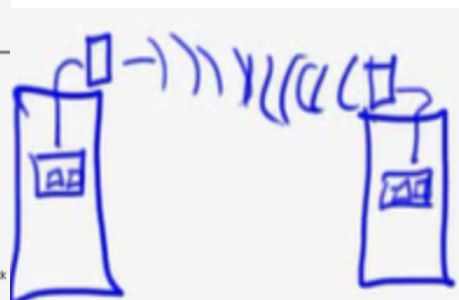
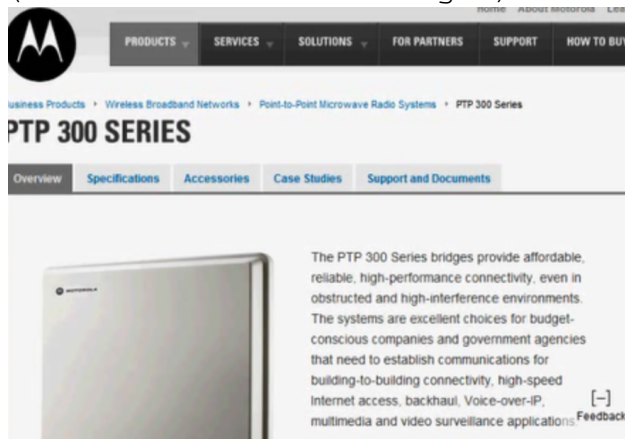


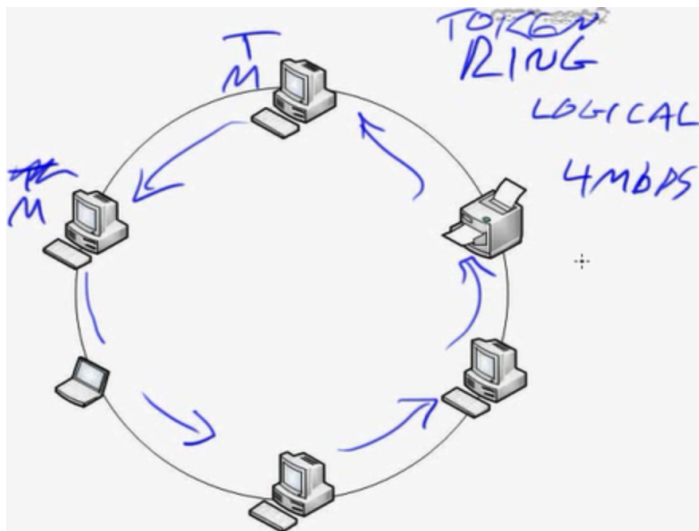
->in 5Ghz range there are already 24 non-overlapping channels



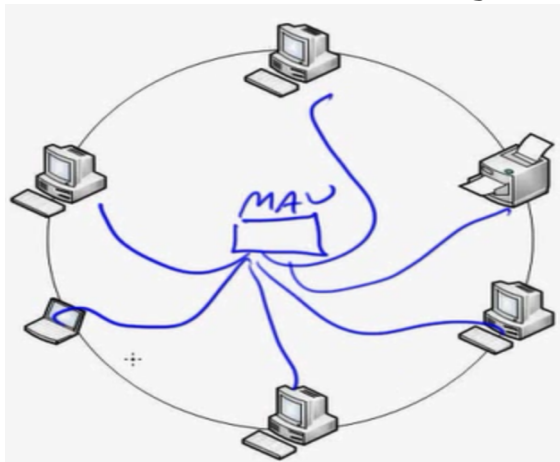
->Ad-Hoc network is computer to computer whereas infrastructure network you use APs

->Wireless Point to Point (wireless Bridging) is wireless connection between buildings (Motorolla wireless bridges)



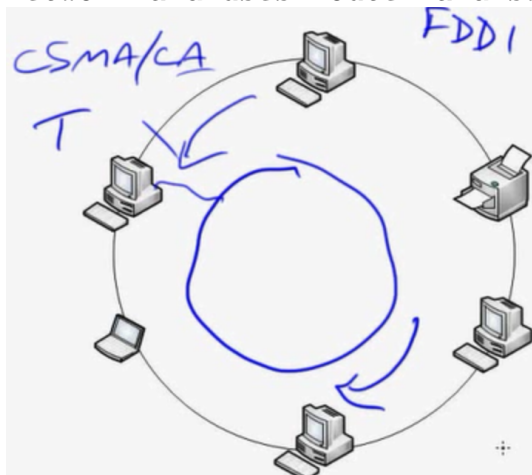


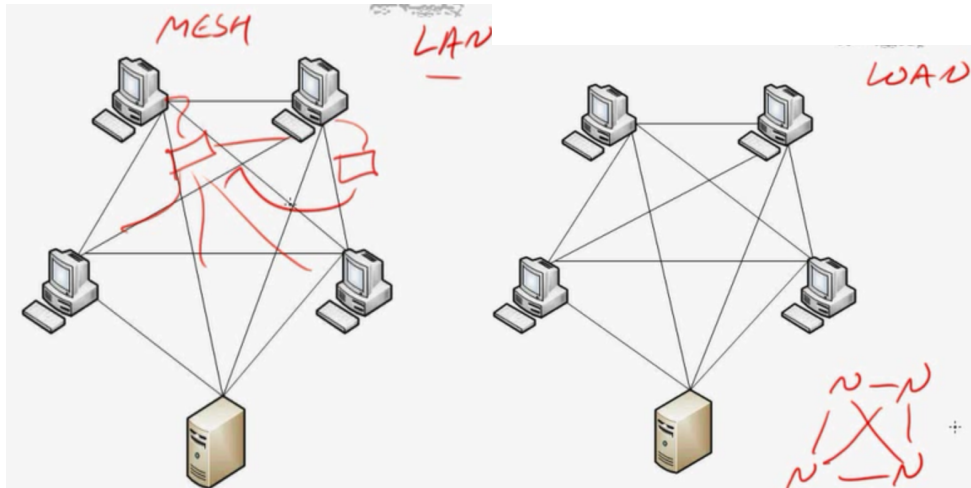
->Token used to send messages



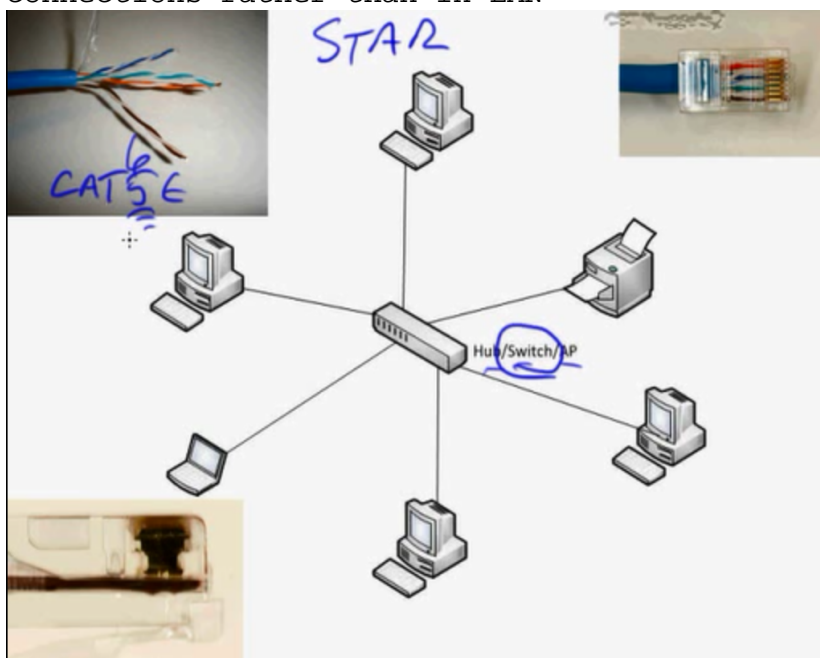
->MAU (multiple access unit)

->FDDI(Fibre data distributed Interface) is used in backbone network and uses router and switches rather than computers



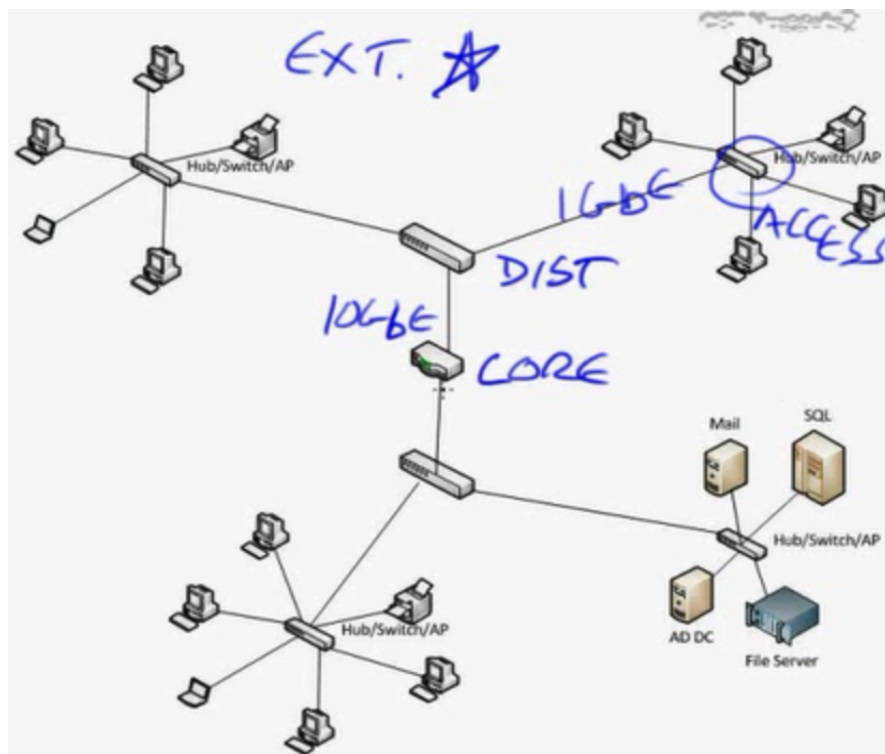


->full mesh or partial mesh usually used in WAN type connections rather than in LAN



- >twisted pair cables(shielded or unshielded)(STP/UTP)
- >Plenum based cable
- >RJ45

(Extended star topology)
->three layer design model



ETHERNET

- FRAME-BASED MEDIA ACCESS
- SHARED ACCESS CSMA/CD
- SCALEABLE
- PHYSICAL
 - 10BASE-2, 5, T
 - 100BASE-TX
 - 1000BASE-T
 - 10GBASE-T

->these all go 100 meters distance
 ->10BASE T(10 means bandwidth and BASEband compared to Broadband i.e. dedicated)(T stands for twisted pair usually for Cat3)
 ->10Base-2 thinnet
 ->100Base-TX (commonly used these days)(4 wires two pairs each)
 ->1000Base-T(8 wires and 4 pair each)
 ->10GBase-T(twisted in a way that it provides 10Gigabit)

OSI + TCP MODEL

- OSI MODEL ✓
- TCP MODEL
- TCP, UDP
- WELL-KNOWN PORTS

->TCP(Transmission Control Protocol)

->UDP(User Datagram Protocol)



->All people seem to need data processing

->SPFB(Segment(port) Packet(IP) Frame(MAC) Bit(1 or 0))

Select Command Prompt

```

Host Name . . . . . : JamesWin7-64
Primary Dns Suffix . . . . . : accusource.local
Node Type . . . . . : Hybrid
IP Routing Enabled. . . . . : No
DNS Proxy Enabled. . . . . : No
DNS Suffix Search List. . . . . : accusource.local
accusource.local, nuggetlab.com

Ethernet adapter Local Area Connection 2:

Connection-specific DNS Suffix . : accusource.local, nuggetlab.com
Description . . . . . : Realtek PCIe GBE Family Controller #2
Physical Address. . . . . : E0-CB-4E-2C-62-1F
DHCP Enabled. . . . . : Yes
Autoconfiguration Enabled . . . . : Yes
Link-local IPv6 Address . . . . . : fe80::3c39:2b8d:a3ff:8772x13(Preferred)
IPv4 Address. . . . . : 10.10.10.21(Preferred)
Subnet Mask . . . . . : 255.255.255.0
Lease Obtained. . . . . : Tuesday, November 16, 2010 7:49:04 PM
Lease Expires . . . . . : Wednesday, November 24, 2010 7:49:44 PM
Default Gateway . . . . . : 10.10.10.5
DHCP Server . . . . . : 10.10.10.5
DHCPv6 IAD . . . . . : 232835918
DHCPv6 Client DUID. . . . . : 00-01-00-01-12-EB-96-1C-E0-CB-4E-2C-5B-1F

```

Realtek RTL8168D/8111D Family PCI-E GBE NIC - Wireshark

File Edit View Go Capture Analyze Statistics Telephony Tools Help

Filter: Expression... Clear Apply

No.	Time	Source	Destination	Protocol	Info
92	19.024592	10.10.10.20	10.10.10.5	DNS	Standard query A platform.twitter
93	19.024987	10.10.10.20	10.10.10.5	DNS	Standard query A www.facebook.co
94	19.025189	10.10.10.20	10.10.10.5	DNS	Standard query A cdn.smugmug.com
95	19.025383	10.10.10.20	10.10.10.5	DNS	Standard query A www.smugmug.com
96	19.046014	10.10.10.5	10.10.10.20	DNS	Standard query response CNAME ww
97	19.046054	10.10.10.5	10.10.10.20	DNS	Standard query response CNAME ma

Ethernet II, Src: AsustekC_2c:5b:1f (e0:cb:4e:2c:5b:1f), Dst: Dell_62:56:0d (00:24:e8:62:56:0d)

Destination: Dell_62:56:0d (00:24:e8:62:56:0d)

Source: AsustekC_2c:5b:1f (e0:cb:4e:2c:5b:1f)

Type: IP (0x0800)

Internet Protocol, Src: 10.10.10.20 (10.10.10.20), Dst: 10.10.10.5 (10.10.10.5)

User Datagram Protocol, Src Port: 62638 (62638), Dst Port: domain (53)

Domain Name System (query)

[Response In: 100]

Transaction ID: 0xd4f1

Flags: 0x0100 (Standard query)

0... .. = Response: Message is a query

.000 0... .. = Opcode: Standard query (0)

... .. = Truncated: Message is not truncated

0000 00 24 e8 62 56 0d e0 cb 4e 2c 5b 1f 08 00 45 00 .3.bv... N[...]E.

0010 00 45 58 19 00 00 80 11 00 00 0a 0a 0a 14 0a 0a .EX.....

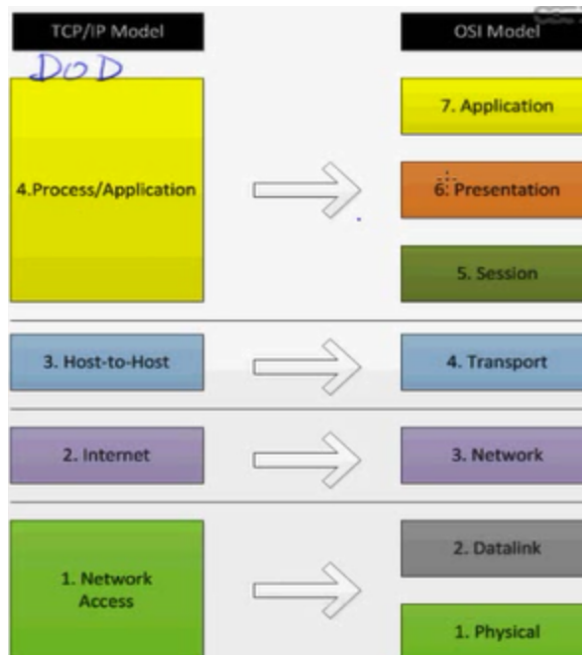
0020 0a 05 f4 ae 00 35 00 31 28 f6 d4 f1 01 00 00 015.1 (o.....

0030 00 00 00 00 00 00 03 77 77 77 0f 68 69 73 65 61w ww.hisea

0040 72 74 68 6d 79 77 6f 72 6c 64 03 63 6f 6d 00 00 rthmywor ld.com..

0050 01 00 01

Ethernet (eth), 14 bytes Packets: 3224 Displayed: 3224 Marked: 0 Dropped: 0 Profile: Default



TCP/IP Model	TCP/IP Protocols
4. Process/Application	Telnet, FTP, TFTP, LDP, SNMP, NFS, X Window
3. Host-to-Host	CONNECTION TCP or UDP
2. Internet	IP: ICMP, ARP, RARP
1. Network Access	Ethernet, Fast Ethernet, Token Ring, FDDI

```

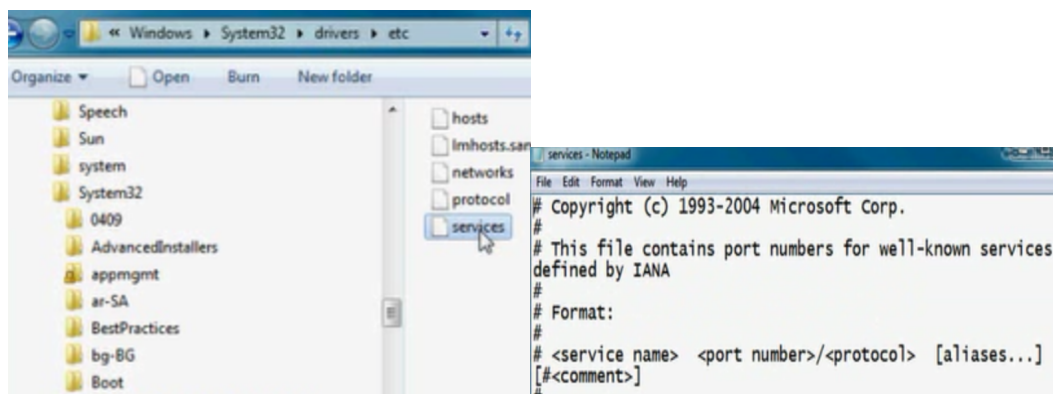
Command Prompt
C:\>arp -a

Interface: 10.10.10.20 --- 0xb
Internet Address      Physical Address      Type
10.10.10.1            00-1d-7e-39-98-81    dynamic
10.10.10.3            00-1e-8f-09-71-3a    dynamic
10.10.10.5            00-24-e8-62-56-0d    dynamic
10.10.10.6            00-24-e8-62-56-0e    dynamic
10.10.10.8            00-1e-8f-8d-6f-47    dynamic
10.10.10.14           00-0a-97-01-ec-c4    dynamic
10.10.10.22           58-b0-35-7a-07-c0    dynamic
10.10.10.23           58-b0-35-f1-65-72    dynamic
10.10.10.25           00-18-f8-5e-ac-e1    dynamic
10.10.10.28           00-24-e8-62-56-0e    dynamic
10.10.10.30           00-18-de-2b-10-02    dynamic
10.10.10.44           00-24-e8-62-56-0e    dynamic
10.10.10.234          00-16-ea-4e-57-ae    dynamic
10.10.10.255          ff-ff-ff-ff-ff-ff    static
224.0.0.2             01-00-5e-00-00-02    static
224.0.0.22            01-00-5e-00-00-16    static
224.0.0.251           01-00-5e-00-00-fb    static
224.0.0.252           01-00-5e-00-00-fc    static
239.255.255.250       01-00-5e-7f-ff-fa    static
255.255.255.255       ff-ff-ff-ff-ff-ff    static

```


Common Protocols and Ports

Protocol	Port	Description
FTP (File Transfer Protocol)	TCP 21 (control) TCP 20 (data)	List files and directories, transfer files.
TFTP (Trivial File Transfer Protocol)	UDP 69	Transfers files using smaller, faster blocks (compared to FTP). No directory listing. No authentication.
Telnet	TCP 23	A software shell to remotely administer system (e.g., server, router). Not secure – often replaced with SSH.
Domain Name Server (DNS) AKA Domain Naming System	TCP 53 (zone transfer) UDP 53 (queries)	Servers that resolve FQDNs to IP addresses.
Post Office Protocol (POP3)	TCP 110	Download email.
Simple Mail Transport Protocol (SMTP)	TCP 25	Sends email from client to email server(s).
Internet Message Access Protocol (IMAP)	TCP 143	IMAP4 is current version. An improvement over POP. Can maintain constant connection, view headers, download selected emails, search features, authentication.
NetBIOS Name Service	TCP 137, 139 UDP 137, 138	Microsoft protocol to identify and resolve single-label names.
Hypertext Transfer Protocol (HTTP)	TCP 80	View web pages.
HTTP over TLS/SSL	TCP 443	HTTP secured with TLS/SSL.
Kerberos	TCP 88 UDP 88	Kerberos is an authentication model and is used in Active Directory.
Lightweight Directory Access Protocol (LDAP)	TCP 389	Access to a directory of objects such as users, groups, computers, sites, and more. Used in Active Directory.
BootPs (server) BootPc (client)	67 UDP 67 TCP	Allow DHCP traffic to traverse routers

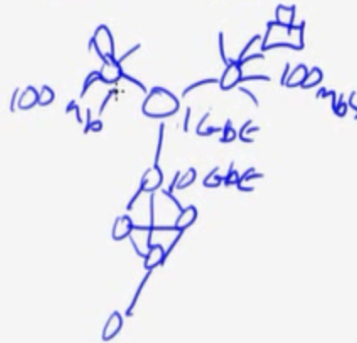


SWITCHES

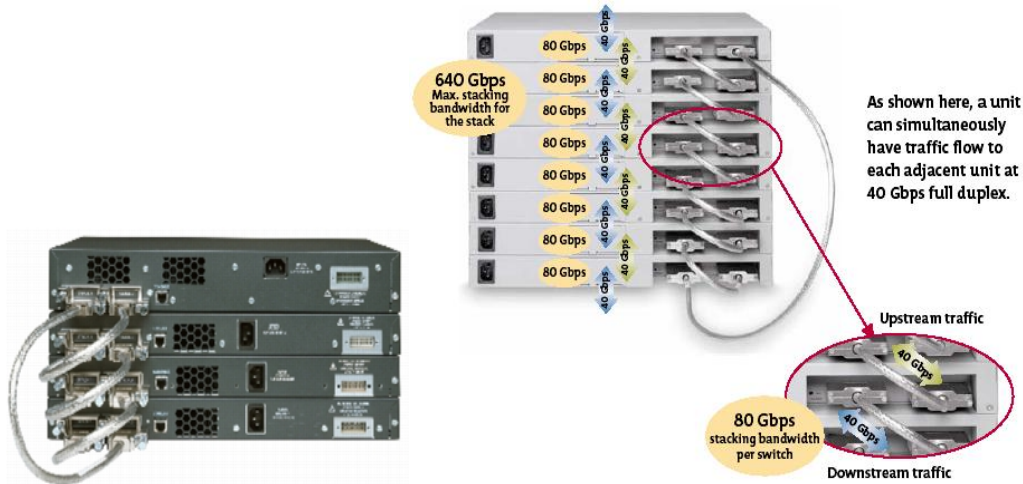
- FEATURES
- TYPES
- SECURITY

SWITCH FEATURES

- SPEEDS
 - 100, ^{1Gbps}1000, 10Gbps, BACKPLANE
 - HIGHER SPEED @ CORE + UPSTREAM
- PORTS
 - 5-48+
 - CONSOLE
 - UPLINK
 - MODULES
 - SFP



->10Gigabit (higher throughput and higher data rate)
 ->SFP=Small Form Factor Pluggable transeiver
 (stackable switches to increase the number of ports)



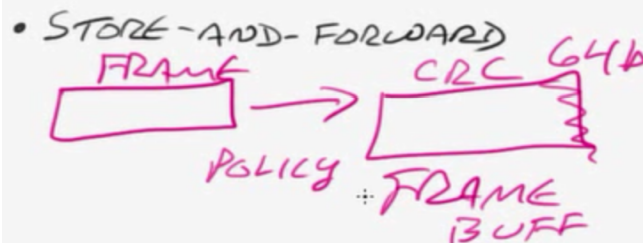
SWITCH FEATURES

- NUMBER OF UPLINKS
- SPEED OF UPLINKS
- MANAGED/UNMANAGED
- SECURITY
- HW REDUNDANCY
- MAC TABLE

SWITCHING TYPES

- CUT-THROUGH (REAL-TIME)
- FRAGMENT FREE
(MODIFIED CUT-THROUGH)
- STORE-AND-FORWARD

-> CRC check (cyclical redundancy check)



SWITCH SECURITY

PORT SECURITY

- PREVENT L2 ATTACKS ✓
(DSNIF, MACOF)
- SECURE MAC ADDRESSES ✓
- LIMIT MAC PER PORT

PRIVATE VLAN

- LIMIT ACCESSIBILITY + DAMAGE

- DHCP SNOOPING ✓
 - PREVENT ROGUE DHCP
 - BINDS MAC/IP, CAN'T CHANGE
- ROOT GUARD
 - PREVENT SPANNING TREE ATTACK + ROOT SUBSTITUTION
- DISABLE CDP WHEN POSSIBLE
- PHYSICAL
- SSH
- BLACK HOLE VLAN

-> Hacking tools (DSNIFF/MACOF/SMAC)

-> black hole vlans for the ports which are not in use

ROUTERS L3 IP

- ROUTING OVERVIEW
- ROUTING TABLES
- ROUTING PROTOCOLS
- TRANSMISSION SPEEDS
- NAT
- W2K8 ROUTER

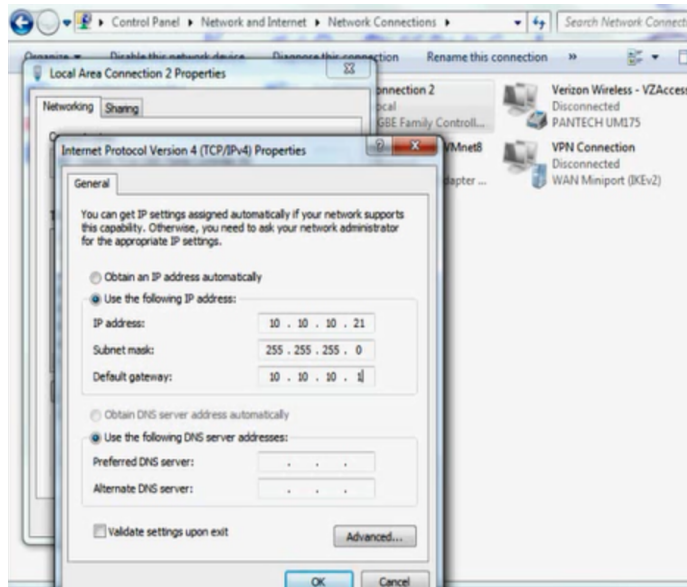
ROUTER OVERVIEW

- DEDICATED NETWORK DEVICE
- MULTIHOMED SERVER WITH FW SOFTWARE (CHECKPOINT, ISA)
- ROUTING TABLES + ALGORITHMS
- DIVIDES INTO SEPARATE BCST + COLLISION DOMAINS
- PATH DETERMINATION + FORWARDING

