

National Network Security Championship Workshop

Course Layout

- OSI Model
 - How a packet moves through all OSI layers when we ping Google server from an end device (PC or laptop)?
- Networking devices and their use in the industry
 - Understanding the Process of Unicast, Multicast & Broadcast
 - Broadcast & Collision Domain
- Subnetting and VLSM
 - How to divide a network into multiple sub-networks with same range using Subnetting?
 - How to save an IP address range with VLSM?
 - Needs and uses of dividing a network into multiple networks
 - Summarization - How to create a summary of similar IP address blocks?
- Public & Private IPS
 - What is the need for buying IP addresses?
 - Where do we buy the IP addresses from?
 - What is the current cost of an IP address?
- IPv6 Addressing
 - Hexadecimal Conversion
- Routing
 - Router Modes
 - Router IOS
 - Static and Dynamic Routing Protocols
 - Best path selection for Routing
 - Working of these protocols
 - Shortcomings of the protocols
- Application Layer Protocols and their uses. Protocols include: DHCP, DNS, SMTP & POP3.
- How to use Telnet, Ping, SSH and how do these work in an organization.
- Switching
 - How switch forms its MAC table?
 - A switches form a MAC table still we call it a broadcast device. Why?
 - What is a VLAN and how to configure it?
 - What is VLAN Trunking Protocol (VTP) and how is it used?
- Optional : Access Lists (ACL)
 - How to implement security features or restrictions on devices using ACL
- Optional : Network Address Translation (NAT)

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Softwares to be used:-

- Telnet Client
- Secure CRT
- Putty
- Wire Shark
- Packet Tracer



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