

# 200-101<sup>Q&As</sup>

Interconnecting Cisco Networking Devices Part 2 (ICND2)

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#### **QUESTION 1**

Which protocol is an open standard protocol framework that is commonly used in VPNs, to provide secure end-to-end communications?

A. RSA

B. L2TP

C. IPsec

D. PPTP

Correct Answer: C

Internet Protocol Security (IPsec) is a technology protocol suite for securing Internet Protocol (IP) communications by authenticating and/or encrypting each IP packet of a communication session. IPsec also includes protocols for establishing mutual authentication between agents at the beginning of the session and negotiation of cryptographic keys to be used during the session.

**QUESTION 2** 





#### Attention:

In practical examinations, please note the following, the actual information will prevail.

#### 1. Name of the router is xxx



- 2. Enable secret password is xxx
- 3. Password In access user EXEC mode using the console is xxx
- 4. The password to allow telnet access to the router is xxx
- 5. IP information
- Correct Answer: Router>enable
- Explanation
- Explanation/Reference:
- Router>enable
- Router#config terminal
- Router(config)#hostname Gotha
- Gotha(config)#enable secret mi222ke
- Gotha(config)#line console 0
- Gotha(config-line)#password G8tors1
- Gotha(config-line)#exit
- Gotha(config)#line vty 0 4
- Gotha(config-line)#password dun63lap
- Gotha(config-line)#login
- Gotha(config-line)#exit
- Gotha(config)#interface fa0/0
- Gotha(config-if)#no shutdown
- Gotha(config-if)#ip address 209.165.201.4 255.255.255.224
- Gotha(config)#interface s0/0/0
- Gotha(config-if)#ip address 192.0.2.190 255.255.255.240
- Gotha(config-if)#no shutdown
- Gotha(config-if)#exit
- Gotha(config)#router rip
- Gotha(config-router)#version 2
- Gotha(config-router)#network 209.165.201.0
- Gotha(config-router)#network 192.0.2.176



Gotha(config-router)#end

Gotha#copy running-config startup-config

#### **QUESTION 3**

When a router undergoes the exchange protocol within OSPF, in what order does it pass through each state?

- A. exstart state > loading state > exchange state > full state
- B. exstart state > exchange state > loading state > full state
- C. exstart state > full state > loading state > exchange state
- D. loading state > exchange state > full state > exstart state

Correct Answer: B

Why Are OSPF Neighbors Stuck in Exstart/Exchange State? Reference: http://www.cisco.com/en/US/tech/tk365/technologies\_tech\_note09186a0080093f0d.shtml

#### **QUESTION 4**

Refer to the exhibit.



Each of these four switches has been configured with a hostname, as well as being configured to run RSTP. No other configuration changes have been made. Which three of these show the correct RSTP port roles for the indicated switches and interfaces? (Choose three.)

#### A. SwitchA, Fa0/2, designated



- B. SwitchA, Fa0/1, root
- C. SwitchB, Gi0/2, root
- D. SwitchB, Gi0/1, designated
- E. SwitchC, Fa0/2, root
- F. SwitchD, Gi0/2, root

Correct Answer: ABF

The question says "no other configuration changes have been made" so we can understand these switches have the same bridge priority. SwitchC has lowest MAC address so, it will become root bridge and 2 of its ports (Fa0/1 and Fa0/2) will be designated ports (DP). Because SwitchC is the root bridge the 2 ports nearest SwitchC on SwitchA (Fa0/1) and SwitchD (Gi0/2) will be root ports (RP) -> B and F are correct.

SwitchB must have a root port so which port will it choose? To answer this question we need to know about STP cost and port cost. In general, "cost" is calculated based on bandwidth of the link. The higher the bandwidth on a link, the lower the value of its cost. Below are the cost values you should memorize: Link speed Cost SwitchB will choose the interface with lower cost to the root bridge as the root port so we must calculate the cost on interface Gi0/1 and Gi0/2 of SwitchB to the root bridge. This can be calculated from the "cost to the root bridge" of each switch because a switch always advertises its cost to the root bridge in its BPDU. The receiving switch will add its local port cost value to the cost in the BPDU. SwitchC advertises its cost to the root bridge with a value of 0. Switch D adds 4 (the cost value of 1Gbps link) and advertises this value (4) to SwitchB. SwitchB adds another 4 and learns that it can reach SwitchC via Gi0/1 port with a total cost of 8. The same process happens for SwitchA and SwitchB learns that it can reach SwitchC via Gi0/2 with a total cost of 23 -> Switch B chooses Gi0/1 as its root port. Now our last task is to identify the port roles of the ports between SwitchA and SwitchB. It is rather easy as the MAC address of SwitchA is lower than that of SwitchB so Fa0/2 of SwitchA will be designated port while Gi0/2 of SwitchB will be alternative port.

#### **QUESTION 5**

The network administrator has been asked to give reasons for moving from IPv4 to IPv6. What are two valid reasons for adopting IPv6 over IPv4? (Choose two.)

- A. no broadcast
- B. change of source address in the IPv6 header
- C. change of destination address in the IPv6 header
- D. Telnet access does not require a password
- E. autoconfig
- F. NAT

Correct Answer: AE

Six Benefits Of IPv6 http://www.networkcomputing.com/ipv6/six-benefits-of-ipv6/230500009

With IPv6, everything from appliances to automobiles can be interconnected. But an increased number of IT addresses isn\\'t the only advantage of IPv6 over IPv4. In honor of World IPv6 Day, here are six more good reasons to make sure your hardware, software, and services support IPv6. More Efficient Routing IPv6 reduces the size of routing tables and makes routing more efficient and hierarchical. IPv6 allows ISPs to aggregate the prefixes of their customers\\' networks



into a single prefix and announce this one prefix to the IPv6 Internet. In addition, in IPv6 networks, fragmentation is handled by the source device, rather than the router, using a protocol for discovery of the path\\'s maximum transmission unit (MTU).

More Efficient Packet Processing IPv6\\'s simplified packet header makes packet processing more efficient. Compared with IPv4, IPv6 contains no IP-level checksum, so the checksum does not need to be recalculated at every router hop. Getting rid of the IPlevel checksum was possible because most link-layer technologies already contain checksum and error-control capabilities. In addition, most transport layers, which handle end-to-end connectivity, have a checksum that enables error detection. Directed Data Flows IPv6 supports multicast rather than broadcast. Multicast allows bandwidth-intensive packet flows (like multimedia streams) to be sent to multiple destinations simultaneously, saving network bandwidth. Disinterested hosts no longer must process broadcast packets. In addition, the IPv6 header has a new field, named Flow Label, that can identify packets belonging to the same flow. Simplified Network Configuration Address auto-configuration (address assignment) is built in to IPv6. A router will send the prefix of the local link in its router advertisements. A host can generate its own IP address by appending its link-layer (MAC) address, converted into Extended Universal Identifier (EUI) 64-bit format, to the 64 bits of the local link prefix.

Support For New Services By eliminating Network Address Translation (NAT), true end-to-end connectivity at the IP layer is restored, enabling new and valuable services. Peer-to-peer networks are easier to create and maintain, and services such as VoIP and Quality of Service (QoS) become more robust. Security IPSec, which provides confidentiality, authentication and data integrity, is baked into in IPv6. Because of their potential to carry malware, IPv4 ICMP packets are often blocked by corporate firewalls, but ICMPv6, the implementation of the Internet Control Message Protocol for IPv6, may be permitted because IPSec can be applied to the ICMPv6 packets.

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