-> Router could be hardware or software (windows server)

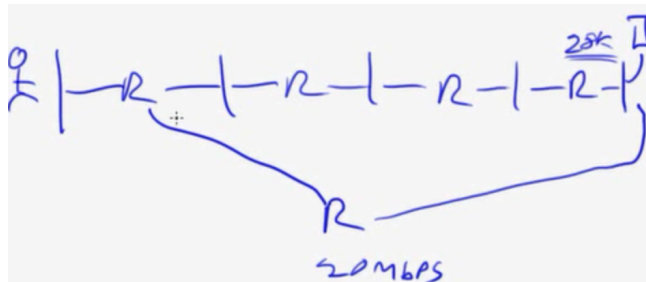
ROUTER OVERVIEW

- ADDITIONAL FUNCTIONS ✓
 - VPN CONCENTRATOR
 - DHCP
 - DNS
 - NAT
 - QoS
- WINDOWS CLIENTS: "DEFAULT GATEWAY"



TRANSMISSION SPEED

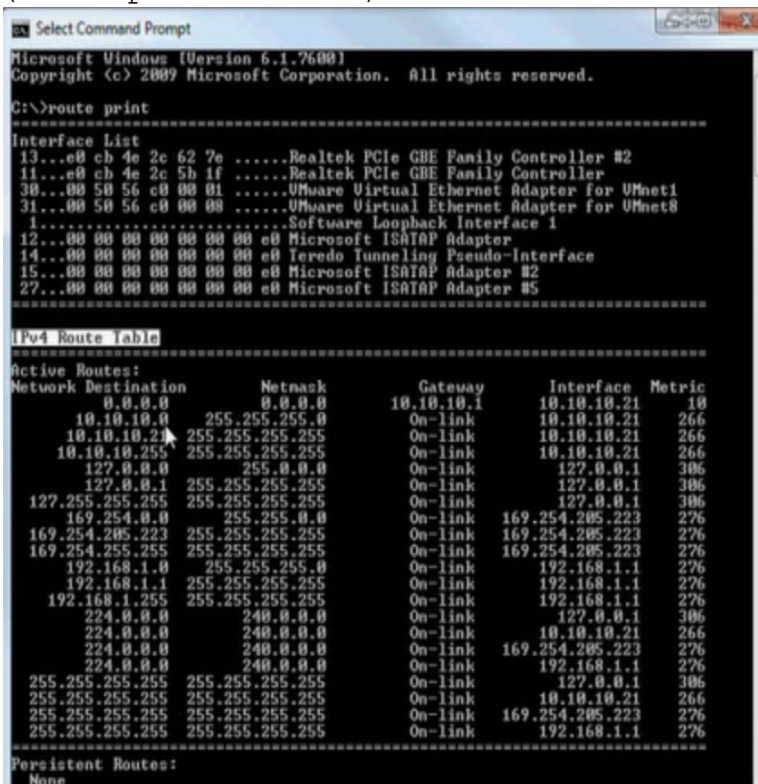
- MOST ROUTERS ARE "FAST"
- INCREASE PERFORMANCE
 - CPU
 - MEMORY
 - PORT SPEED
 - NETWORK DESIGN
- FASTEST ROUTERS AT CORE + HIGH TRAFFIC



ROUTING TABLES

- DATABASE OF ROUTES ✓
- TWO TYPES OF ROUTES
 - STATIC: MANUALLY ENTERED
 - DYNAMIC: AUTOMATICALLY LEARNED FROM ROUTING PROTOCOL

(route print command)



```
Microsoft Windows [Version 6.1.7600]
Copyright (c) 2009 Microsoft Corporation. All rights reserved.

C:\>route print

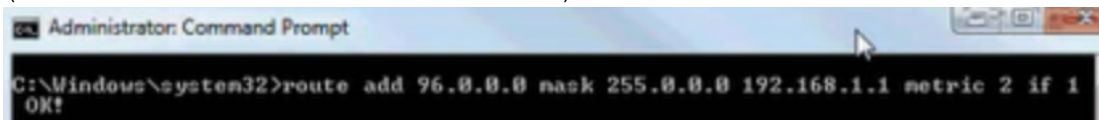
Interface List
13...e0 ch 4e 2c 62 7e .....Realtek PCIe GBE Family Controller #2
11...e0 ch 4e 2c 5b 1f .....Realtek PCIe GBE Family Controller
30...00 50 56 c0 00 01 .....VMware Virtual Ethernet Adapter for VMnet1
31...00 50 56 c0 00 00 .....VMware Virtual Ethernet Adapter for VMnet8
1.....Software Loopback Interface 1
12...00 00 00 00 00 00 e0 Microsoft ISATAP Adapter
14...00 00 00 00 00 00 e0 Teredo Tunneling Pseudo-Interface
15...00 00 00 00 00 00 e0 Microsoft ISATAP Adapter #2
27...00 00 00 00 00 00 e0 Microsoft ISATAP Adapter #5

IPv4 Route Table

Active Routes:
Network Destination        Netmask          Gateway           Interface         Metric
0.0.0.0                    0.0.0.0          10.10.10.1        10.10.10.21       10
10.10.10.0                  255.255.255.0    On-link           10.10.10.21       266
10.10.10.21                  255.255.255.255  On-link           10.10.10.21       266
10.10.10.255                  255.255.255.255  On-link           10.10.10.21       266
127.0.0.0                    255.0.0.0        On-link           127.0.0.1         306
127.0.0.1                    255.255.255.255  On-link           127.0.0.1         306
127.255.255.255              255.255.255.255  On-link           127.0.0.1         306
169.254.0.0                  255.255.0.0      On-link           169.254.205.223   276
169.254.205.223              255.255.255.255  On-link           169.254.205.223   276
169.254.255.255              255.255.255.255  On-link           169.254.205.223   276
192.168.1.0                  255.255.255.0    On-link           192.168.1.1       276
192.168.1.1                  255.255.255.255  On-link           192.168.1.1       276
192.168.1.255                255.255.255.255  On-link           192.168.1.1       276
224.0.0.0                    240.0.0.0        On-link           127.0.0.1         306
224.0.0.0                    240.0.0.0        On-link           10.10.10.21       266
224.0.0.0                    240.0.0.0        On-link           169.254.205.223   276
224.0.0.0                    240.0.0.0        On-link           192.168.1.1       276
255.255.255.255              255.255.255.255  On-link           127.0.0.1         306
255.255.255.255              255.255.255.255  On-link           10.10.10.21       266
255.255.255.255              255.255.255.255  On-link           169.254.205.223   276
255.255.255.255              255.255.255.255  On-link           192.168.1.1       276

Persistent Routes:
None
```

->if it is not on-link or on the same network the client send the traffic to default router 0.0.0.0 to default gateway (static route on windows client)



```
Administrator: Command Prompt

C:\Windows\system32>route add 96.0.0.0 mask 255.0.0.0 192.168.1.1 metric 2 if 1
OK!
```

C:\>route delete 96.0.0.0 (to remove static route)

ROUTING TABLES

- SELECTING ROUTES
 - COST
 - HOPS
- DEFAULT ROUTES
- SOFTWARE ROUTING WINDOWS

DISTANCE VECTOR

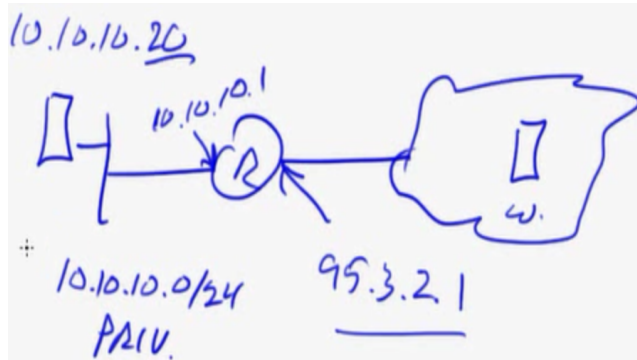
- RIP, IGRP
- EASY TO CONFIGURE
- SENDS ENTIRE TABLE AT INTERVALS
- PRONE TO LOOPS

LINK STATE

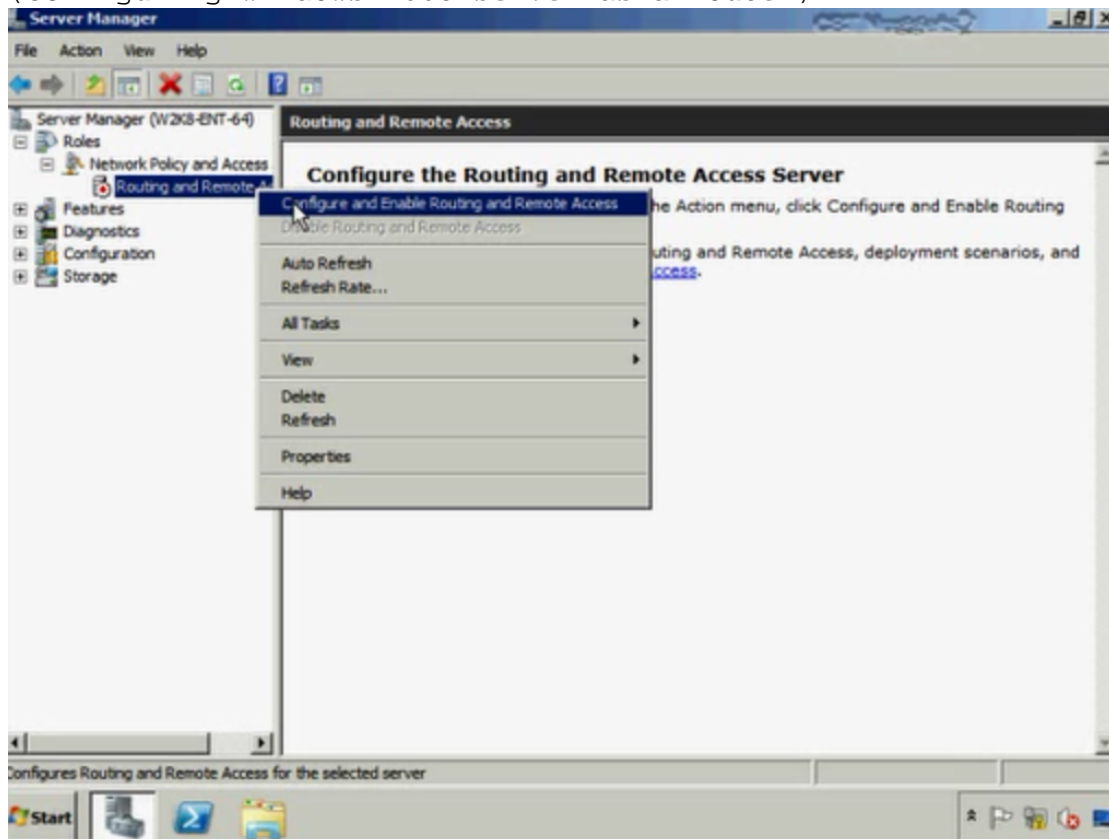
- OSPF, IS-IS, EIGRP
- TECHNICALLY DIFFICULT
- MANY FEATURES
- NO LOOPING ISSUES
- NEIGHBOR UPDATES (NOT BCAST, MCAST)
- UPDATES AS NEEDED

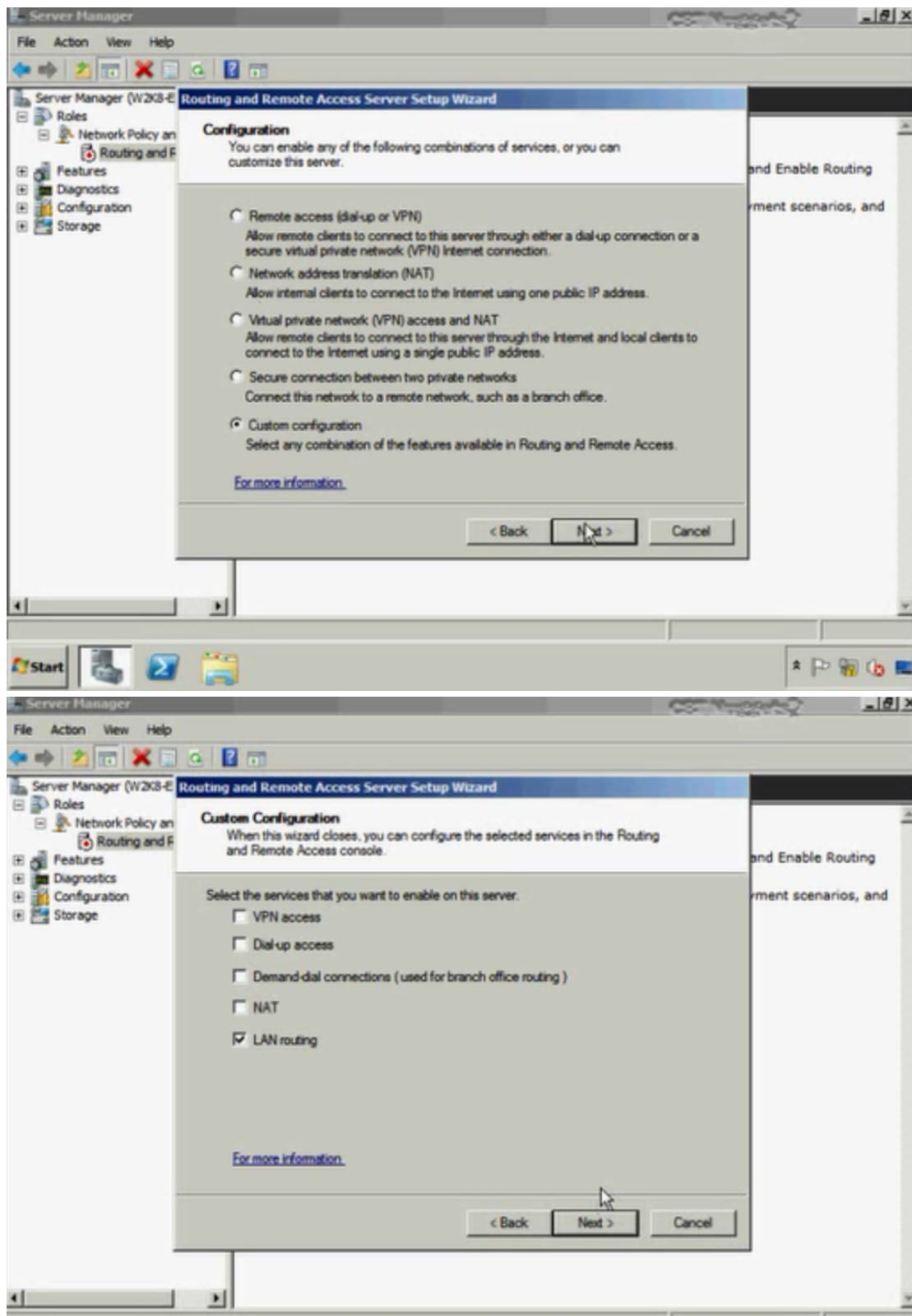
NETWORK ADDRESS TRANSLATION NAT

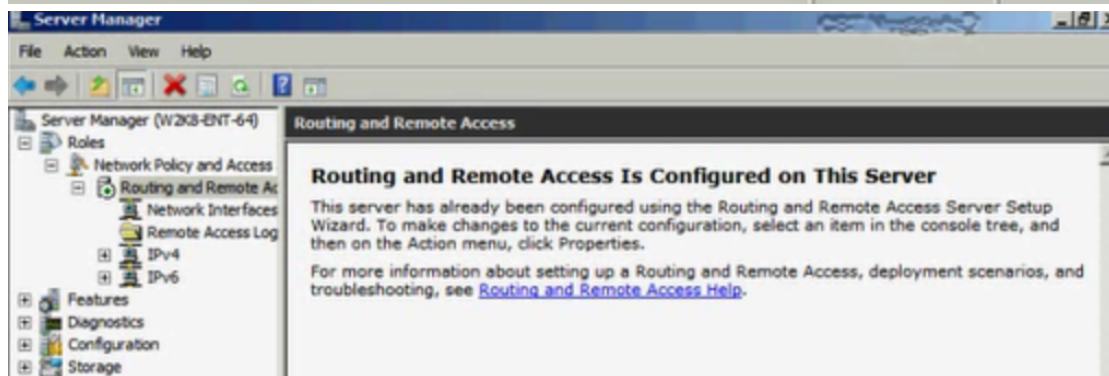
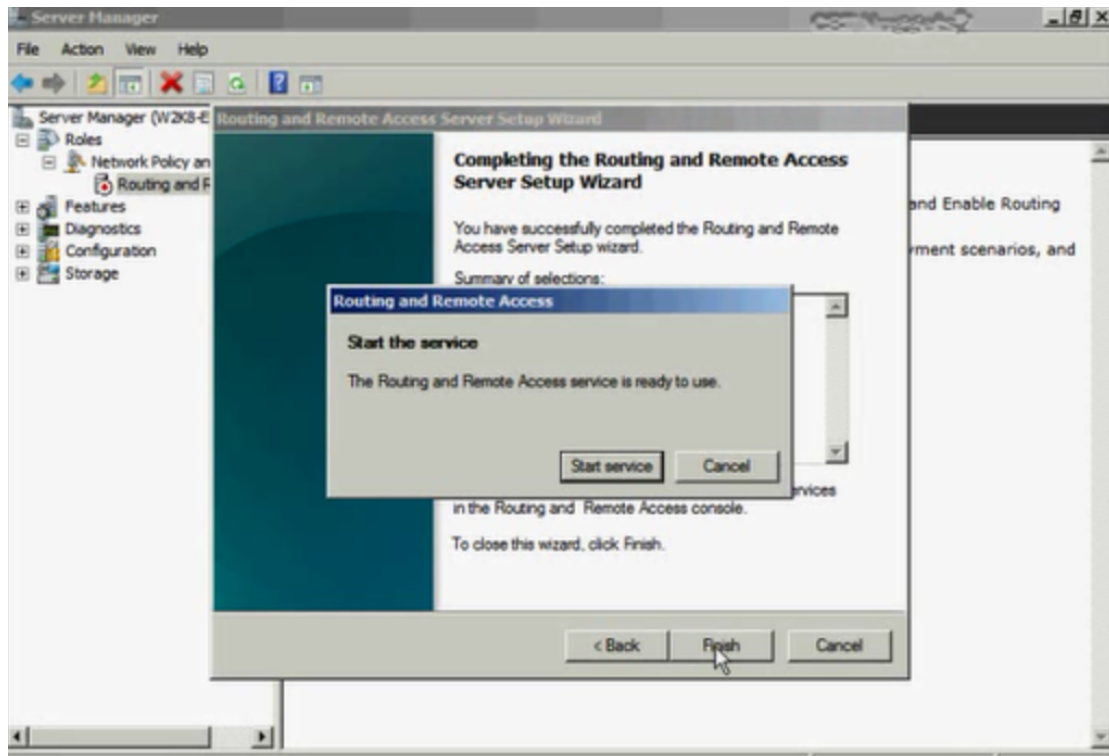
- PRIVATE IP INTERNALLY
- PUBLIC IP EXTERNALLY
- MORE SECURE
- HARDWARE OR SOFTWARE
 - ROUTER
 - PROXY: ISA/FOREFRONT



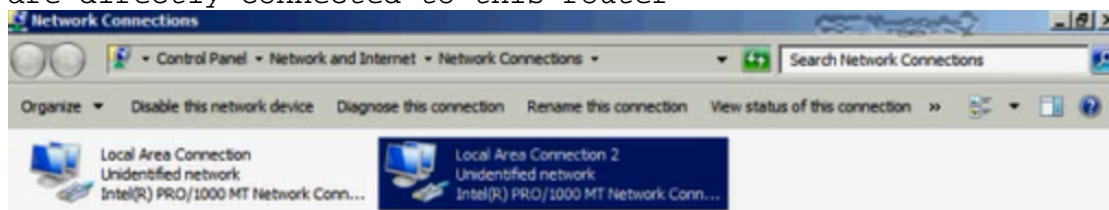
(configuring windows 2008 server as a router)



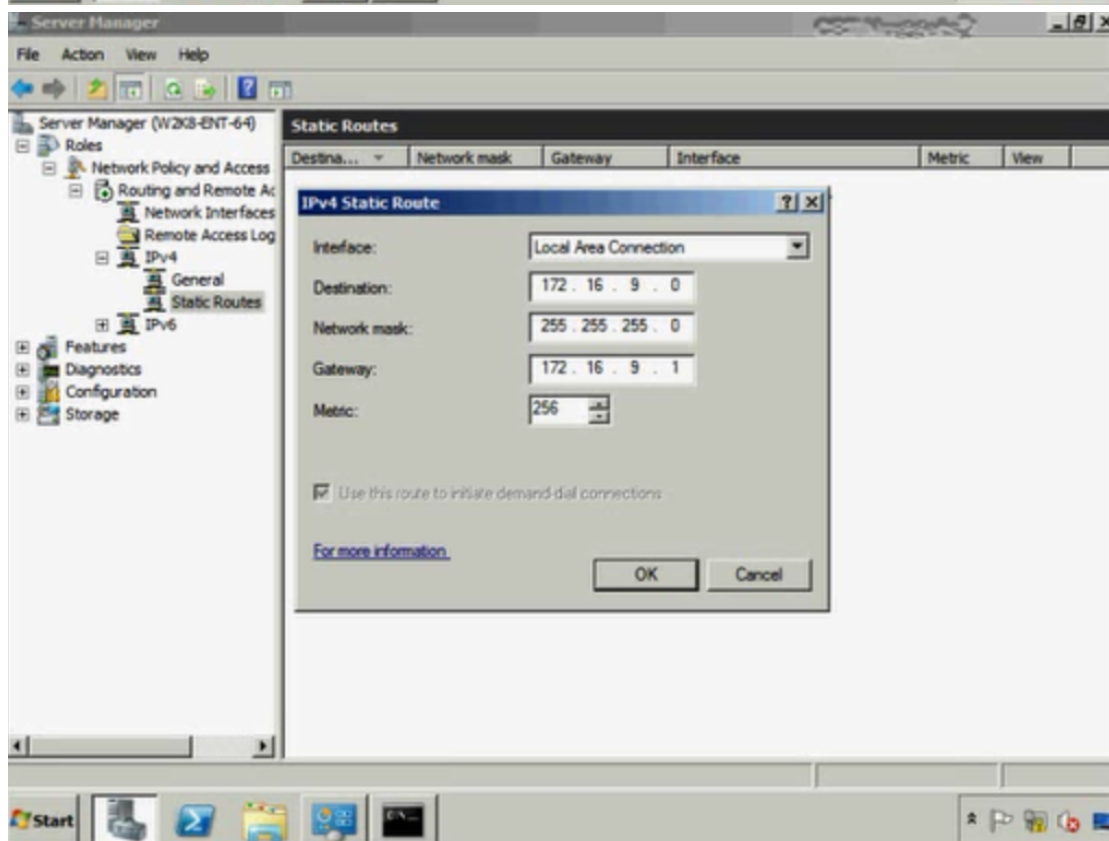
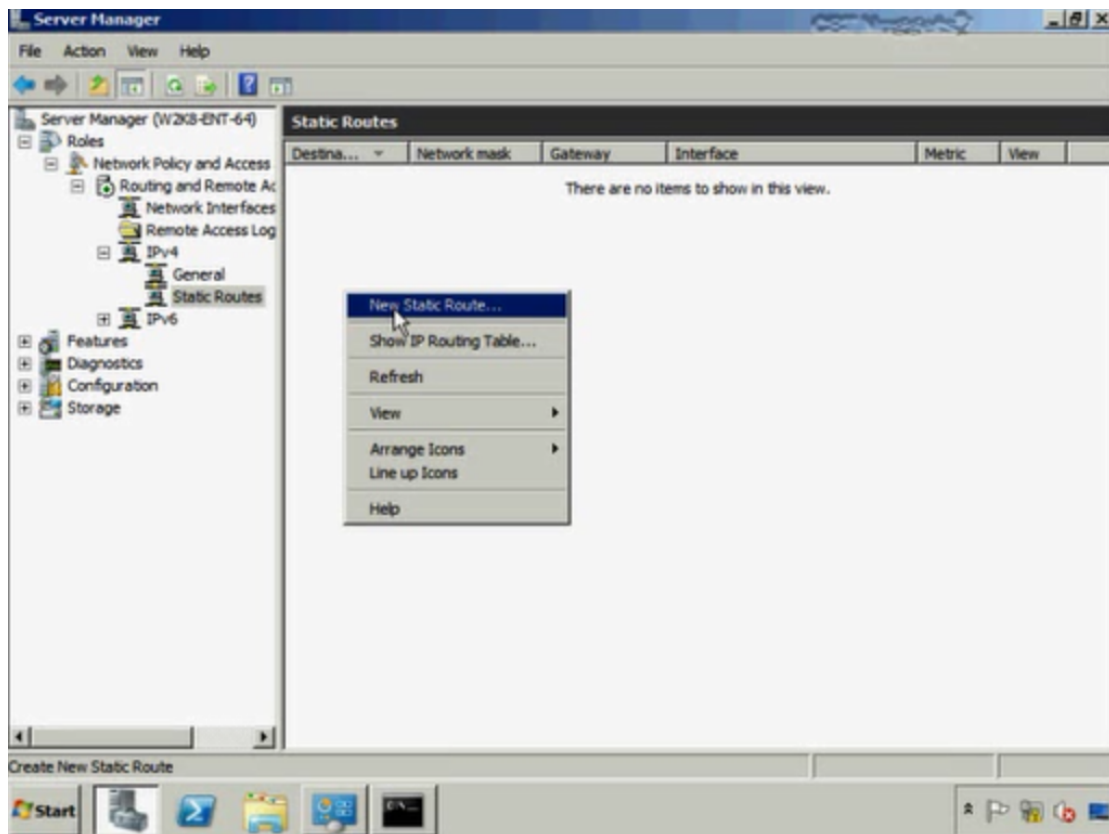




