CITCHEAT for version 4 of CIT exam

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Cisco keywords for IPX Encapsulations

Ethernet II – keyword: ARPA Ethernet 802.2 on Ethernet/Token Ring/FDDI – keyword: SAP Ethernet 802.2 SNAP on Ethernet/Token Ring/FDDI – keyword: SNAP Ethernet 802.3 (novell's proprietary format) – keyword: novell-ether

Ethernet_II specifies a TYPE field 802.3 specifies a length field.

Both Ethernet and IEEE 802.3 frames begin with an alternating pattern of ones and zeros called a preamble. The preamble tells receiving stations that a frame is coming.

The byte before the destination address in both an Ethernet and a IEEE 802.3 frame is a start-of-frame (SOF) delimiter. This byte ends with two consecutive one bits, which serve to synchronize the frame reception portions of all stations on the LAN.

Immediately following the preamble in both Ethernet and IEEE 802.3 LANs are the destination and source address fields. Both Ethernet and IEEE 802.3 addresses are 6 bytes long. Addresses are contained in hardware on the Ethernet and IEEE 802.3 interface cards. The first 3 bytes of the addresses are specified by the IEEE on a vendor-dependent basis, while the last 3 bytes are specified by the Ethernet or IEEE 802.3 vendor. The source address is always a unicast (single node) address, while the destination address may be unicast, multicast (group), or broadcast (all nodes).

In Ethernet frames, the 2-byte field following the source address is a type field. This field specifies the upper-layer protocol to receive the data after Ethernet processing is complete.

In IEEE 802.3 frames, the 2-byte field following the source address is a length field, which indicates the number of bytes of data that follow this field and precede the frame check sequence (FCS) field.

Following the type/length field is the actual data contained in the frame. After physical-layer and link-layer processing is complete, this data will eventually be sent to an upper-layer protocol. In the case of Ethernet, the upper-layer protocol is identified in the type field. In the case of IEEE 802.3, the upper-layer protocol must be defined within the data portion of the frame, if at all. If data in the frame is insufficient to fill the frame to its minimum 64-byte size, padding bytes are inserted to ensure at least a 64-byte frame.

After the data field is a 4-byte FCS field containing a cyclic redundancy check (CRC) value. The CRC is created by the sending device and recalculated by the receiving device to check for damage that might have occurred to the frame in transit. If you have taken the CIT exam, please send your comments about what type of information you think would be useful here.

Supervisor Engine III LED Descriptions

LED	Description
SYSTEM	The switch performs a series of self-tests and diagnostic tests.
STATUS	If all the tests pass, the LED is green.

	If any test fails, the LED is red.
	During system boot or if the module is disabled, the LED is red.
	If the redundant power supply is installed but not turned on or receiving input, the LED is orange.
	If the fan module fails, the LED is orange.
FAN	Status of whether or not the fan is operational.
	If the fan is operational, the LED is green.
	If the fan is not operational, the LED is red.
PS1 & PS2	Catalyst 5000, Catalyst 5505, Catalyst 5509, and Catalyst 5500 switches:
	If the power supply in the left bay is operational, the LED is green.
	If the power supply in the left bay is not operational, switched off, or not receiving input power, the LED is red.
	If the power supply in the left bay is off or not installed, the LED is off.
	Note The Catalyst 5500 power supply LED is red when no modules are installed.
	Catalyst 5002 switch: If the power supply associated with the PS1 AC receptacle or DC terminal block
	is operational, the LED is green. If the power supply associated with the PS1 AC receptacle or DC
	terminal block is not receiving input power, the LED is red.
ACTIVE	If the supervisor engine is operational and active, the LED is green.
	If the supervisor engine module is in standby mode, the LED is orange.
Switch Load	If the switch is operational, the switch load display indicates (as an approximate percentage) the current aggregate traffic load across all buses
SLOT 1 and SLOT 0	The Flesh PC cord SLOT 1 and SLOT 0 LEDs light when their respective
	slot 1 and slot 0 Elash PC card dovices are accessed by the switch
	siot 1 and siot 0 Flash FC card devices are accessed by the switch.
100 MBPS	If the port is operating at 100 Mbps, the LED is green
1000	If the port is operating at 100 Mbps, the LED is green
MBPS	in the port is operating at 1000 Mops, the LED is green.
LINK	If the port is operational, the LED is green.
	If the link has been disabled by software, the LED is orange.
	If the link is bad and has been disabled due to a hardware failure, the LED flashes orange.
	If no signal is detected, the LED is off.