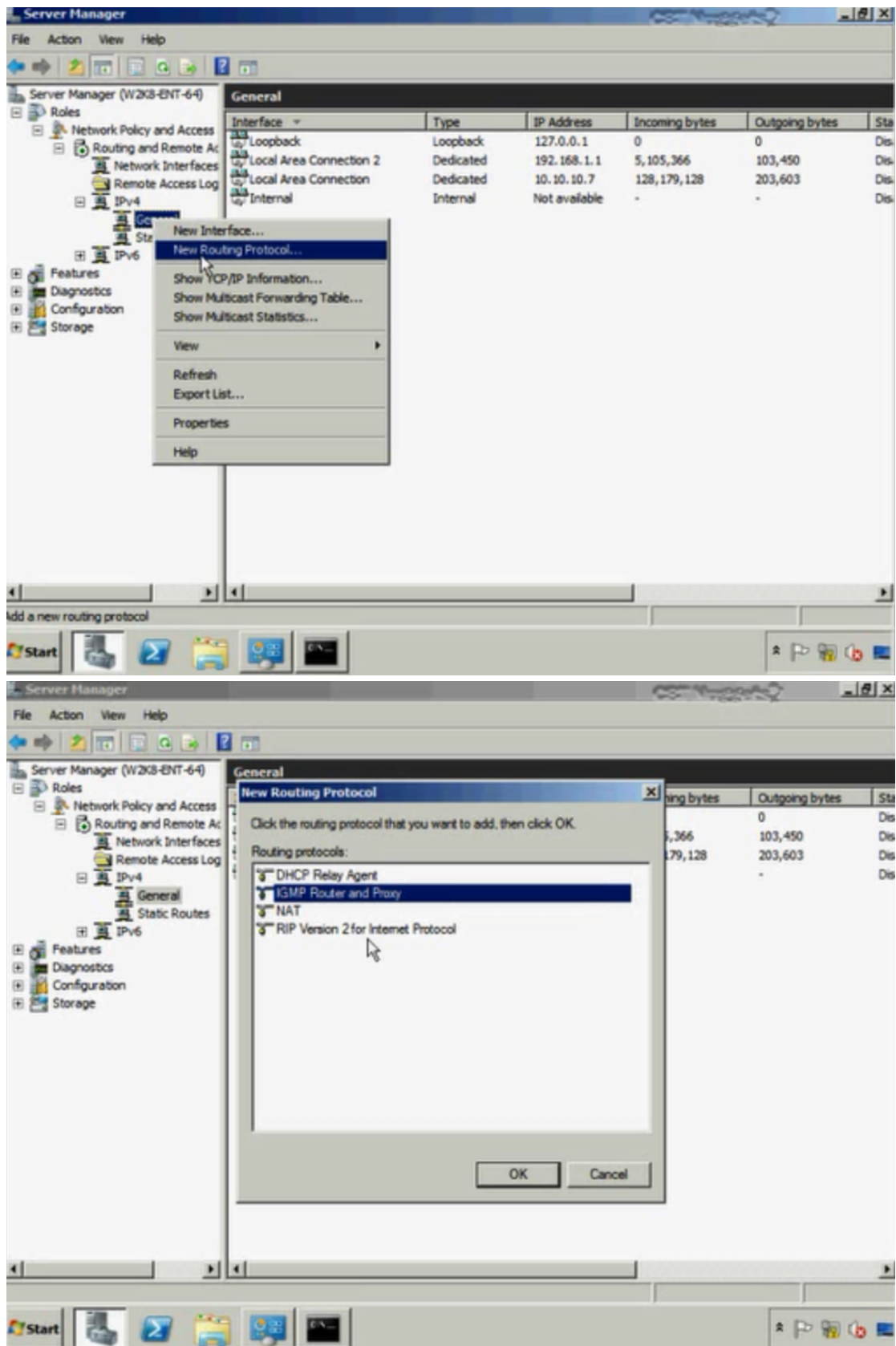
->didn't have to configure the static routes as the clients are directly connected to this router



(adding static route)



->if you add routes in UI, it won't show up in command prompt



MEDIA TYPES

- COAXIAL ✓
- PLENUM RATING
- TWISTED PAIR
- FIBER OPTIC

COAXIAL CABLE

- SELDOM USED ✓
- COPPER CORE → PLASTIC JACKET,
BRAIDED SHIELD, PVC/TEFLON ✓
- THICKNET (RG-8)
- THINNET (RG-58)
- BNC CONNECTORS ✓
- RESISTANT TO EMI, RFI



Cable Type	Common Name	Physical Layer Name	Bandwidth	Max Length (M)
RG-6	Satellite TV	N/A		N/A
RG-8	Thicknet	10Base5	10 Mbps	50 (drop) 500 (backbone)
RG-58	Thinnet	10Base2	10 Mbps	185
RG-59	Cable TV	N/A		N/A
CAT3 UTP	Fast Ethernet	10 Base-T	10/100 Mbps	100
CAT4 UTP	Fast Ethernet	10 Base-T	16 Mbps	100
CAT5	Fast Ethernet	10 Base-T	10/100 Mbps	100
		100 Base-T4		
		100 Base-TX		
CAT5e	Gigabit Ethernet	10 Base-T	10/100/1000 Mbps	100
		100 Base-T4		
		100 Base-TX		
		1000 Base-T		
CAT6	Gigabit Ethernet	10 Base-T	10/100/1000 Mbps	100
		100 Base-T4		
		100 Base-TX		
		1000 Base-T		

All Category cable can be used for Token Ring.
 10 Base-T, 100 Base-TX, 100 Base-T2 use 2 wire pairs
 100 Base-T4, 1000 Base-T use 4 wire pairs

PLENUM-RATED

- MATERIALS EMIT LITTLE OR NO SMOKE & NOXIOUS FUMES IN FIRE
- DON'T SPREAD FIRE
- WALLS & PLENUM
- MORE EXPENSIVE

TWISTED PAIR

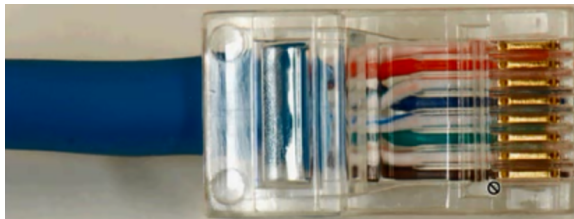


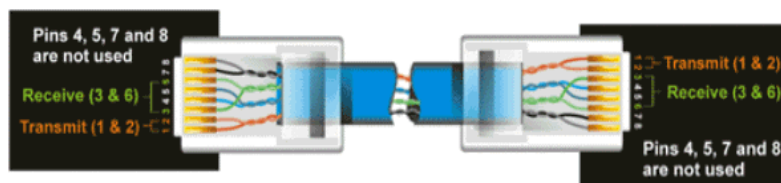
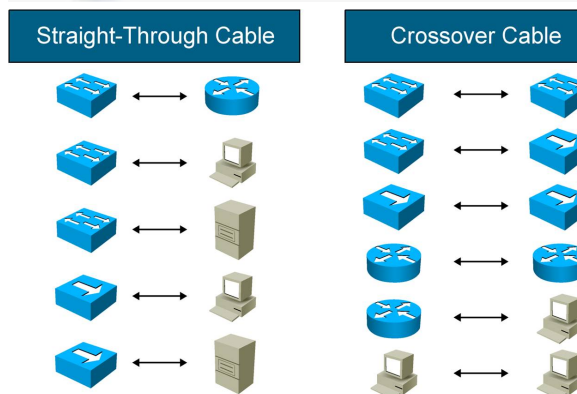
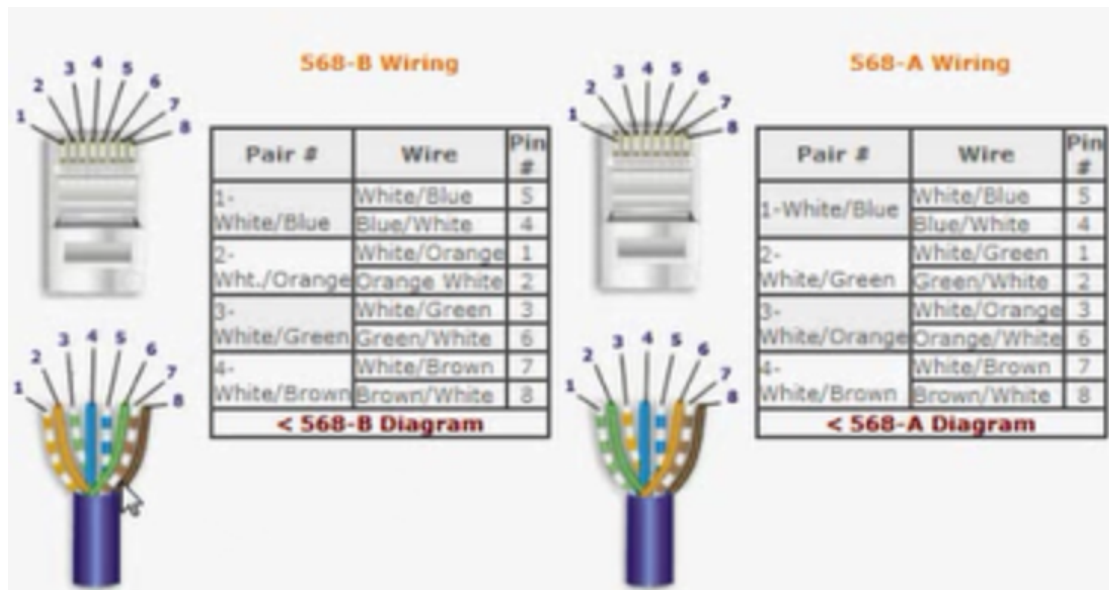
- CHEAP, EASY TO RUN
- FOUR PAIRS OF INSULATED WIRES
- TWISTED TO REDUCE CROSSTALK, EMI
- UTP OR STP
- N(SIGNALING) - X
 - ↓ ↓ ↓
 - 100 BASE T
 - Mbps T
 - 1000 Mbps T
- CAT 2, 3, 4 OBSOLETE ✓
- CAT 5, 5E, 6 COMMON USE



TWISTED PAIR CONNECTORS

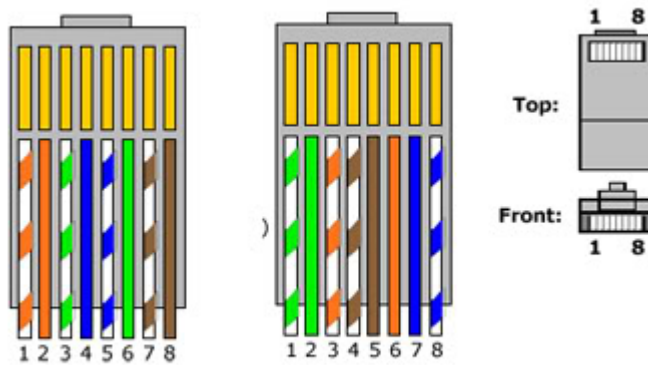
- RJ45
- 568A/B
- STRAIGHT THROUGH, CROSSTOVER





Pin number	Wire Color	Straight-Through		Pin number	Wire Color
Pin 1 ==>	Orange/White	Wire	Becomes	Pin 1 ==>	Orange/White
Pin 2 ==>	Orange	1	→ 1	Pin 2 ==>	Orange
Pin 3 ==>	Green/White	2	→ 2	Pin 3 ==>	Green/White
Pin 4 ==>	Blue	3	→ 3	Pin 4 ==>	Blue
Pin 5 ==>	Blue/White	6	→ 6	Pin 5 ==>	Blue/White
Pin 6 ==>	Green			Pin 6 ==>	Green
Pin 7 ==>	Brown/White			Pin 7 ==>	Brown/White
Pin 8 ==>	Brown			Pin 8 ==>	Brown

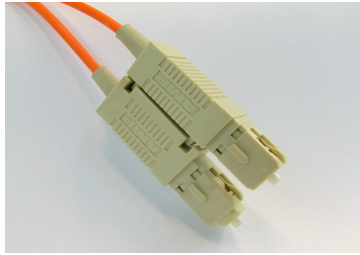
Crossover Cable



FIBER-OPTIC

- IMMUNE TO EMI, RFI
- GLASS OR PLASTIC CORE
- GLASS OR PLASTIC CLADDING
- PLASTIC BUFFER + Kevlar
- SMF - LONGER DISTANCE
- MMF - SHORTER DISTANCE
- CAN'T TAP

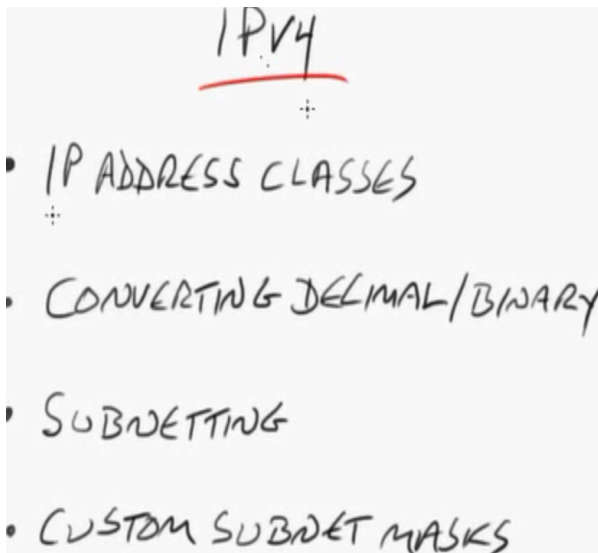
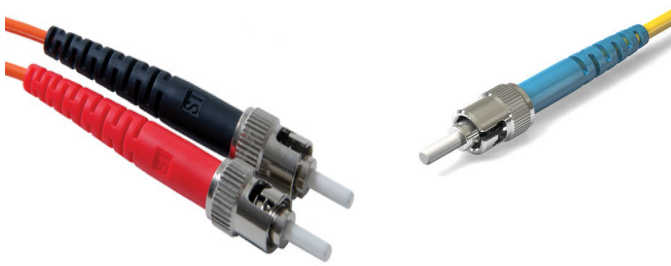
->EMI(Electromagnetic Interference)
 ->RFI(Radio Frequency Interference)
 ->SMF(Single Mode Fibre)
 ->MMF(Multi Mode Fibre)
 (SC fibre connector)



(LC Fibre connector)



(ST Fibre connector)



IP Address Classes

Address Class	Network ID	Default SN Mask	# Networks	# Hosts
Class A	1-126.0.0.0 (0)	255.0.0.0	126	16,777,214
Class B	128-191.0.0.0 (16)	255.255.0.0	16,384	65,534
Class C	192-223.0.0.0 (110)	255.255.255.0	2,097,152	254

Class A Loopback Address: 127.0.0.1

Private IP Addresses

Class A 10.0.0.1 - 10.255.255.254

Class B 172.16.0.1 - 172.31.255.254

Class C 192.168.0.1 - 192.168.255.254

Automatic Private IP Address (APIPA)

Class C 169.254.0.0/24

```

C:\>ping 10.10.10.1
Pinging 10.10.10.1 with 32 bytes of data:
Reply from 10.10.10.1: bytes=32 time<1ms TTL=64
Reply from 10.10.10.1: bytes=32 time<1ms TTL=64
Reply from 10.10.10.1: bytes=32 time<1ms TTL=64
Reply from 10.10.10.1: bytes=32 time<1ms TTL=64

Ping statistics for 10.10.10.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 7ms, Average = 1ms

C:\>ping 127.0.0.1
Pinging 127.0.0.1 with 32 bytes of data:
Reply from 127.0.0.1: bytes=32 time<1ms TTL=128
Reply from 127.0.0.1: bytes=32 time<1ms TTL=128
Reply from 127.0.0.1: bytes=32 time<1ms TTL=128
Reply from 127.0.0.1: bytes=32 time<1ms TTL=128

Ping statistics for 127.0.0.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>

```

->private ip addresses are not routable over the internet

IPv6

- IPv6 NEED ✓
- IPv6 ADDRESSING ✓
- IPv6 TYPES OF ADDRESSES
- IPv4/IPv6 COEXISTENCE
- CONFIGURATION

IPv6 NEED

- IPv4 = 4,294,967,296
(ONLY 250M CAN BE ASSIGNED)
- IPv6:
 - 128-BIT VS 32-BIT
 - 340,282,346,920,938,463,463,374,607,431,770,000,000
 - 3,600,000 ADDRESSES FOR EVERY SQ INCH OF EARTH

-> inefficiency of IPv4 is that 127.0.0.0/8 whole class address i.e. 16million addresses just for loopback testing

IPv6 ADDRESSING

- 128-BIT ADDRESS:
 - 8 GROUPS OF 4 HEX
 - CHARS: 0-9, A-F
 - COLON ":" SEPARATES
- SIMPLIFY ADDRESS EXPRESSION
 - ELIMINATE LEADING ZEROS
 - ELIMINATE CONSECUTIVE ZEROS

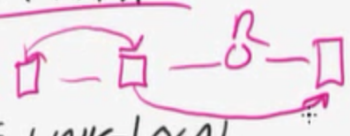
FD00:1D81:0006:0000:0000:0000:4C90:FF20

Decimal-Hex-Binary Conversion																
DECIMAL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
HEX	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
BINARY	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111

IPv6 TYPES OF ADDRESSES

- GLOBAL SCOPE ✓
 - INTERNET(V2) ✓ *IPv4 PUB.*
 - INTERNET ROUTABLE
 - HIGHLEVEL BITS 001 (2001:/3)
- UNIQUE LOCAL (SITE-LOCAL)
 - SIMILAR TO PRIVATE IPv4
 - FC00::/7 OR FD00:/8

IPv6 TYPES OF ADDRESSES *IPSEC*

- LINK-LOCAL ✓ *169.254.0.0*
 - SIMILAR TO IPv4 APIPA ✓
 - FE80 ✓ 
 - ALWAYS HAVE LINK-LOCAL (EVEN w/ DHCP)
- LOOPBACK ::1

```
Command Prompt
Microsoft Windows [Version 6.1.7600]
Copyright (c) 2009 Microsoft Corporation. All rights reserved.

C:\>ping ::1

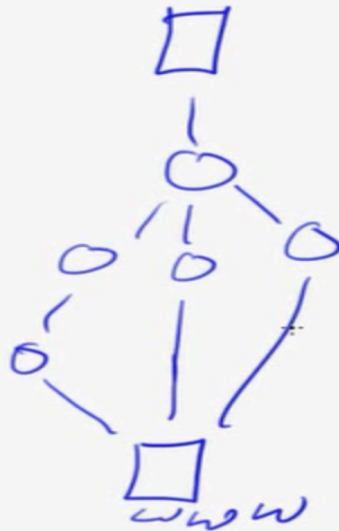
Pinging ::1 with 32 bytes of data:
Reply from ::1: time<1ms
Reply from ::1: time<1ms
Reply from ::1: time<1ms
Reply from ::1: time<1ms

Ping statistics for ::1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

C:\>_
```

IPv6 TYPES OF ADDRESSES

- ANYCAST ✓
 - VISUALLY SIMILAR TO GLOBAL
 - MANY DESTINATION HOSTS W/SAME ADDRESS ✓
 - FIND NEAREST BASED ON ROUTER COST

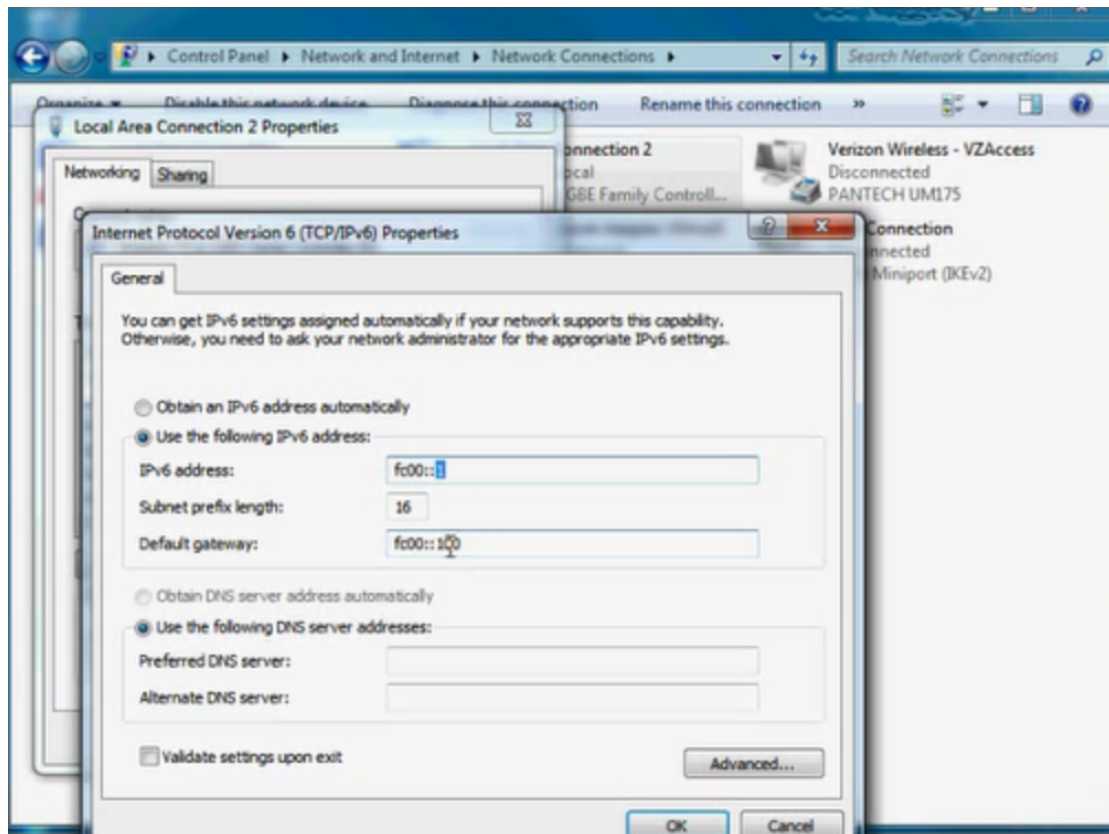


IPv4/IPv6 COEXISTENCE

- "TRANSITION RICHNESS" ✓
- DUAL IP LAYER ✓
- DUAL-STACK ROUTERS ✓ IPv6
::w.x.y.z
- TUNNELING (6 TO 4, 4 TO 6) IPv4
- NAT PROTOCOL TRANSLATION (NAT-PT)
- TEREDO - SENDS IPV6 PACKETS AS IPV4 UDP TO RESOLVE IPV4 NAT ISSUES

- ISATAP ✓ IPv6 — R — IPv4
 - PRIVATE NETWORK ✓
 - IPv6 OVER IPV4 TUNNELING ✓
 - IPv4 EMBEDDED IN IPV6 ✓
e.g., FLOD: ::5EFE: 192.168.1.5

->ISATAP=Intra site automatic tunnel addressing protocol



NAME RESOLUTION PART 1

• THE NAME RESOLUTION PROCESS ✓

NAME RESOLUTION PROCESS (CONFIGURED WITH DNS + WINS)

HOSTNAME *WWW. FILE PRINT SQL MAIL*

• LOCAL HOST NAME

FQDN = DNS

• DNS CLIENT RESOLVER CACHE

• DNS

• ADDITIONAL DNS

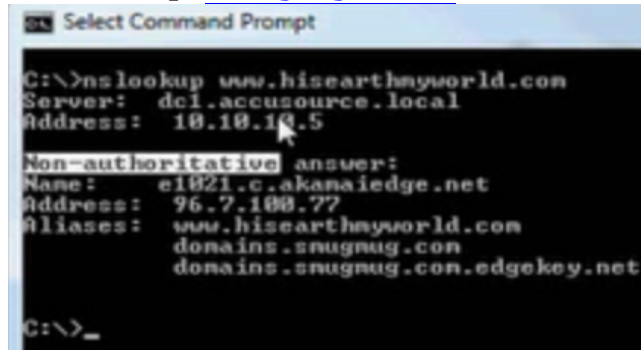
• ≤ 16 CHAR OR FQDN; STOP W/ERROR

NETBIOS

• ≤ 15 CHAR; CONVERT HOSTNAME
TO NETBIOS

-> DNS (Domain Name Services)

->nslookup www.google.com



```
C:\>nslookup www.hisearthmyworld.com
Server: dc1.accusource.local
Address: 10.10.10.5

Non-authoritative answer:
Name: e1021.c.akanaiedge.net
Address: 96.7.100.77
Aliases: www.hisearthmyworld.com
          domains.snugnug.com
          domains.snugnug.com.edgekey.net

C:\>_
```

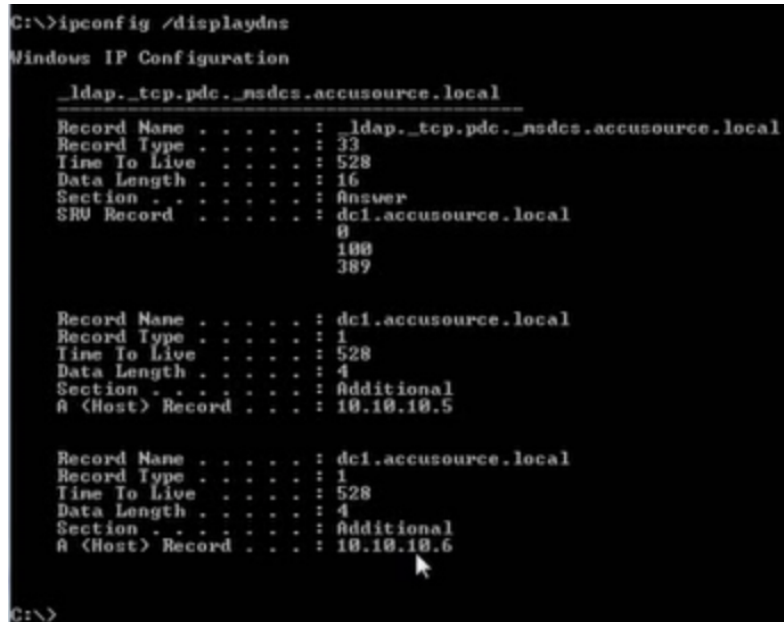
->FQDN(Fully Qualified Domain Name)(www.google.com)
(local hostname)



```
C:\>hostname
JamesWin7-64

C:\>_
```

(DNS Client Resolver Cache)



```
C:\>ipconfig /displaydns

Windows IP Configuration

    _ldap._tcp.pdc._msdcs.accusource.local
-----
Record Name . . . . . : _ldap._tcp.pdc._msdcs.accusource.local
Record Type . . . . . : 33
Time To Live . . . . . : 528
Data Length . . . . . : 16
Section . . . . . : Answer
SRV Record . . . . . : dc1.accusource.local
                        0
                        100
                        389

Record Name . . . . . : dc1.accusource.local
Record Type . . . . . : 1
Time To Live . . . . . : 528
Data Length . . . . . : 4
Section . . . . . : Additional
A (Host) Record . . . : 10.10.10.5

Record Name . . . . . : dc1.accusource.local
Record Type . . . . . : 1
Time To Live . . . . . : 528
Data Length . . . . . : 4
Section . . . . . : Additional
A (Host) Record . . . : 10.10.10.6

C:\>
```

(Clearing local DNS Cache)

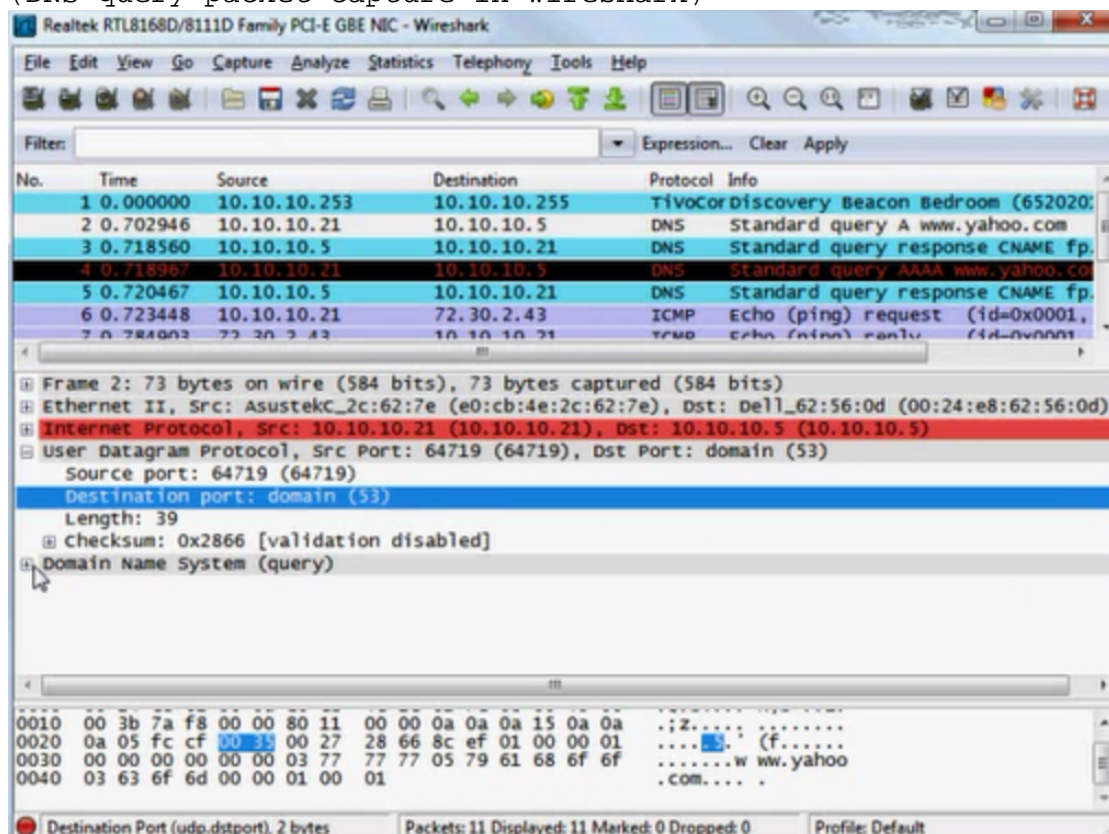
```

C:\>ipconfig /flushdns
Windows IP Configuration
Successfully flushed the DNS Resolver Cache.
C:\>ipconfig /displaydns
Windows IP Configuration
Could not display the DNS Resolver Cache.
C:\>ping dc1
Pinging dc1.accusource.local [10.10.10.5] with 32 bytes of data:
Reply from 10.10.10.5: bytes=32 time=9ms TTL=127
Reply from 10.10.10.5: bytes=32 time=1ms TTL=127
Reply from 10.10.10.5: bytes=32 time=1ms TTL=127
Reply from 10.10.10.5: bytes=32 time=1ms TTL=127
Ping statistics for 10.10.10.5:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 1ms, Maximum = 9ms, Average = 3ms
C:\>ipconfig /displaydns
Windows IP Configuration

sdnc.devicevn.com
-----
Record Name . . . . . : sdnc.devicevn.com
Record Type . . . . . : 1
Time To Live . . . . . : 13
Data Length . . . . . : 4
Section . . . . . : Answer
A (Host) Record . . . : 72.215.225.9

```

(DNS query packet capture in wireshark)



->SLN(Single Lable Name)

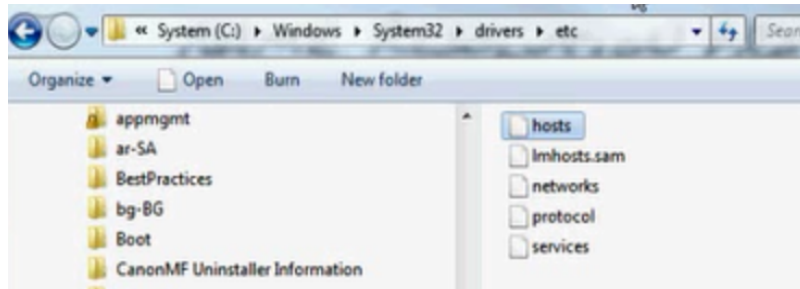
NAME RESOLUTION PROCESS

- LOCAL NETBIOS NAME CACHE ::
- QUERY WINS
- BROADCAST UP TO 3 NETBIOS NAME REQUEST MSGS
- LMHOSTS

(LMHOST file)

->lmhosts.sam

->file used to pre-load common resolutions that you need available to the client all the time



NAME RESOLUTION PART 2

- WINS ::
- DNS

WINS

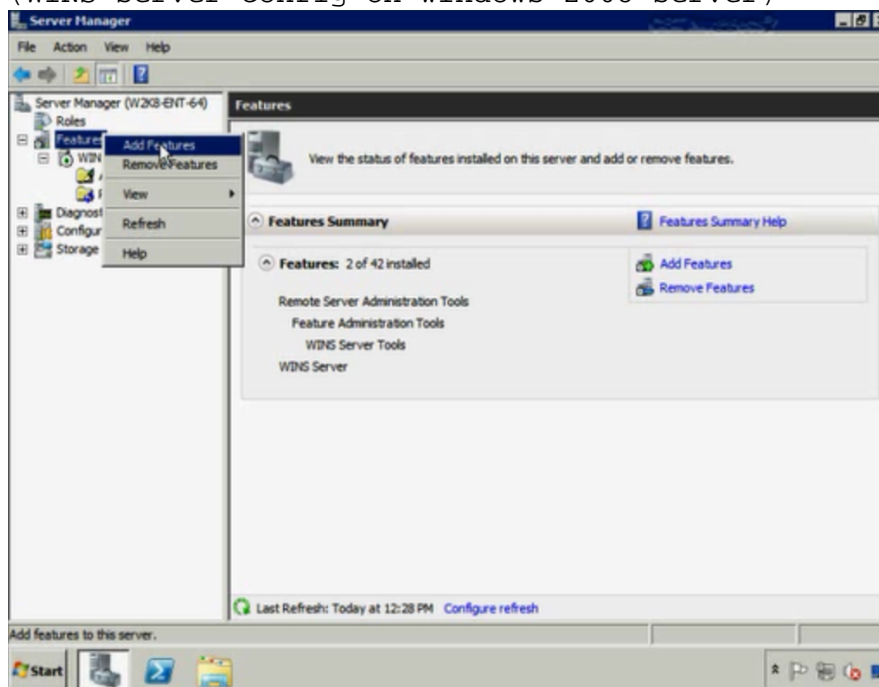
- AKA NBNS ✓
- RESOLVES NETBIOS NAMES (ESP. IN ROUTED NETWORKS)
- NECESSARY FOR NETBIOS APPS
 - DWINDLING NEED
- REPLICATES TO OTHER WINS
- DNS IS MUCH PREFERRED
- DNS GNZ TRANSITION
- CLIENT CONFIG...

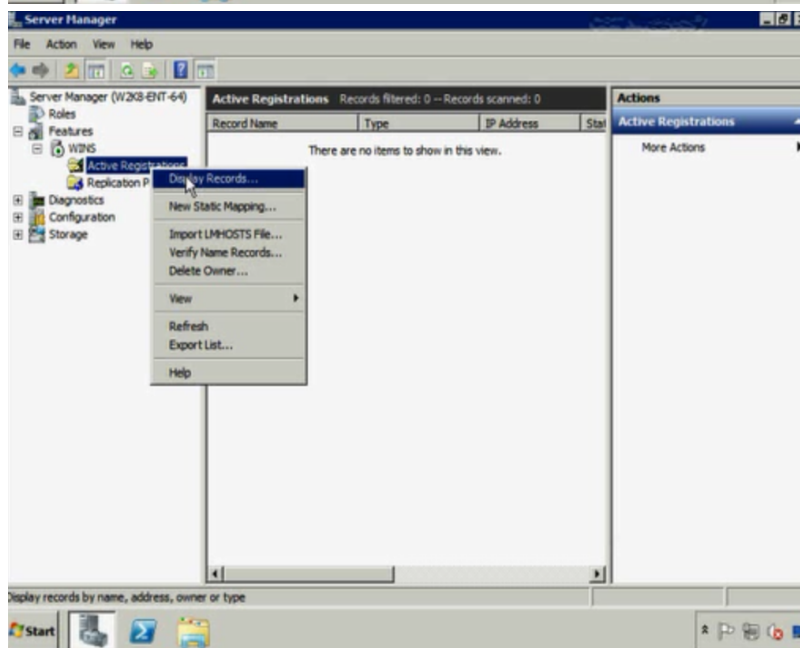
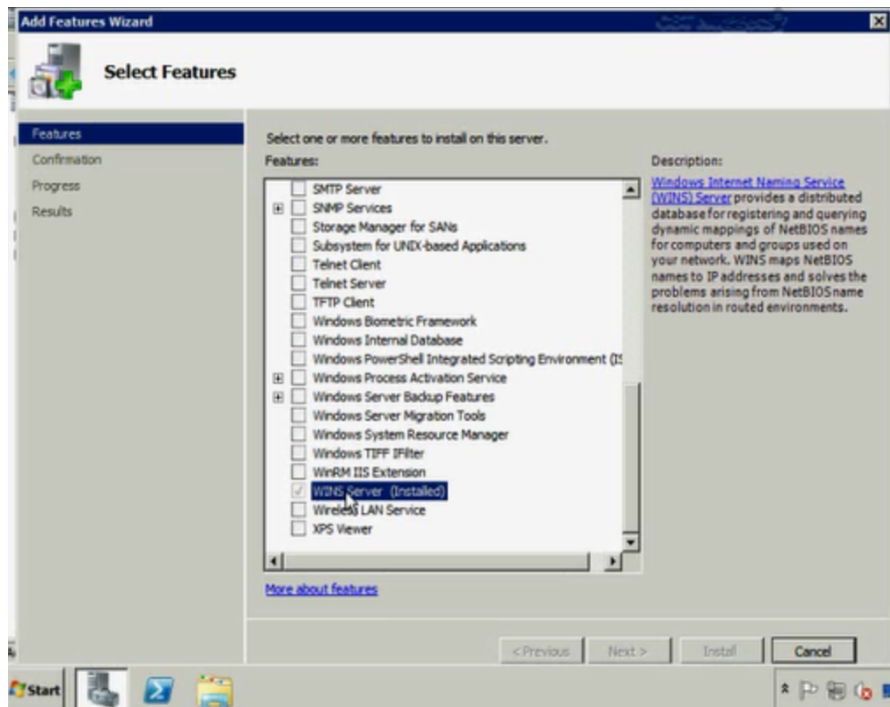
->WINS=NBNS=NetBIOS Name Server

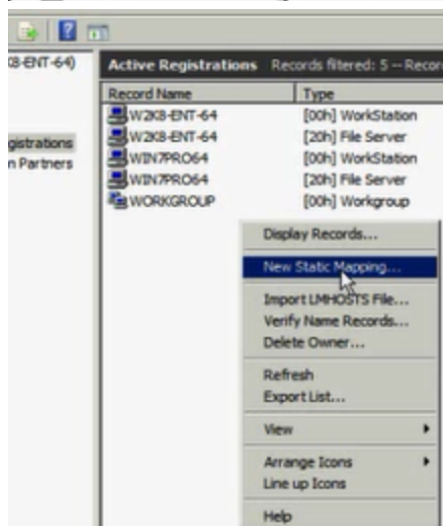
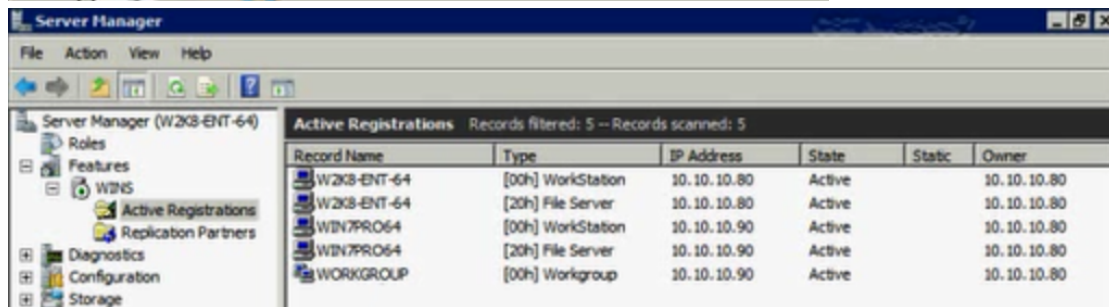
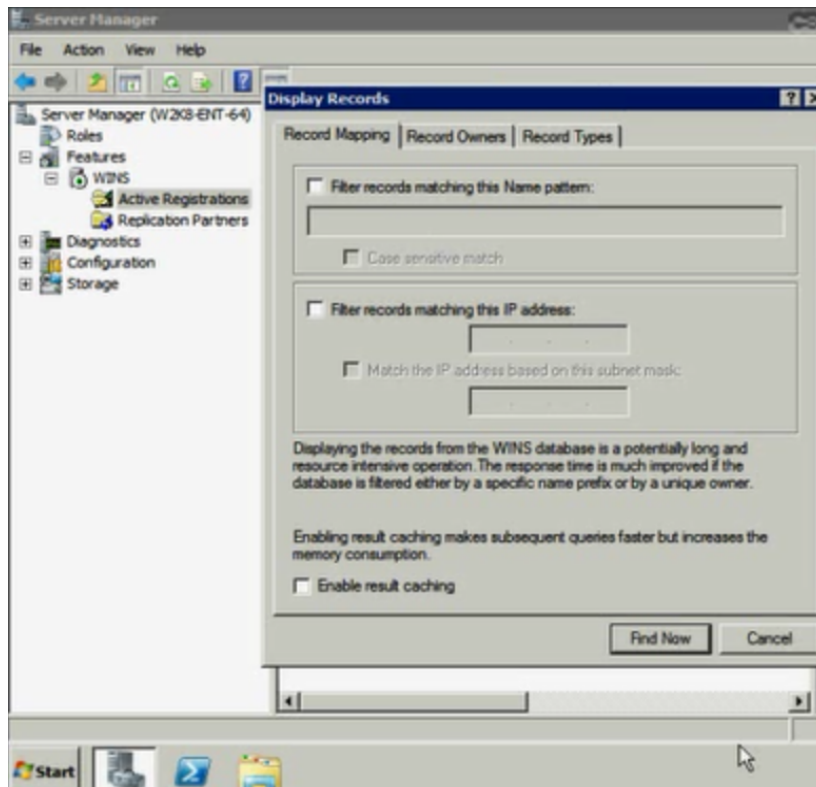
->WINS is decremented

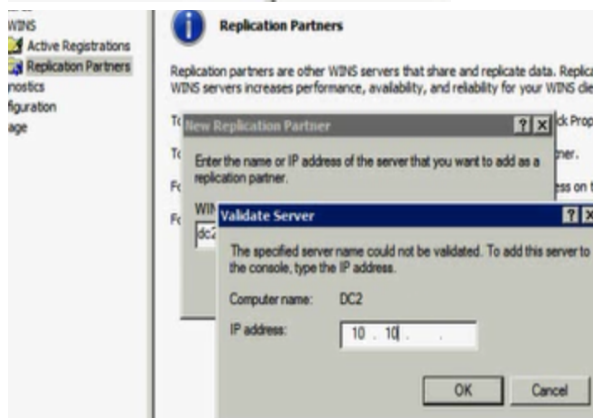
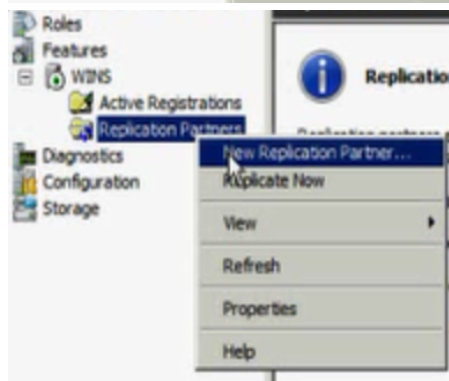
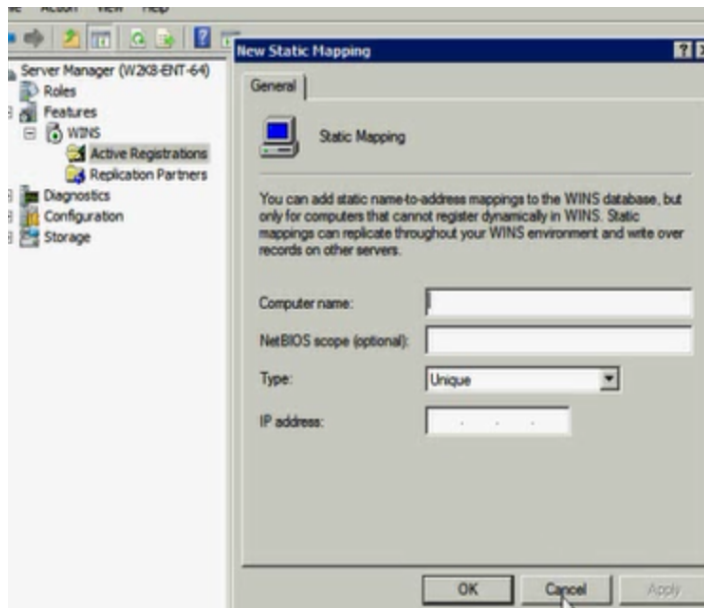
->GNZ(Global Name Zone)

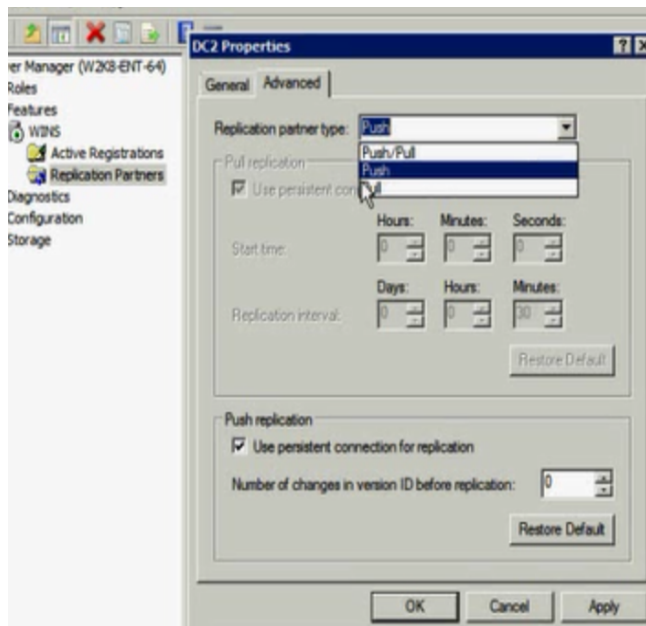
(WINS server config on windows 2008 server)



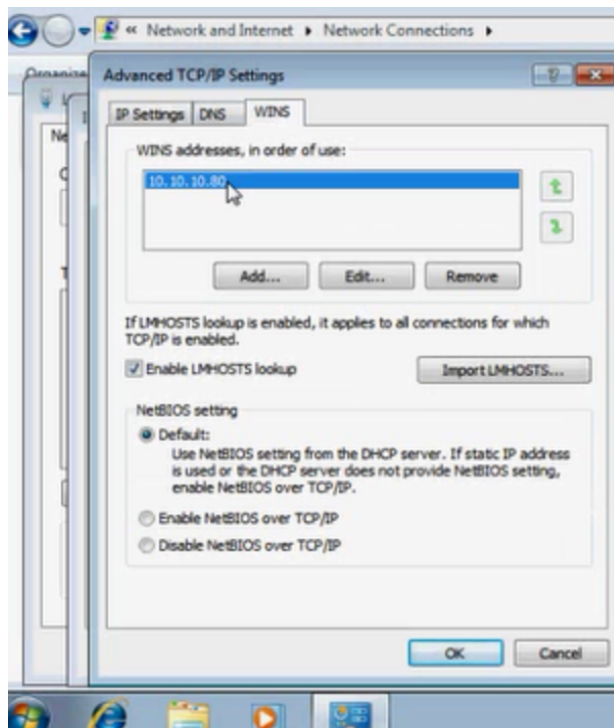








(Client WINS config)
 -> IPv6 does not use WINS at all



DNS

PING DC1.ACCUSOURCE.

11 LOCAL

10.10.10.5

- RESOLVE FQDN ✓
- STORES DATA IN ZONES

- PRIMARY ✓ (1) RW

- SECONDARY ✓ (M) R

- AD-INTEGRATED ✓

- REVERSE

• ZONE XFER

• FORWARDING

- ROOT HINTS

- ISP



PEERS

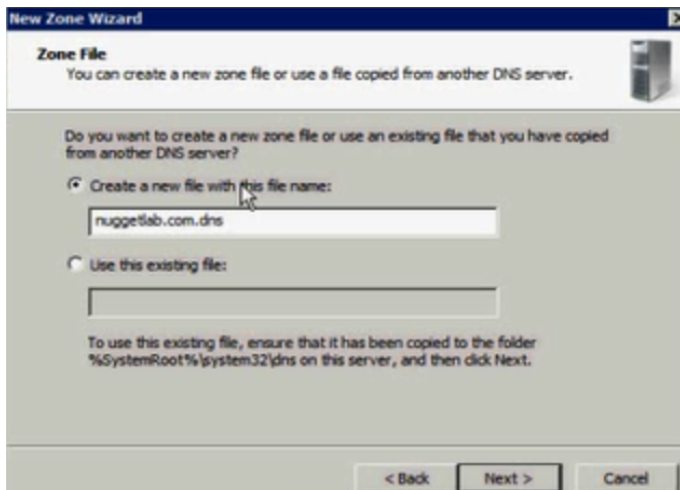
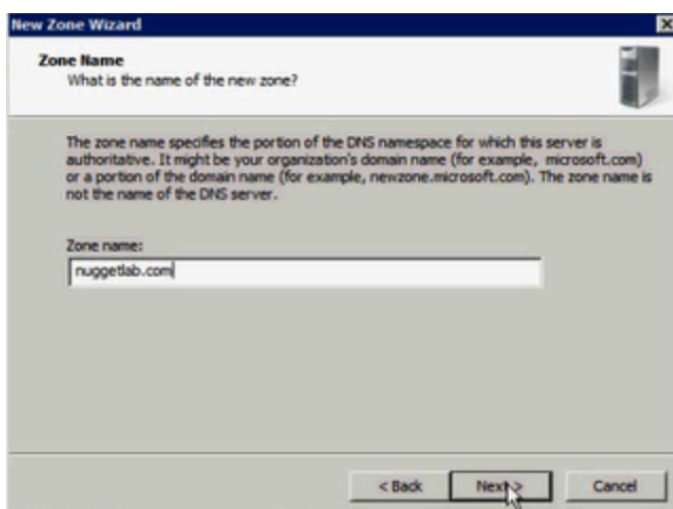
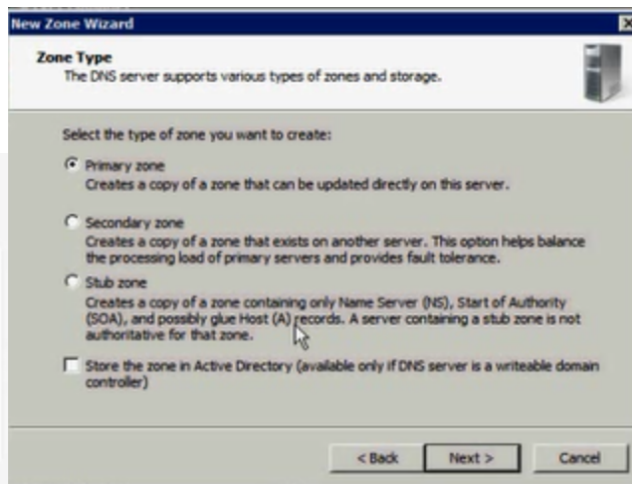
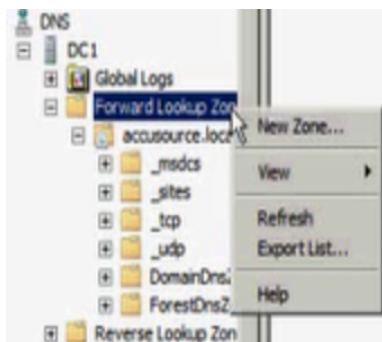
→ DNS1

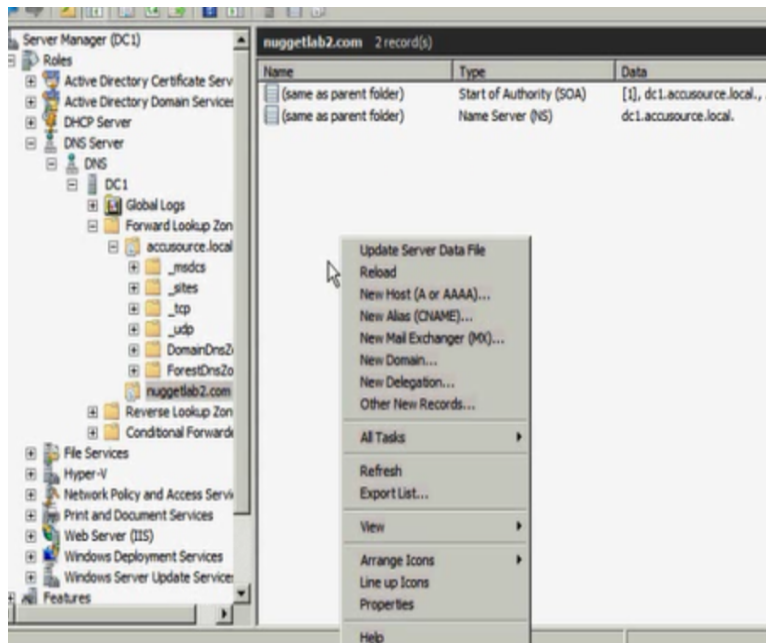
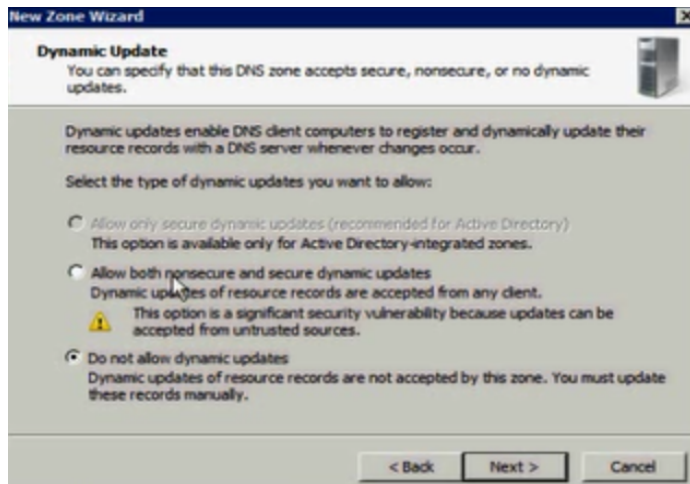
→ DNS2

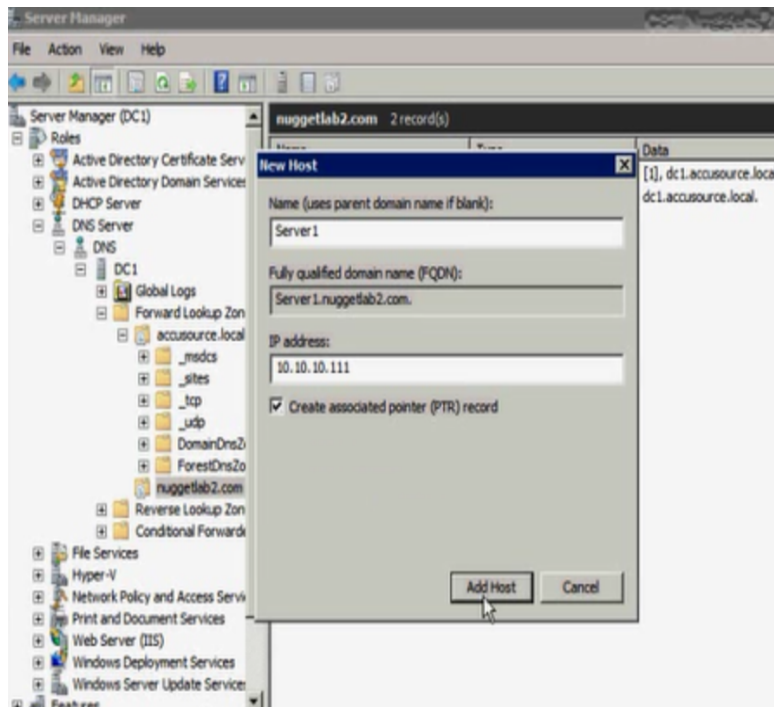
- PARENT

- STUB ZONES

Name	Type	Data	Timestamp
_msdcs			
_sites			
_tcp			
_udp			
DomainDnsZones			
ForestDnsZones			
(same as parent folder)	Start of Authority (SOA)	[5703], dc1.accusource.loc...	static
(same as parent folder)	Name Server (NS)	dc1.accusource.local.	static
(same as parent folder)	Host (A)	10.10.10.5	12/8/2010 4
(same as parent folder)	Host (A)	10.10.10.6	12/4/2010 5
dc1	Host (A)	10.10.10.6	static
dc1	Host (A)	10.10.10.5	static
JAMESLAPTOP	Host (A)	10.10.10.33	12/7/2010 1
JamesWin7-64	Host (A)	10.10.10.20	12/10/2010
JamesWin7-64	Host (A)	10.10.10.21	12/10/2010
JamesWin7-64	IPv6 Host (AAAA)	fd00:1d81:0006:0000:0000...	12/10/2010
JanaLaptop	Host (A)	10.10.10.30	12/5/2010 4
W7-64-Port	Host (A)	10.10.10.25	12/6/2010 5







```

C:\>ping -a 10.10.10.5

Pinging dc1.accsource.local [10.10.10.5] with 32 bytes of data:
Reply from 10.10.10.5: bytes=32 time=8ms TTL=127
Reply from 10.10.10.5: bytes=32 time=1ms TTL=127
Reply from 10.10.10.5: bytes=32 time=1ms TTL=127
Reply from 10.10.10.5: bytes=32 time=1ms TTL=127

Ping statistics for 10.10.10.5:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 1ms, Maximum = 8ms, Average = 2ms

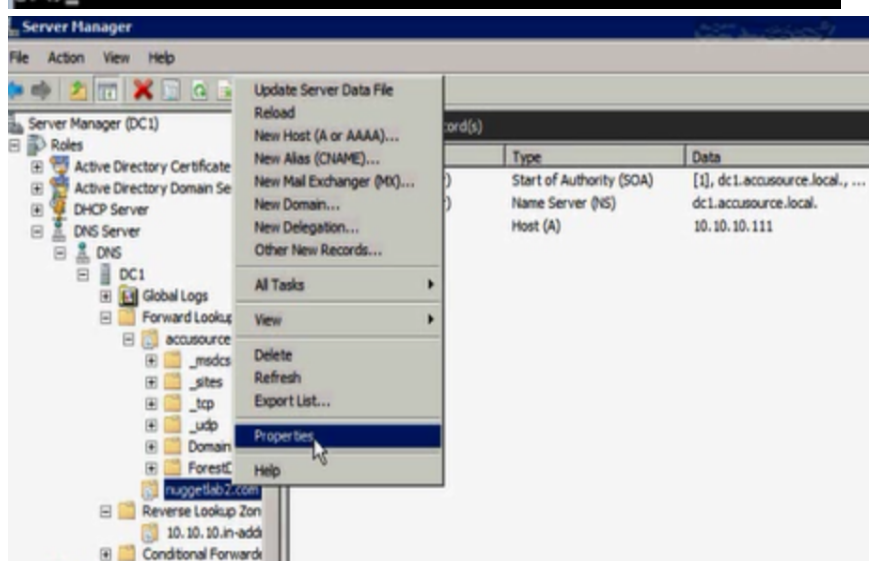
C:\>ping 10.10.10.5

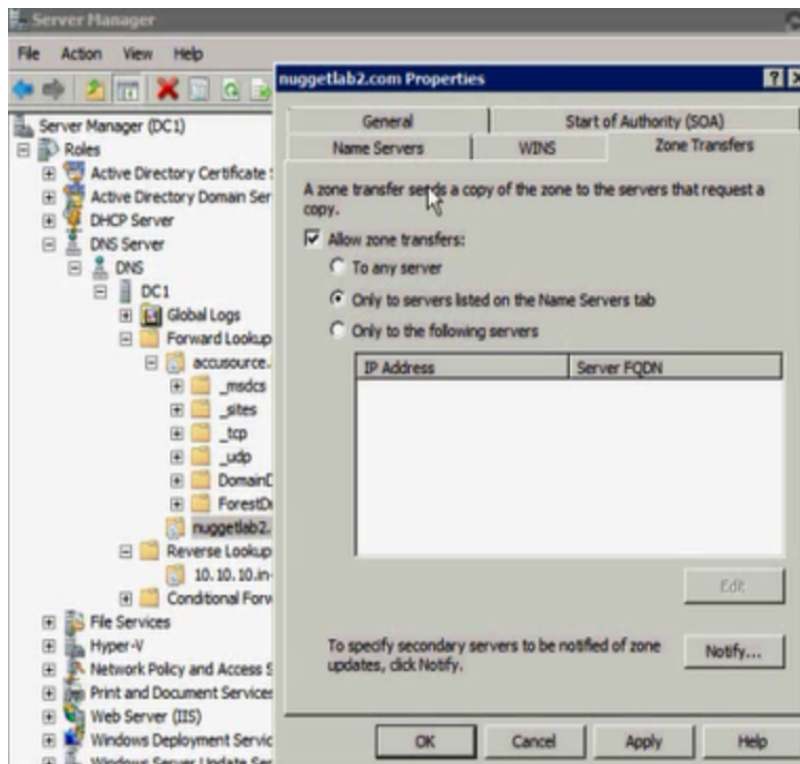
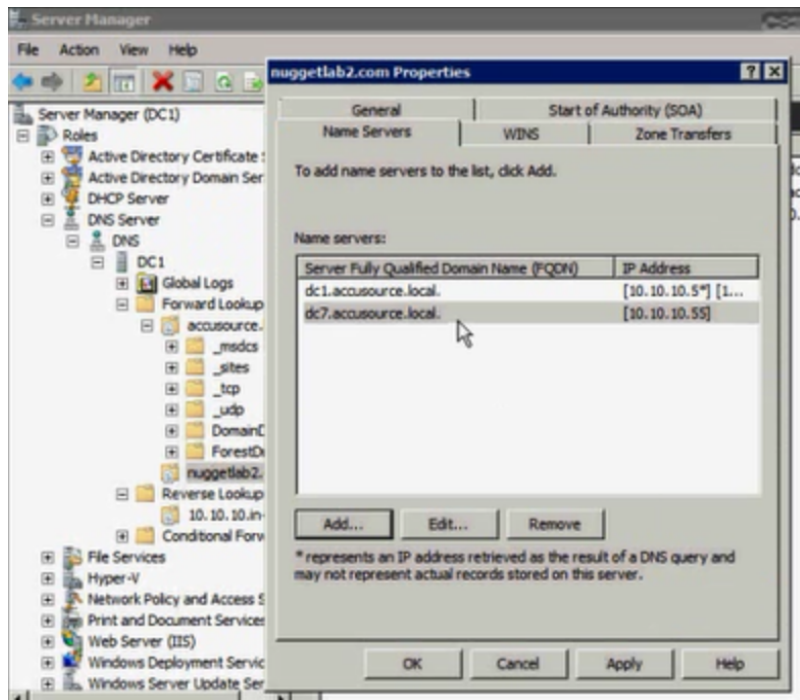
Pinging 10.10.10.5 with 32 bytes of data:
Reply from 10.10.10.5: bytes=32 time=1ms TTL=127
Reply from 10.10.10.5: bytes=32 time=1ms TTL=127
Reply from 10.10.10.5: bytes=32 time=1ms TTL=127
Reply from 10.10.10.5: bytes=32 time=1ms TTL=127

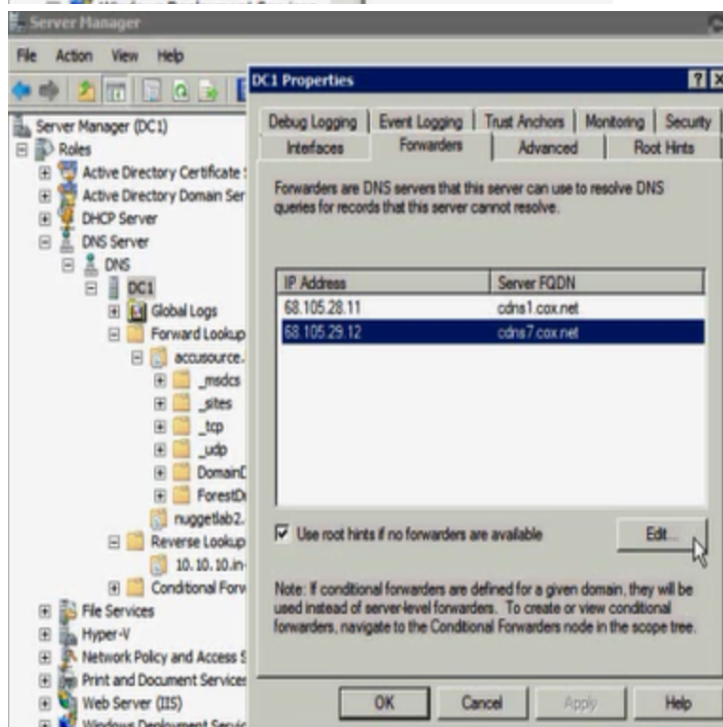
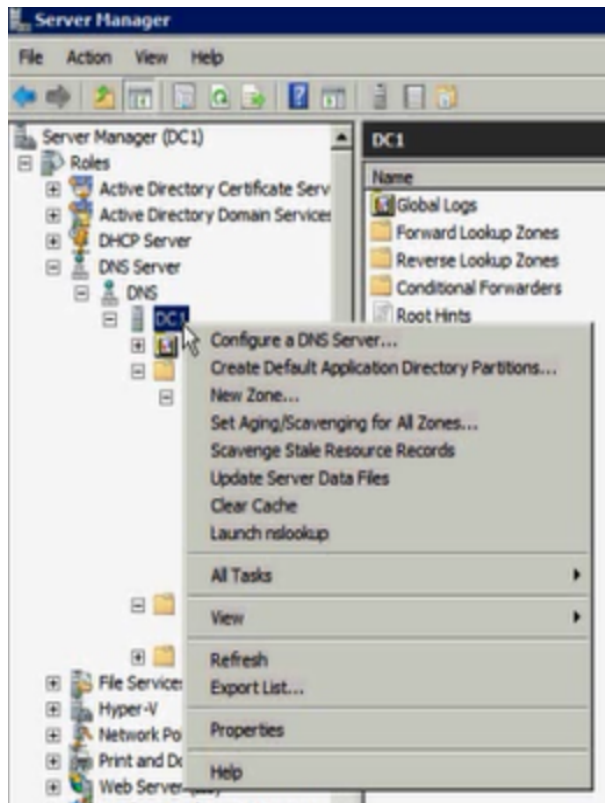
Ping statistics for 10.10.10.5:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 1ms, Maximum = 1ms, Average = 1ms

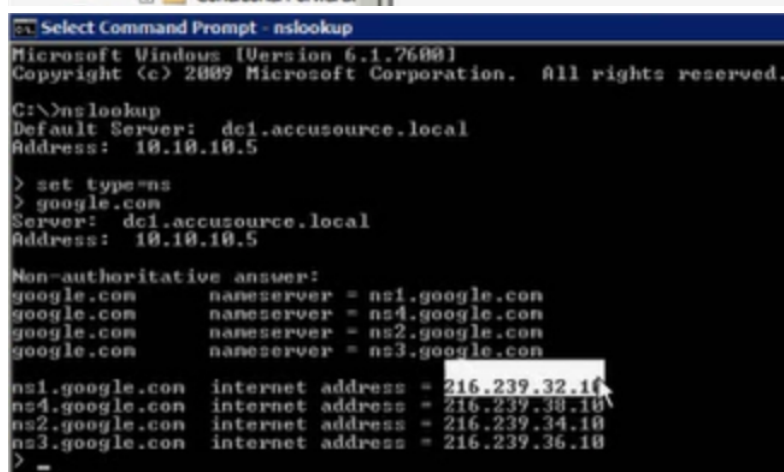
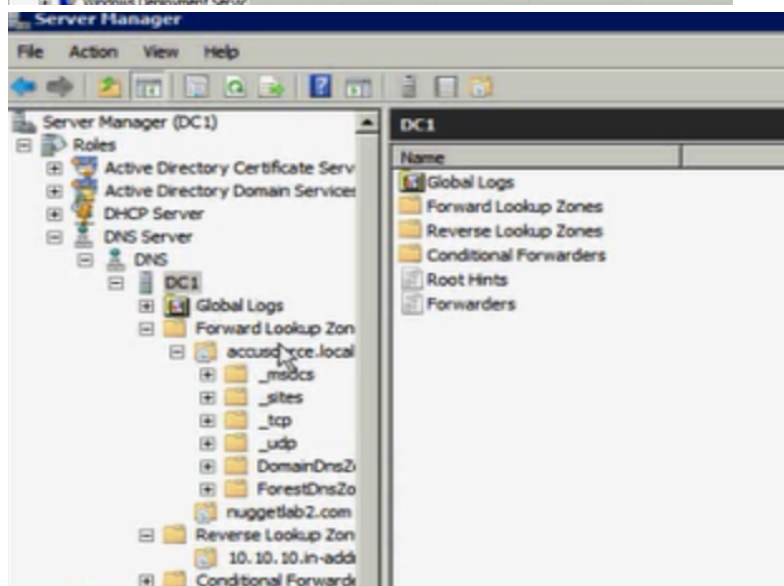
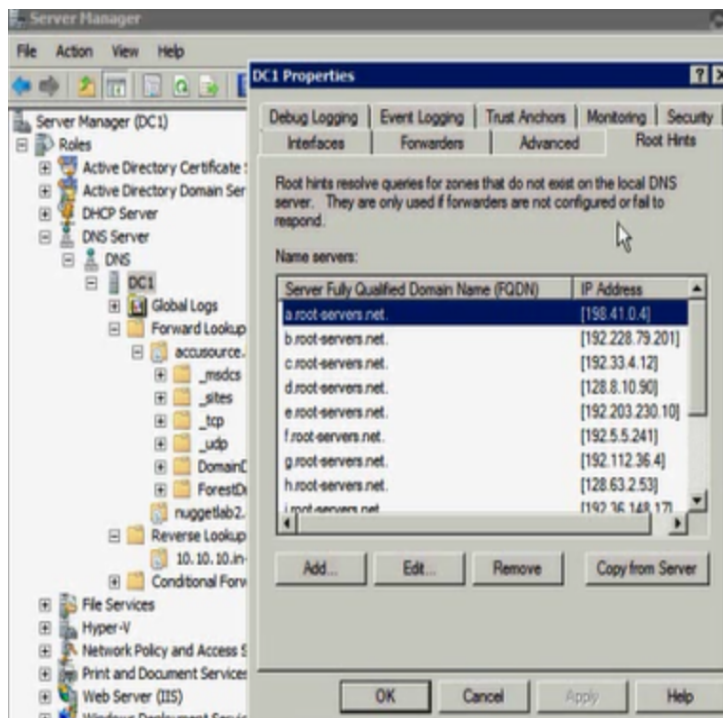
C:\>

```









New Zone Wizard

Zone Type

The DNS server supports various types of zones and storage.

Select the type of zone you want to create:

☐ Primary zone

Creates a copy of a zone that can be updated directly on this server.

☐ Secondary zone

Creates a copy of a zone that exists on another server. This option helps balance the processing load of primary servers and provides fault tolerance.

☒ Stub zone

Creates a copy of a zone containing only Name Server (NS), Start of Authority (SOA), and possibly glue Host (A) records. A server containing a stub zone is not authoritative for that zone.

☒ Store the zone in Active Directory (available only if DNS server is a writeable domain controller)

< Back

Next >

Cancel

New Zone Wizard

Active Directory Zone Replication Scope

You can select how you want DNS data replicated throughout your network.

Select how you want zone data replicated:

☐ To all DNS servers running on domain controllers in this forest: accusource.local

☒ To all DNS servers running on domain controllers in this domain: accusource.local

☐ To all domain controllers in this domain (for Windows 2000 compatibility): accusource.local

☐ To all domain controllers specified in the scope of this directory partition:

< Back

Next >

Cancel

New Zone Wizard

Zone Name

What is the name of the new zone?

The zone name specifies the portion of the DNS namespace for which this server is authoritative. It might be your organization's domain name (for example, microsoft.com) or a portion of the domain name (for example, newzone.microsoft.com). The zone name is not the name of the DNS server.

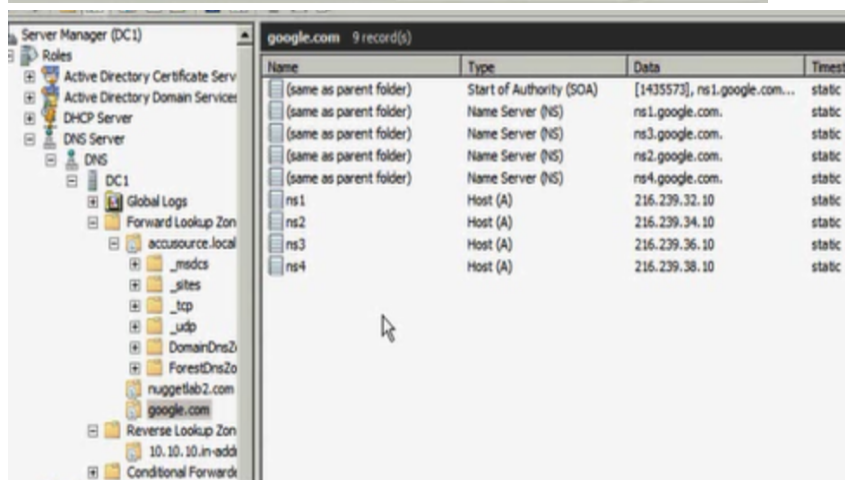
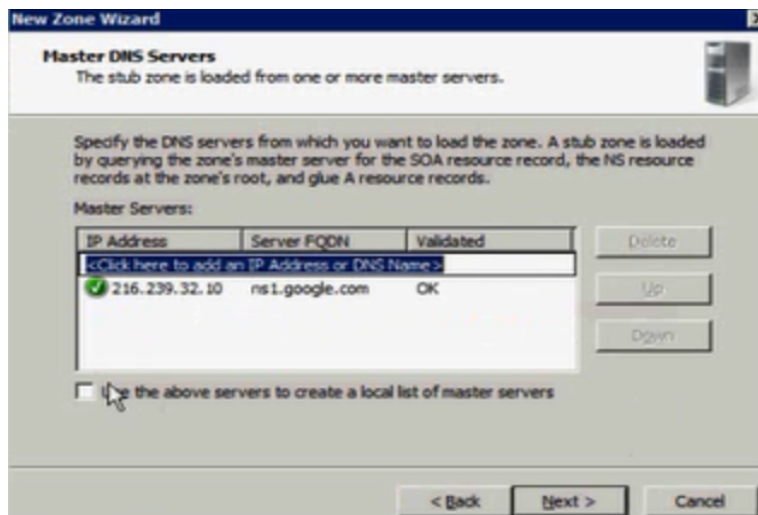
Zone name:

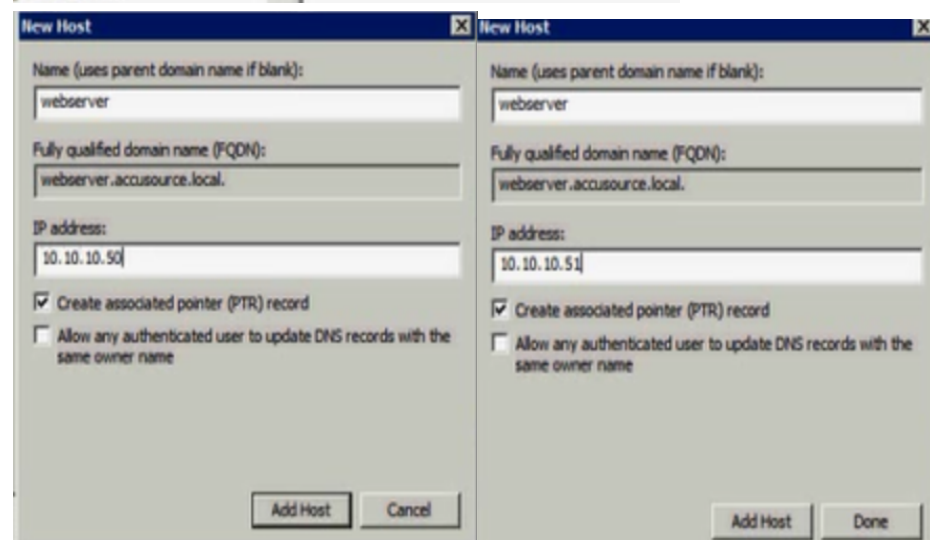
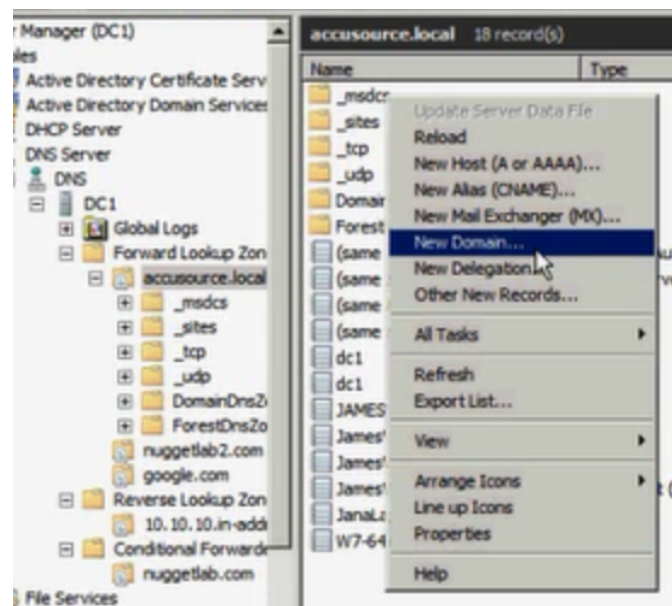
google.com

< Back

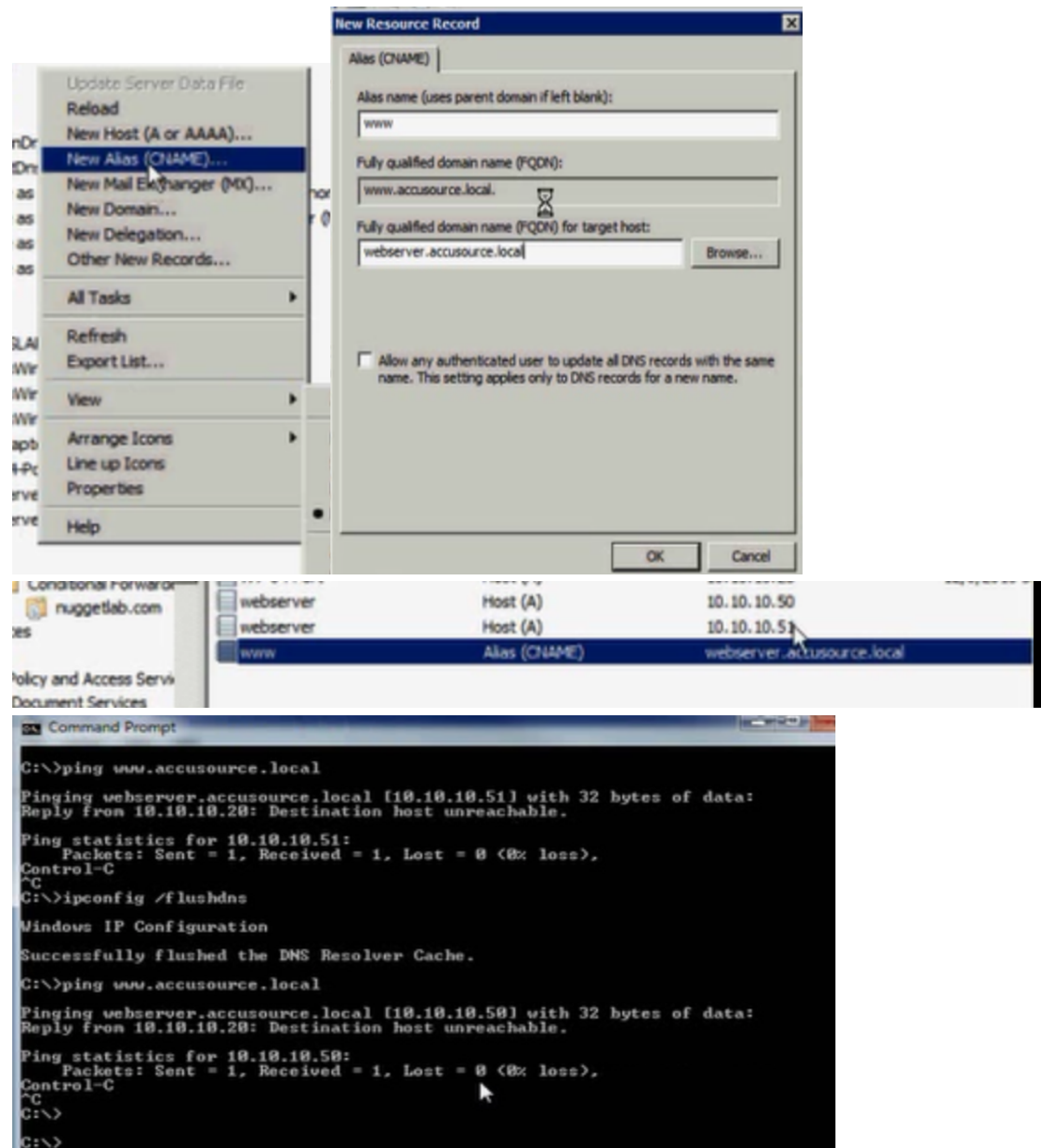
Next >

Cancel



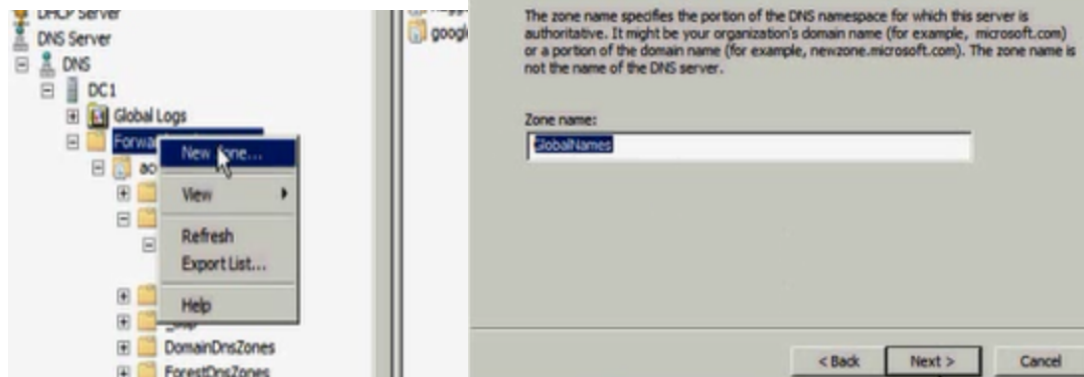


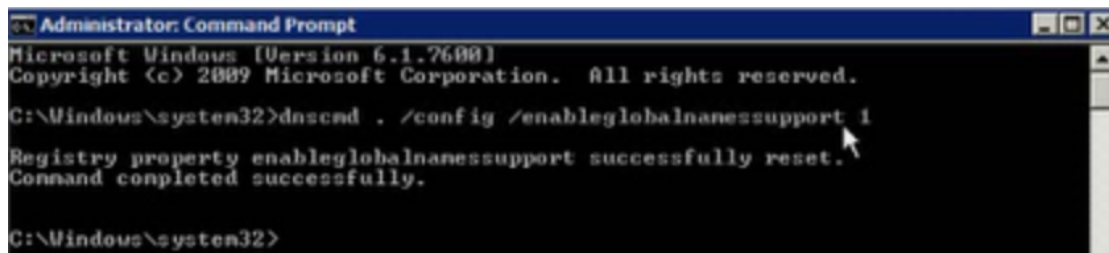
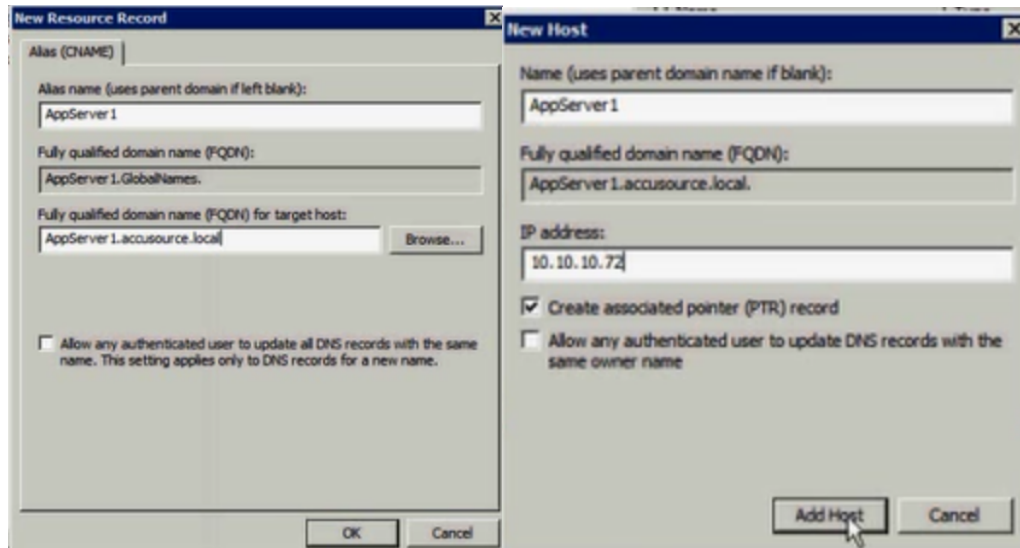
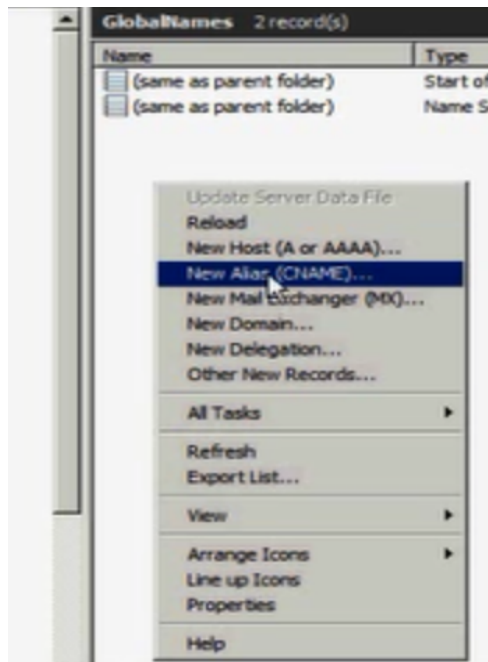
Forward Lookup Zone	JamesWin7-64	IPv6 Host (AAAA)	fd00:1d81:0006:0000:0000:...	12/10/2010
10.10.10.in-addr.arpa	JanaLaptop	Host (A)	10.10.10.30	12/5/2010 4
Conditional Forwarders	W7-64-Port	Host (A)	10.10.10.25	12/6/2010 5
nuggetlab.com	webservice	Host (A)	10.10.10.50	
	webservice	Host (A)	10.10.10.51	



GLOBAL NAMES ZONE DNS

- WINS-NO IPV6
- GNZ-NOT DYNAMIC
- USE WHEN:
 - CLIENTS CANNOT USE FQDN
 - DNS SERVERS ARE W2K8
 - REGISTERING STATIC SERVERS
 - DECOMMISSIONING WINS



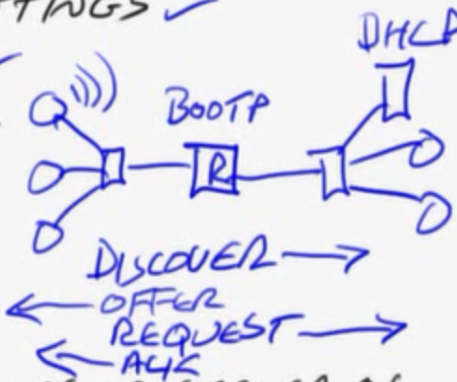


DHCP AND TOOLS

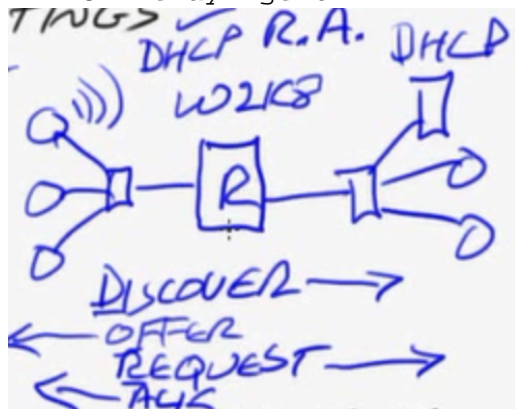
- DHCP OVERVIEW
- DHCP CONFIG
- CMD-LINE TOOLS

DHCP

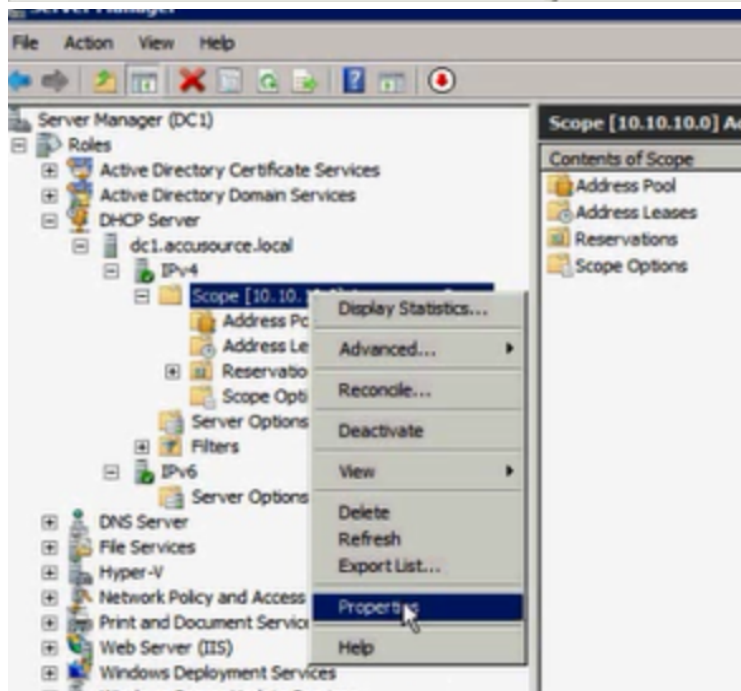
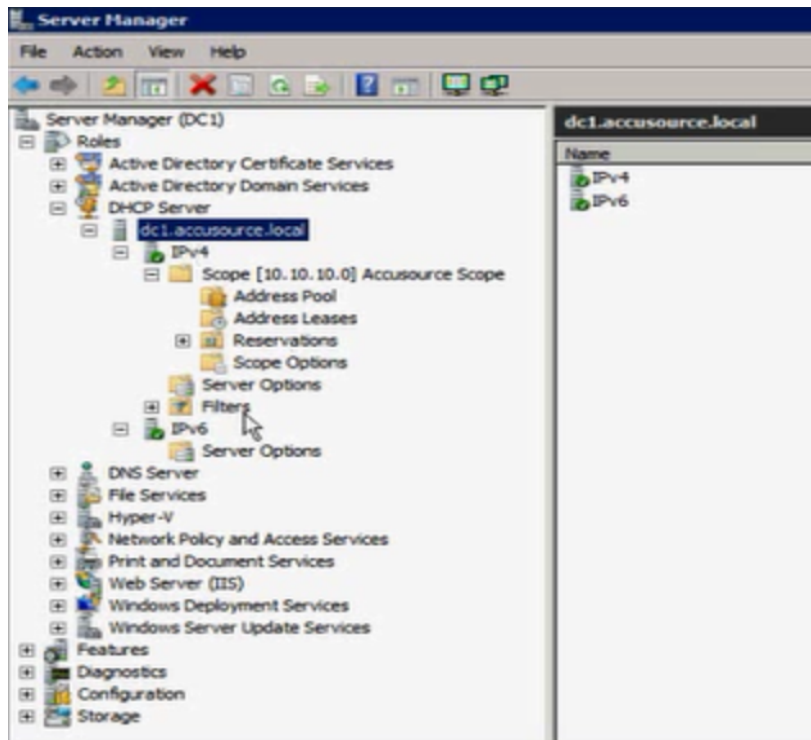
- AUTOMATICALLY CONFIGURE ✓
CLIENT IP SETTINGS ✓
 - IP ADDRESS ✓
 - DEF. GW ✓
 - DNS ✓
 - WINS ✓
 - ETC ✓
- NETWORK DEVICE OR SERVER OS
- BEST SHOWN IN INTERFACE...

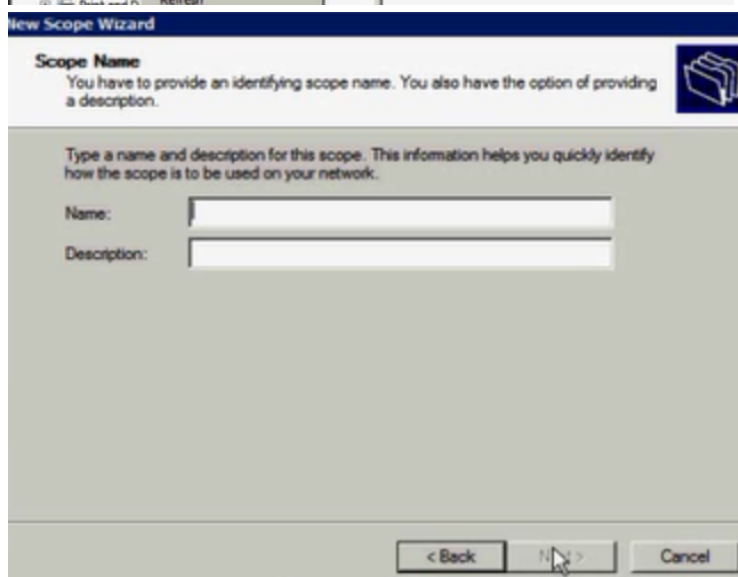
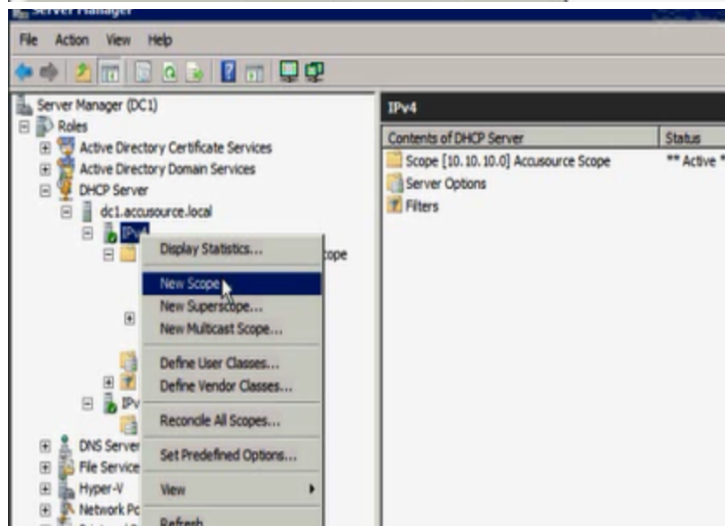
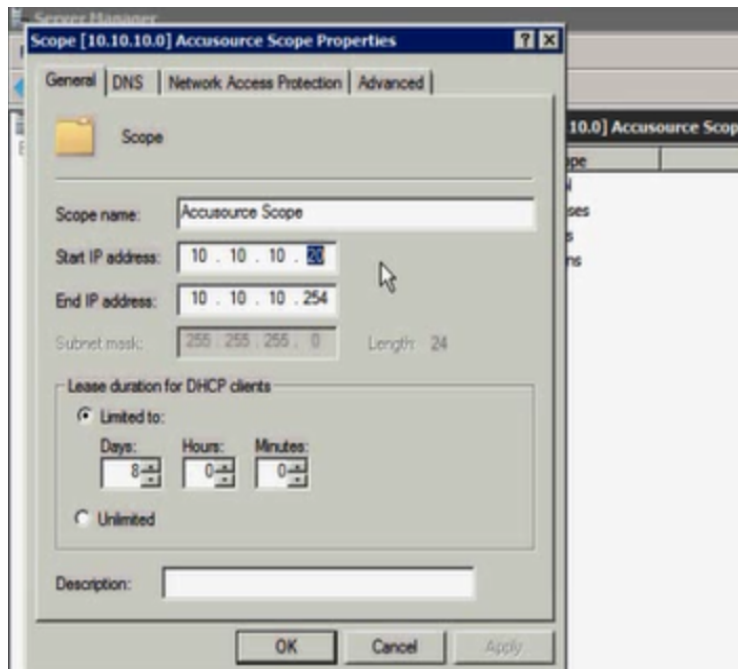


->DHCP Relay Agent









New Scope Wizard

IP Address Range

You define the scope address range by identifying a set of consecutive IP addresses.

Configuration settings for DHCP Server

Enter the range of addresses that the scope distributes.

Start IP address: 10 . 10 . 9 . 1

End IP address: 10 . 10 . 9 . 254

Configuration settings that propagate to DHCP Client

Length: 24

Subnet mask: 255 . 255 . 255 . 0

< Back

Next >

Cancel

New Scope Wizard

Add Exclusions and Delay

Exclusions are addresses or a range of addresses that are not distributed by the server. A delay is the time duration by which the server will delay the transmission of a DHCP OFFER message.

Type the IP address range that you want to exclude. If you want to exclude a single address, type an address in Start IP address only.

Start IP address: . . .

End IP address: . . .

Add

Excluded address range:

10.10.9.1 to 10.10.9.10

Remove

Subnet delay in millisecond:

10

< Back

Next >

Cancel

New Scope Wizard

Lease Duration

The lease duration specifies how long a client can use an IP address from this scope.

Lease durations should typically be equal to the average time the computer is connected to the same physical network. For mobile networks that consist mainly of portable computers or dial-up clients, shorter lease durations can be useful. Likewise, for a stable network that consists mainly of desktop computers at fixed locations, longer lease durations are more appropriate.

Set the duration for scope leases when distributed by this server.

Limited to:

Days: 8

Hours: 0

Minutes: 0

< Back

Next >

Cancel

New Scope Wizard

Configure DHCP Options

You have to configure the most common DHCP options before clients can use the scope.

When clients obtain an address, they are given DHCP options such as the IP addresses of routers (default gateways), DNS servers, and WINS settings for that scope.

The settings you select here are for this scope and override settings configured in the Server Options folder for this server.

Do you want to configure the DHCP options for this scope now?

☒ Yes, I want to configure these options now
 ☐ No, I will configure these options later

< Back

Next >

Cancel

New Scope Wizard

Router (Default Gateway)

You can specify the routers, or default gateways, to be distributed by this scope.

To add an IP address for a router used by clients, enter the address below.

IP address:

Add

10.10.9.1

Remove

Up

Down

< Back

Next >

Cancel

New Scope Wizard

Domain Name and DNS Servers

The Domain Name System (DNS) maps and translates domain names used by clients on your network.

You can specify the parent domain you want the client computers on your network to use for DNS name resolution.

Parent domain:

To configure scope clients to use DNS servers on your network, enter the IP addresses for those servers.

Server name:

dc1.accsource.local

Resolve

IP address:

10 . 10 . 10 . 28

Add

10.10.10.5

Remove

Up

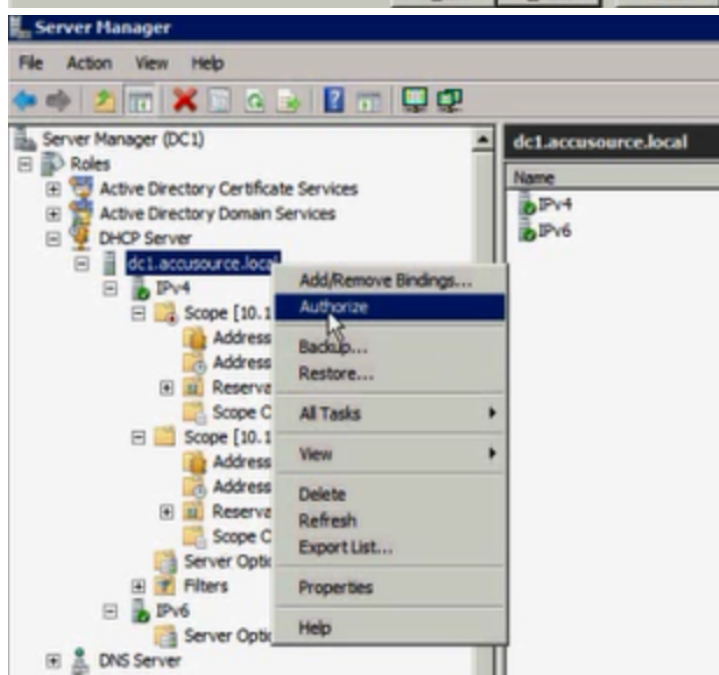
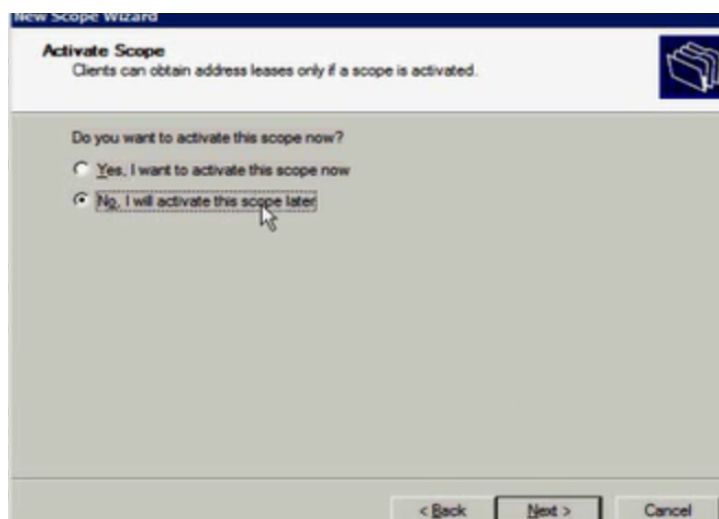
Down

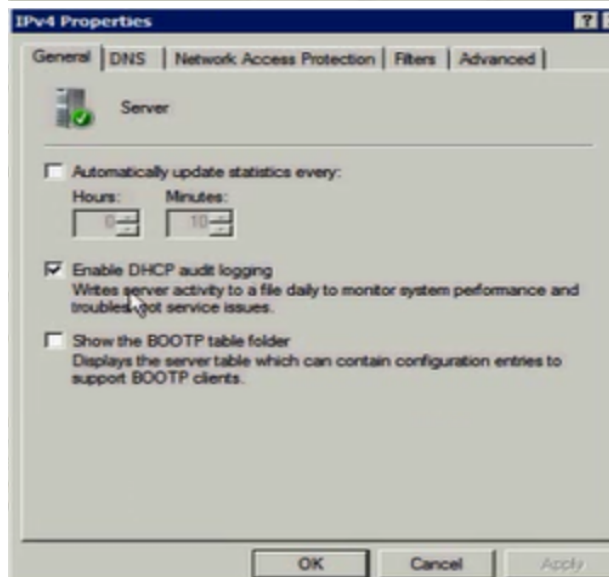
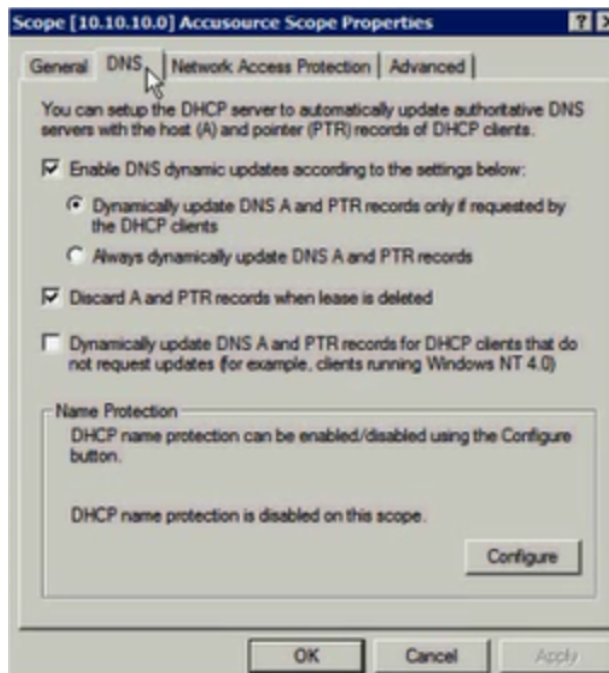
< Back

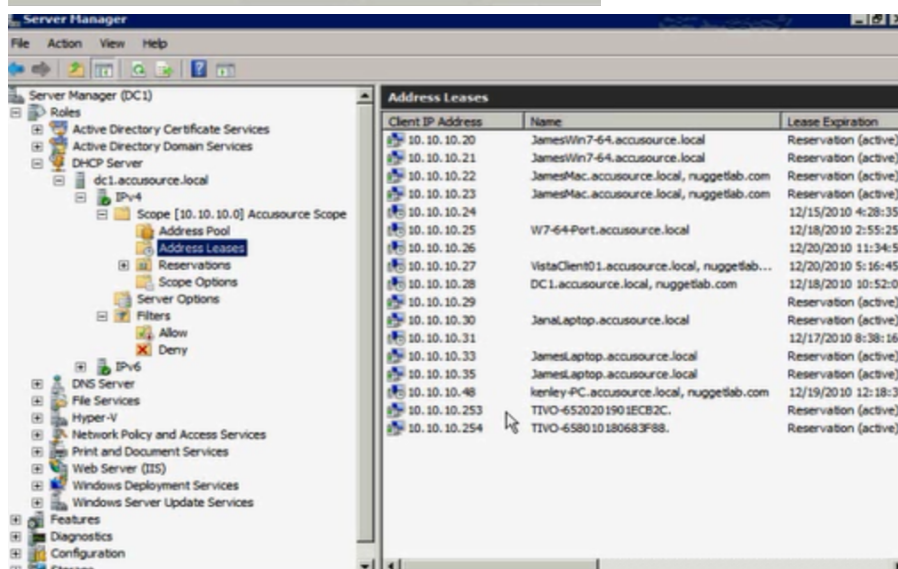
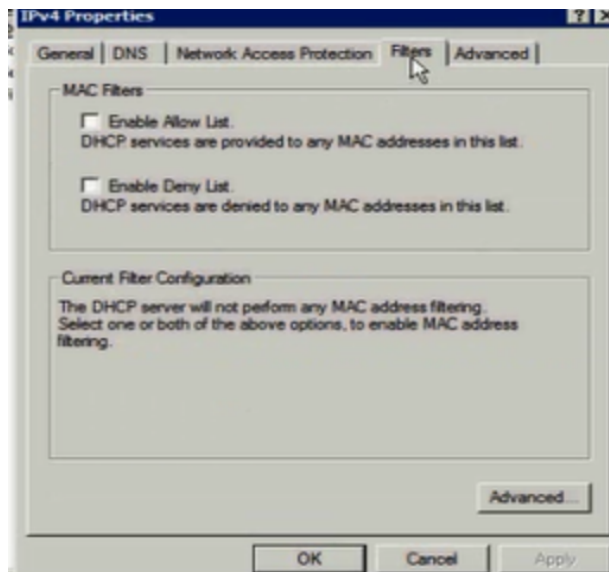
Next >

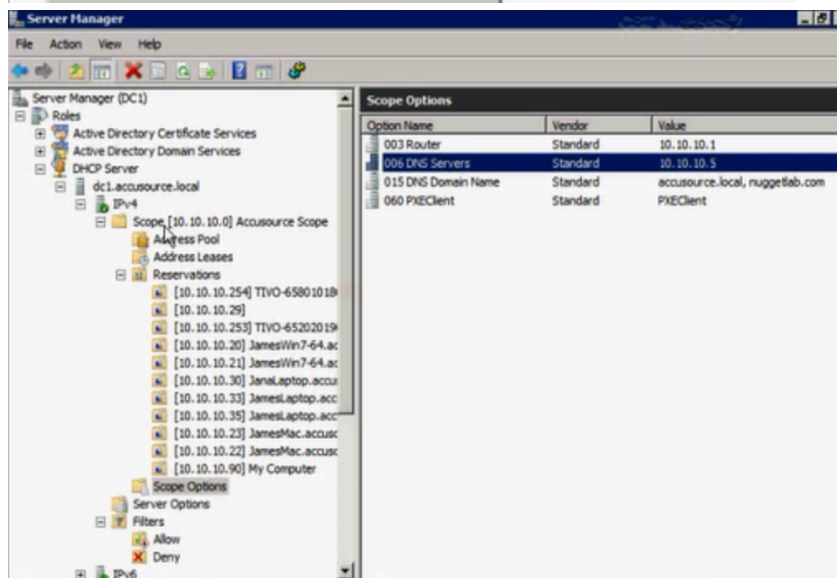
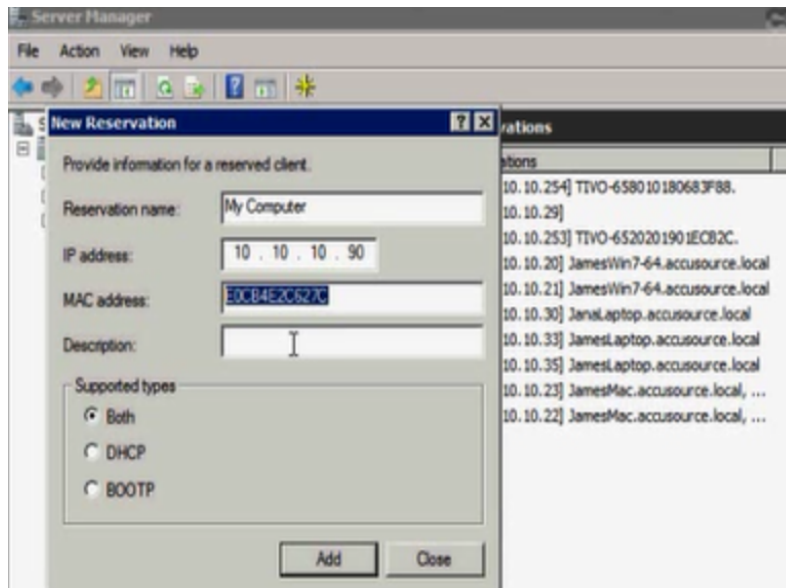
Cancel

87

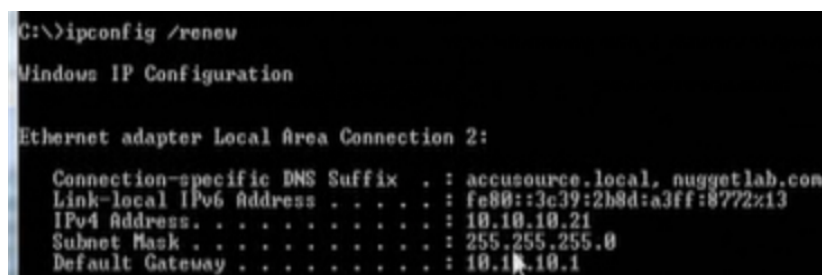








->Scope options and Server Options (for all the scopes)



```

C:\>ipconfig /flushdns
Windows IP Configuration
Successfully flushed the DNS Resolver Cache.
C:\>ipconfig /displaydns
Windows IP Configuration
Could not display the DNS Resolver Cache.
C:\>ping dc1
Pinging dc1.accusource.local [10.10.10.5] with 32 bytes of data:
Reply from 10.10.10.5: bytes=32 time=18ms TTL=127
Reply from 10.10.10.5: bytes=32 time=1ms TTL=127
Reply from 10.10.10.5: bytes=32 time=1ms TTL=127
Reply from 10.10.10.5: bytes=32 time=1ms TTL=127
Ping statistics for 10.10.10.5:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 1ms, Maximum = 18ms, Average = 5ms
C:\>

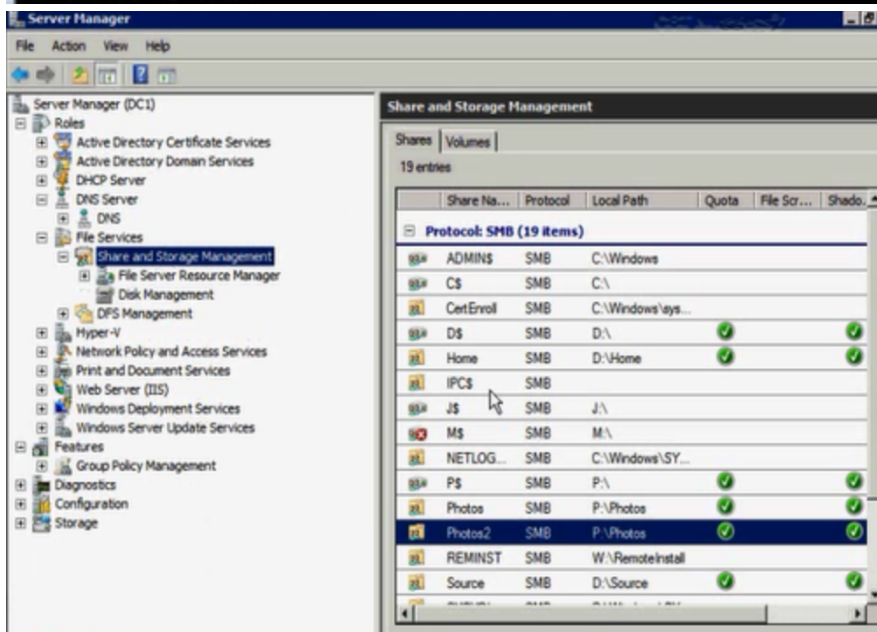
```

```

Administrator: Command Prompt
Microsoft Windows [Version 6.1.7600]
Copyright (c) 2009 Microsoft Corporation. All rights reserved.

C:\Windows\system32>ipconfig /registerdns
Windows IP Configuration
Registration of the DNS resource records for all adapters of this computer has been initiated. Any errors will be reported in the Event Viewer in 15 minutes.
C:\Windows\system32>

```



```

Command Prompt
C:\>net use q: \\dc1\photos2
The command completed successfully.
C:\>

```



```

C:\>net use
New connections will be remembered.

Status          Local        Remote              Network
-----
OK              H:          \\dc1\hone          Microsoft Windows Network
OK              P:          \\dc1\photos        Microsoft Windows Network
OK              Q:          \\dc1\photos2        Microsoft Windows Network
OK              S:          \\dc1\source         Microsoft Windows Network
OK              \\dc1\hone  Microsoft Windows Network
The command completed successfully.

C:\>net use q: /del
q: was deleted successfully.

C:\>net use
New connections will be remembered.

Status          Local        Remote              Network
-----
OK              H:          \\dc1\hone          Microsoft Windows Network
OK              P:          \\dc1\photos        Microsoft Windows Network
OK              S:          \\dc1\source         Microsoft Windows Network
OK              \\dc1\hone  Microsoft Windows Network
The command completed successfully.

```

```

Administrator: Command Prompt

Microsoft Windows [Version 6.1.7600]
Copyright (c) 2009 Microsoft Corporation. All rights reserved.

C:\Windows\system32>netstat -s

IPv4 Statistics

Packets Received                = 23994415
Received Header Errors          = 0
Received Address Errors         = 10779655
Datagrams Forwarded             = 0
Unknown Protocols Received      = 0
Received Packets Discarded      = 22020
Received Packets Delivered      = 14075004
Output Requests                 = 9590576
Routing Discards                = 0
Discarded Output Packets        = 103555
Output Packet No Route          = 40
Reassembly Required             = 0
Reassembly Successful           = 0
Reassembly Failures             = 0
Datagrams Successfully Fragmented = 0
Datagrams Failing Fragmentation = 0
Fragments Created               = 0

IPv6 Statistics

Packets Received                = 5425
Received Header Errors          = 0
Received Address Errors         = 2228
Datagrams Forwarded             = 0
Unknown Protocols Received      = 0
Received Packets Discarded      = 12
Received Packets Delivered      = 11165
Output Requests                 = 38597
Routing Discards                = 0
Discarded Output Packets        = 0
Output Packet No Route          = 63
Reassembly Required             = 0
Reassembly Successful           = 0
Reassembly Failures             = 0
Datagrams Successfully Fragmented = 0
Datagrams Failing Fragmentation = 0
Fragments Created               = 0

```

```
C:\Windows\system32>netstat -a

Active Connections

Proto Local Address           Foreign Address         State
TCP   0.0.0.0:135             JanesWin7-64:0         LISTENING
TCP   0.0.0.0:445             JanesWin7-64:0         LISTENING
TCP   0.0.0.0:912             JanesWin7-64:0         LISTENING
TCP   0.0.0.0:3260            JanesWin7-64:0         LISTENING
TCP   0.0.0.0:3261            JanesWin7-64:0         LISTENING
TCP   0.0.0.0:3389            JanesWin7-64:0         LISTENING
TCP   0.0.0.0:5357            JanesWin7-64:0         LISTENING
TCP   0.0.0.0:5985            JanesWin7-64:0         LISTENING
TCP   0.0.0.0:8019            JanesWin7-64:0         LISTENING
TCP   0.0.0.0:9876            JanesWin7-64:0         LISTENING
TCP   0.0.0.0:17500           JanesWin7-64:0         LISTENING
TCP   0.0.0.0:31038           JanesWin7-64:0         LISTENING
TCP   0.0.0.0:41380           JanesWin7-64:0         LISTENING
TCP   0.0.0.0:47001           JanesWin7-64:0         LISTENING
TCP   0.0.0.0:49152           JanesWin7-64:0         LISTENING
TCP   0.0.0.0:49153           JanesWin7-64:0         LISTENING
TCP   0.0.0.0:49154           JanesWin7-64:0         LISTENING
```

```
Windows Command Processor - nslookup

Microsoft Windows [Version 6.2.9200]
(c) 2012 Microsoft Corporation. All rights reserved.

C:\Windows\System32>nslookup www.google.com
Server: SkyRouter.Home
Address: 192.168.0.1

Non-authoritative answer:
Name: www.google.com
Addresses: 2a00:1450:4009:807::1014
          173.194.41.115
          173.194.41.116
          173.194.41.114
          173.194.41.113
          173.194.41.112

C:\Windows\System32>nslookup
Default Server: SkyRouter.Home
Address: 192.168.0.1

> set type=mail
unknown query type: mail
> set type=mx
> google.com
Server: SkyRouter.Home
Address: 192.168.0.1

Non-authoritative answer:
google.com MX preference = 10, mail exchanger = aspmx.l.google.com
google.com MX preference = 30, mail exchanger = alt2.aspmx.l.google.com
google.com MX preference = 50, mail exchanger = alt4.aspmx.l.google.com
google.com MX preference = 20, mail exchanger = alt1.aspmx.l.google.com
google.com MX preference = 40, mail exchanger = alt3.aspmx.l.google.com

alt4.aspmx.l.google.com internet address = 173.194.79.26
alt1.aspmx.l.google.com internet address = 173.194.70.26
alt3.aspmx.l.google.com internet address = 74.125.143.26
aspmx.l.google.com internet address = 173.194.66.26
alt2.aspmx.l.google.com internet address = 173.194.69.26
> =
```

```
C:\Windows\System32>
C:\Windows\System32>tracert google.com

Tracing route to google.com [173.194.34.165]
over a maximum of 30 hops:

 1      2 ms      9 ms      4 ms   SkyRouter.Home [192.168.0.1]
 2      *        *        *      Request timed out.
 3     11 ms     10 ms     10 ms   ip-84-38-37-10.easynet.co.uk [84.38.37.10]
 4     10 ms     13 ms     13 ms   027808af.bb.sky.com [2.120.8.175]
 5     12 ms      9 ms      9 ms   74.125.51.109
 6     10 ms      9 ms      8 ms   209.85.255.76
 7     13 ms      9 ms     10 ms   209.85.253.175
 8      7 ms      9 ms      8 ms   1hr14s22-in-f5.1e100.net [173.194.34.165]

Trace complete
```

```

C:\>pathping www.chtnuggets.com

Tracing route to a304.b.akanai.net [174.76.227.33]
over a maximum of 30 hops:
 0 JamesWin7-64.accusource.local [10.10.10.21]
 1 LINKSYSWRT350N [10.10.10.1]
 2 10.113.224.1
 3 ip68-2-6-41.ph.ph.cox.net [68.2.6.41]
 4 mcdldsrj01-ae2.0.rd.ph.cox.net [70.169.76.225]
 5 langbprj02-ae2.0.rd.la.cox.net [68.1.1.231]
 6 174.76.227.33

Computing statistics for 150 seconds...
Hop  RTT      Source to Here   This Node/Link   Address
0      0ms      Lost/Sent = Pct  Lost/Sent = Pct  JamesWin7-64.accusource.local [10.
10.10.21]
1      0ms      0/ 100 = 0%      0/ 100 = 0%      LINKSYSWRT350N [10.10.10.1]
2      9ms      0/ 100 = 0%      0/ 100 = 0%      10.113.224.1
3     11ms      0/ 100 = 0%      0/ 100 = 0%      ip68-2-6-41.ph.ph.cox.net [68.2.6.
41]
4     16ms      0/ 100 = 0%      0/ 100 = 0%      mcdldsrj01-ae2.0.rd.ph.cox.net [70
.169.76.225]
5     ---     100/ 100 =100%   100/ 100 =100%   langbprj02-ae2.0.rd.la.cox.net [68
.1.1.231]
6     24ms      0/ 100 = 0%      0/ 100 = 0%      174.76.227.33

Trace complete.

```

```

C:\Windows\System32>ping google.com -n 5

Pinging google.com [173.194.41.105] with 32 bytes of data:
Reply from 173.194.41.105: bytes=32 time=10ms TTL=58
Reply from 173.194.41.105: bytes=32 time=8ms TTL=58
Reply from 173.194.41.105: bytes=32 time=19ms TTL=58
Reply from 173.194.41.105: bytes=32 time=16ms TTL=58
Reply from 173.194.41.105: bytes=32 time=9ms TTL=58

Ping statistics for 173.194.41.105:
    Packets: Sent = 5, Received = 5, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 8ms, Maximum = 19ms, Average = 12ms

C:\Windows\System32>ping google.com -n 5 -l 1000

Pinging google.com [173.194.41.105] with 1000 bytes of data:
Reply from 173.194.41.105: bytes=1000 time=12ms TTL=58
Reply from 173.194.41.105: bytes=1000 time=11ms TTL=58
Reply from 173.194.41.105: bytes=1000 time=23ms TTL=58
Reply from 173.194.41.105: bytes=1000 time=10ms TTL=58
Reply from 173.194.41.105: bytes=1000 time=10ms TTL=58

Ping statistics for 173.194.41.105:
    Packets: Sent = 5, Received = 5, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 10ms, Maximum = 23ms, Average = 13ms

C:\Windows\System32>ping google.com -t -l 10000

Pinging google.com [173.194.41.105] with 10000 bytes of data:
Reply from 173.194.41.105: bytes=10000 time=34ms TTL=58
Reply from 173.194.41.105: bytes=10000 time=35ms TTL=58
Reply from 173.194.41.105: bytes=10000 time=25ms TTL=58
Reply from 173.194.41.105: bytes=10000 time=32ms TTL=58
Reply from 173.194.41.105: bytes=10000 time=27ms TTL=58
Reply from 173.194.41.105: bytes=10000 time=25ms TTL=58
Reply from 173.194.41.105: bytes=10000 time=31ms TTL=58
Reply from 173.194.41.105: bytes=10000 time=26ms TTL=58

Ping statistics for 173.194.41.105:
    Packets: Sent = 8, Received = 8, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 25ms, Maximum = 35ms, Average = 29ms
Control-C
^C

```

REMOTE ACCESS

- DIAL-UP ✓
- VPN ✓
 - PPTP ✓
 - L2TP
 - SSTP
 - IKEV2
 - DIRECT ACCESS

REMOTE ACCESS: DIAL-UP

- VERY POOR PERFORMANCE
- DEDICATED LINK ✓
- SMALL ATTACK SURFACE ✓
- UNWIELDY, EXPENSIVE SCALABILITY

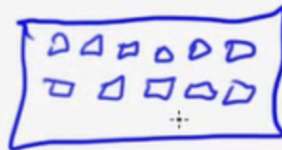
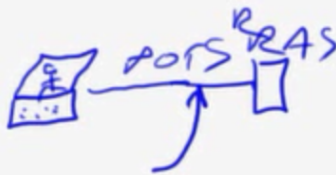
MODEM

16K

14K

28K

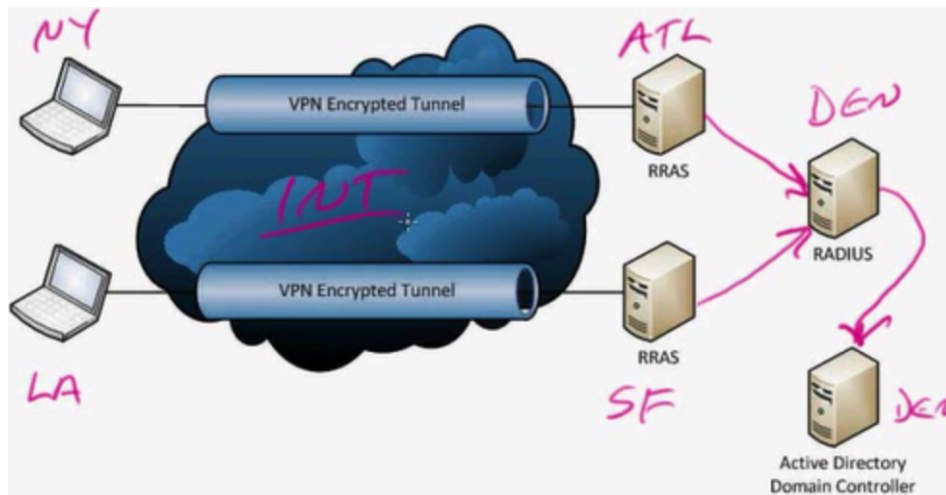
53K



->RRAS(Routing Remote Access Server)

REMOTE ACCESS: VPN

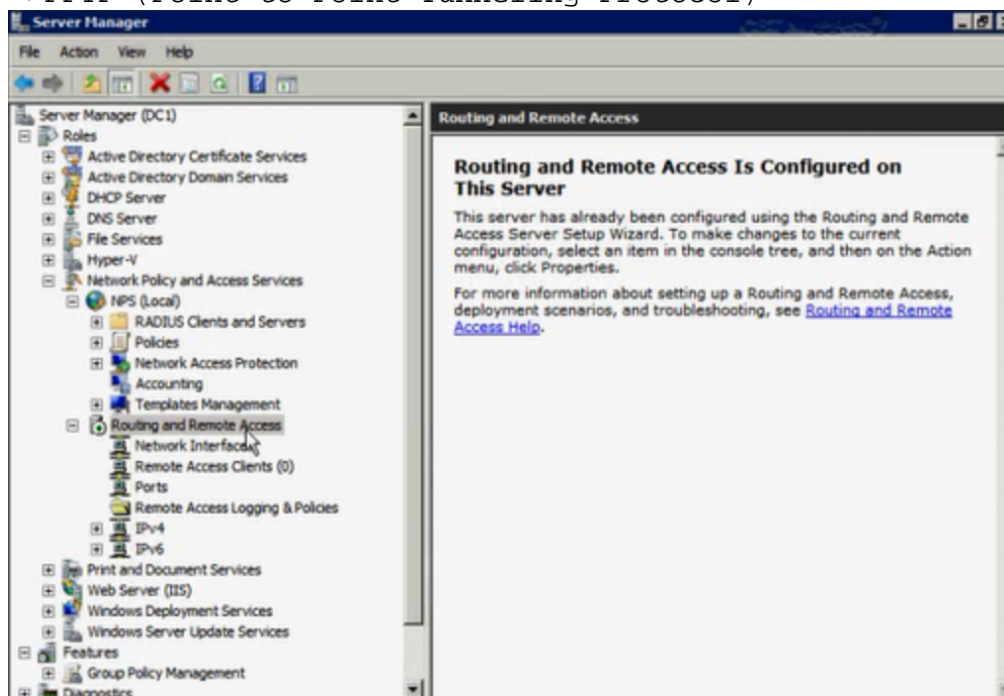
- A VIRTUAL PRIVATE CONNECTION OVER A PUBLIC CONNECTION (INTERNET)
- SAME ACCESS TO RESOURCES ✓ AS LOCAL CONNECTION
- REQUIRES RRAS, AUTHENTICATION (AD), OFTEN RADIUS ✓
- TRAVELING USERS ✓
- TELECOMMUTERS ✓

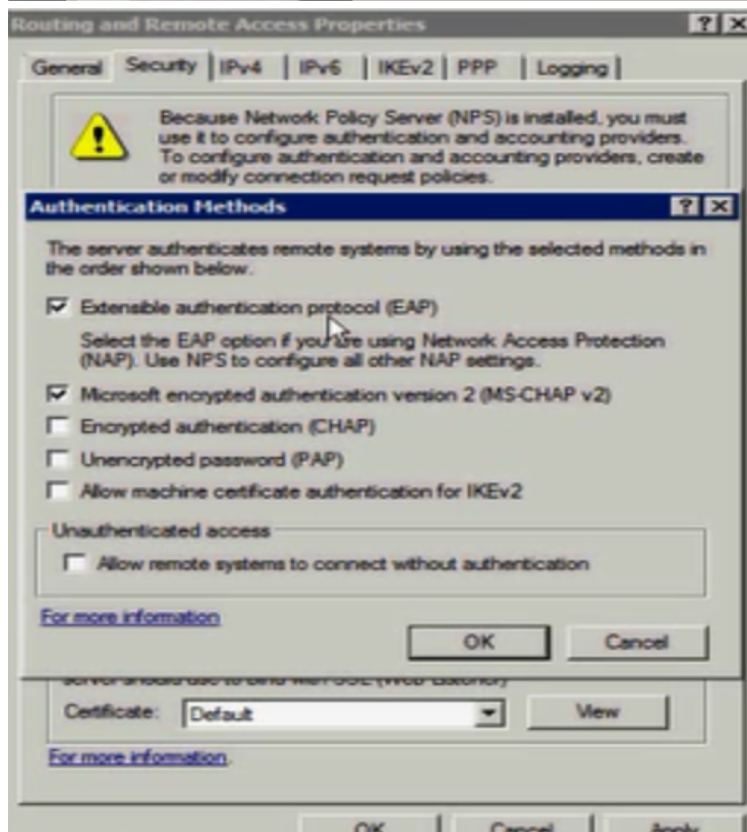
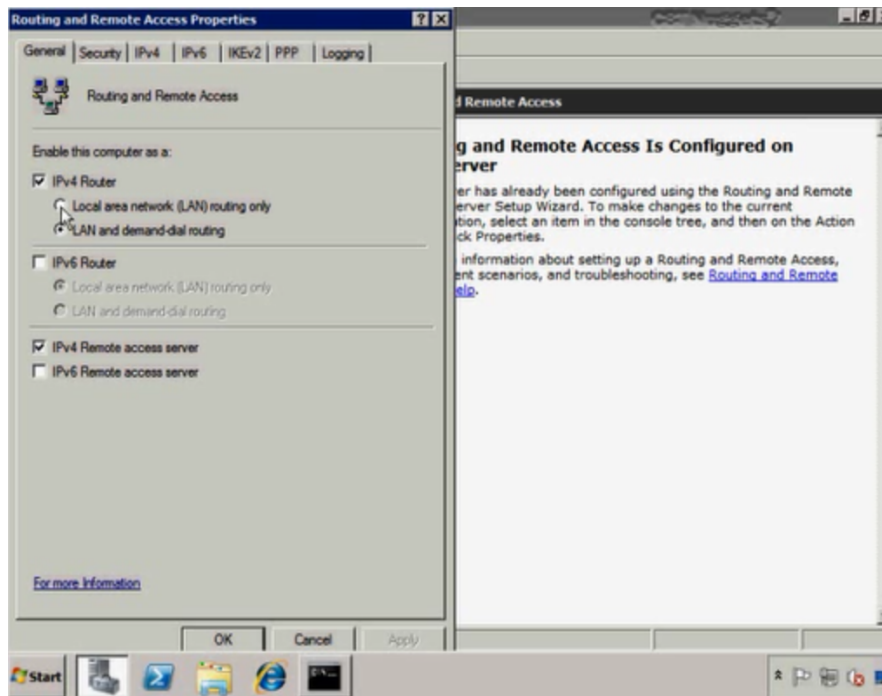


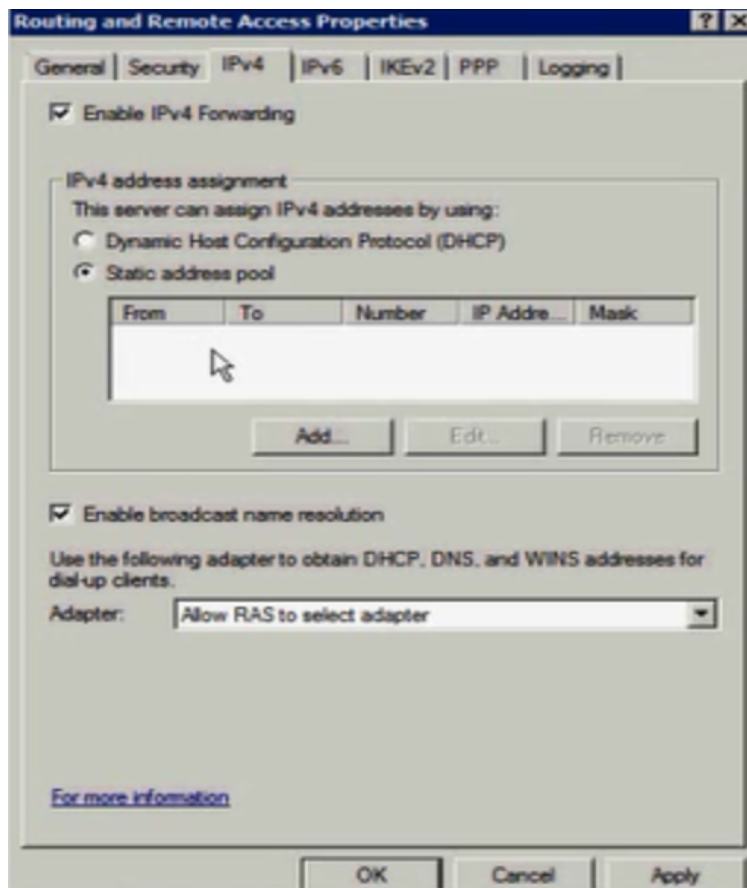
REMOTE ACCESS: PPTP

- EASY TO CONFIGURE ✓
- LOWEST SECURITY ✓
- USER AUTHENTICATION (MS-CHAP V2) ✓
- POSSIBLE NAT PROBLEMS

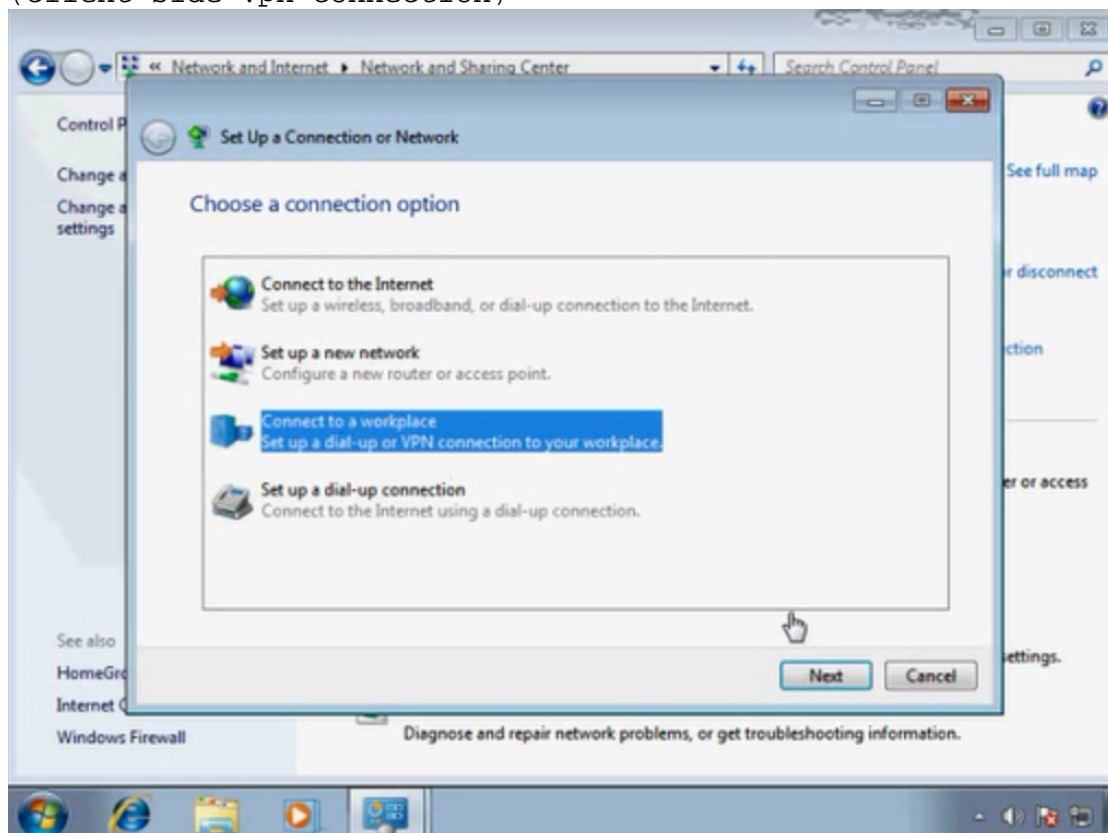
->PPTP (Point to Point Tunneling Protocol)

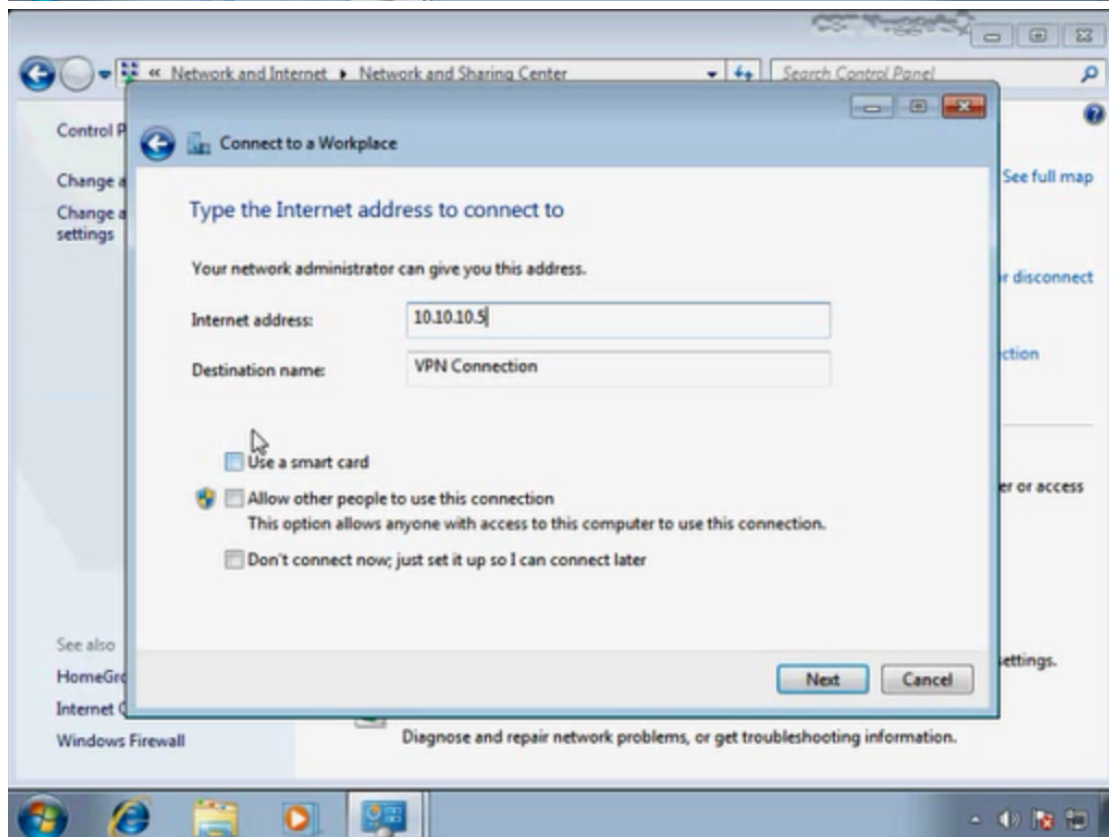
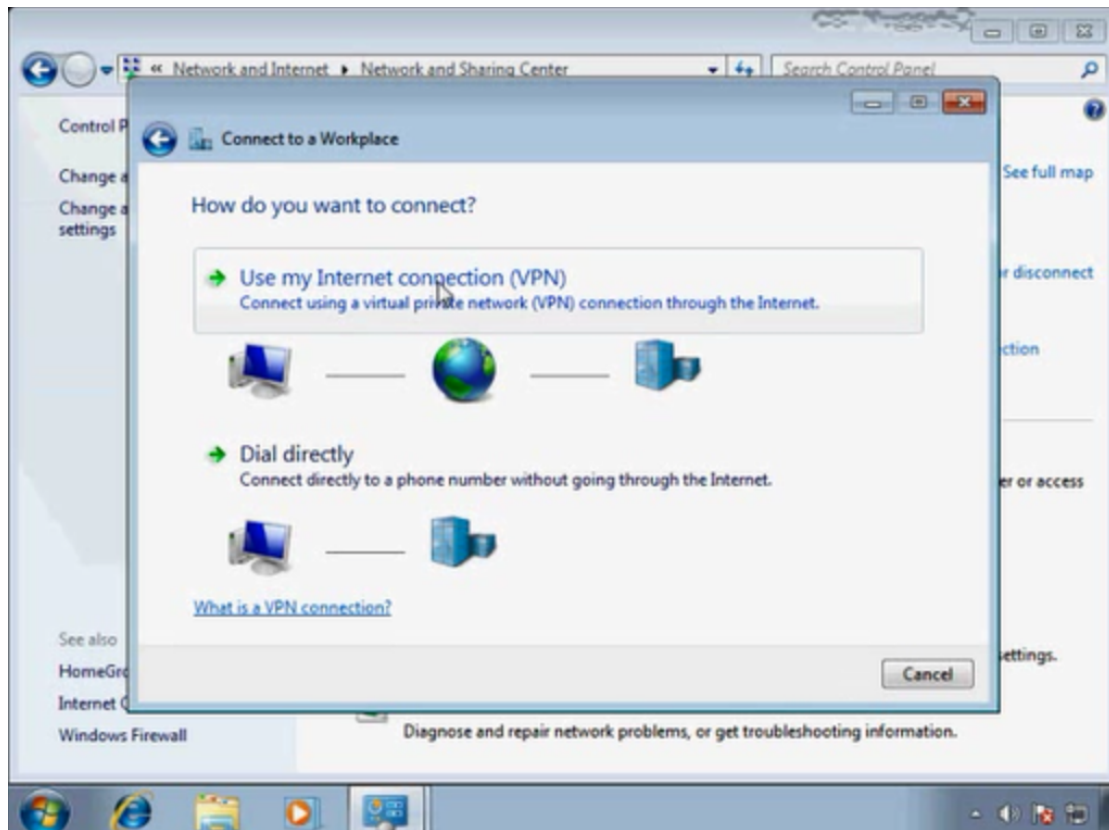


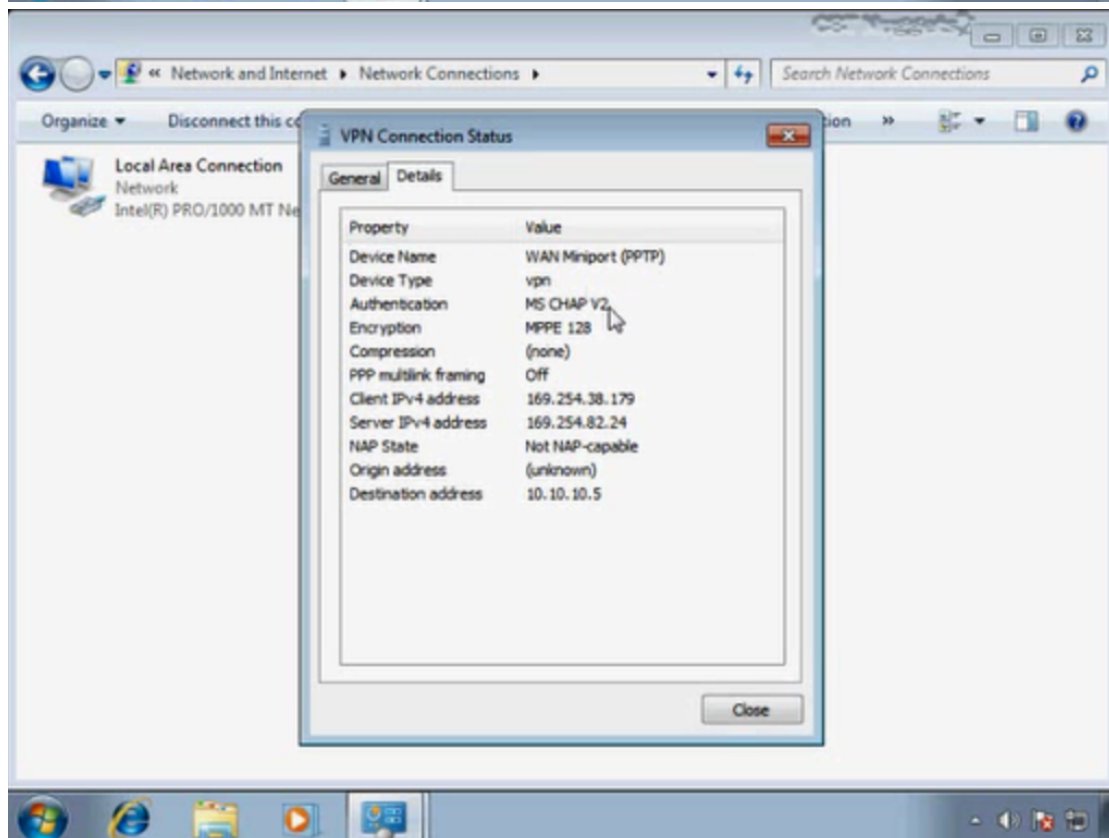
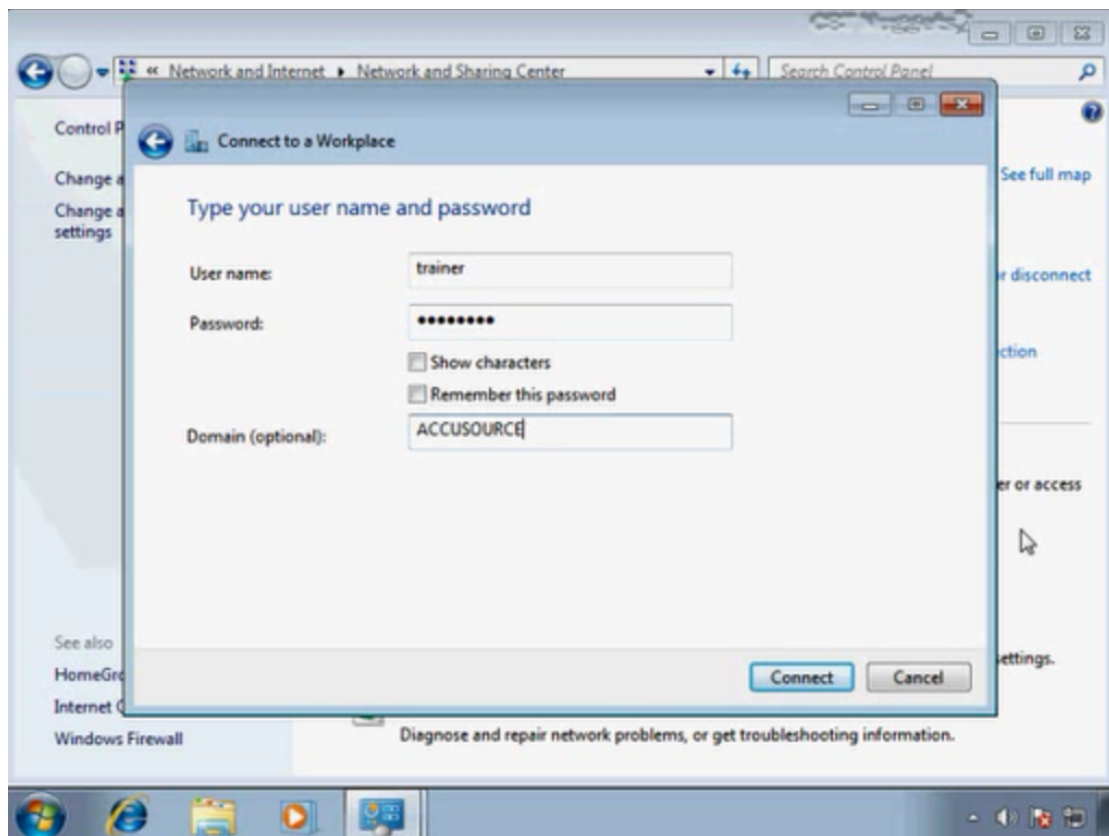


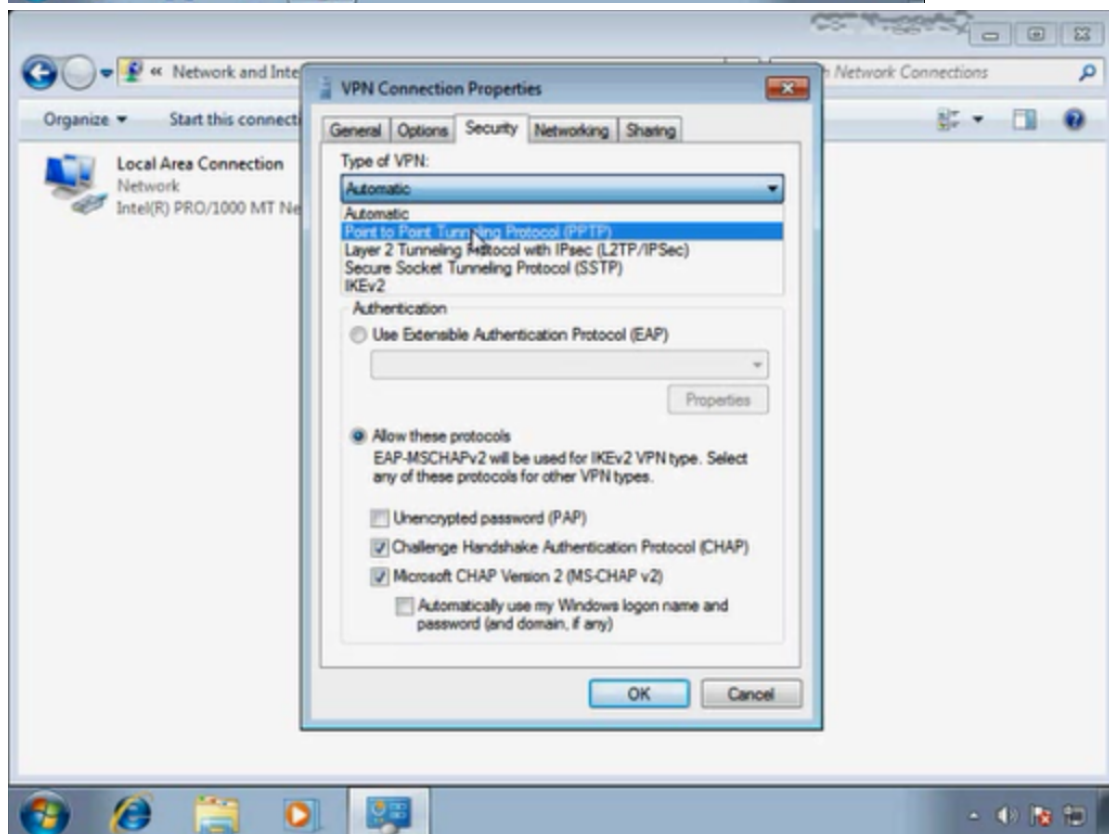
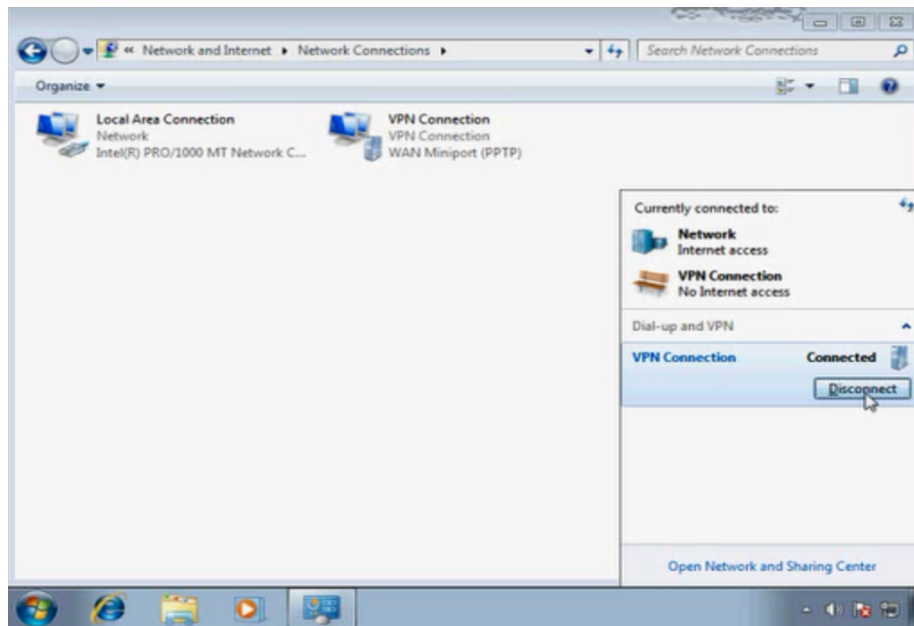


(client side vpn connection)









REMOTE ACCESS: L2TP

- MORE SECURE THAN PPTP ✓
- USER + COMPUTER AUTH ✓ ✚
- COMPUTER CERTS REQ'D
- MS & NON-MS
- IPV4 OR IPV6
- IPSEC: AUTHENTICATION, INTEGRITY, ENCRYPTION

->L2TP(Layer 2 Tunneling Protocol)

->you need to open firewall ports

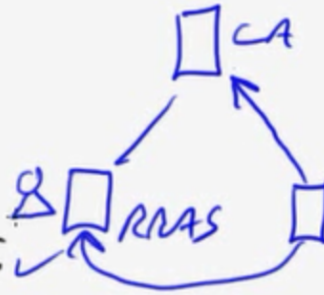
REMOTE ACCESS: SSTP

- VISTA, WIN7, W2K8/R2 ✚
- VPN USING SSL OVER TCP443
- EASY TO GET PAST FIREWALLS, NAT
- VPN CLIENT MUST TRUST CERT ON RRAS

->SSTP(Secure socket Tunneling protocol)

REMOTE ACCESS: IKEV2

- GOOD SECURITY ✓
- USES CERTS ✓
 - SERVER AUTHENT. ✓
 - INSTALL ROOT CERT ON CLIENTS
- SURVIVES INTERRUPTIONS
(VPN RECONNECT OR AGILE VPN)
- WIN7, W2K8 R2



->IKE(Internet Key exchange v2)

DIRECT ACCESS

- "ALWAYS ON" VPN
- AUTOMATIC CONNECTION W/INTERNET
- WIN7 ENTERPRISE OR ULTIMATE
- W2K8 R2 EDGE
- IPV6 ONLY
- KEEPS CLIENTS UP-TO-DATE
- IPSEC

(Windows MS DOS Command Prompt)

```
C:\>nslookup www.google.com
```

```
C:\>ipconfig /all
```

```
C:\>ipconfig
```

```
C:\>ipconfig /displaydns
```

```
C:\>ipconfig /flushdns
```

```
C:\>ipconfig /release
```

```
C:\>ipconfig /renew
```

```
C:\>hostname
```

```
C:\>arp -a (to check arp cache)
```

```
C:\>route print (to check computers routing table)
```

```
C:\>route add 96.0.0.0 mask 255.0.0.0 192.168.1.1 metric 2 if
```

```
1
```

```
C:\>ping 127.0.0.0 (to check tcp stack loopback test)
C:\>ping ::1 (loopback test for ipv6)
C:\>ping 192.168.1.1 or C:\>ping google.com
C:\>ping google.com -t (unlimited ping)
C:\>ping google.com -n 10 (number of counts)
C:\>ping google.com -n 10 -l 10000 (count 5 and 10000 bytes
size)
C:\>ping -a 10.1.1.1 (gives FQDN)
C:\>tracert 192.168.1.1 or C:\>tracert google.com
C:\>telnet 192.168.1.1
```