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**QUESTION 1**

Which two of these statements regarding RSTP are correct? (Choose two.)

- A. RSTP cannot operate with PVST+.
- B. RSTP defines new port roles.
- C. RSTP defines no new port states.
- D. RSTP is a proprietary implementation of IEEE 802.1D STP.
- E. RSTP is compatible with the original IEEE 802.1D STP.

Correct Answer: BE


When network topology changes, rapid spanning tree protocol (IEEE802.1W, referred to as RSTP) will speed up significantly the speed to re-calculate spanning tree. RSTP not only defines the role of other ports: alternative port and backup port, but also defines status of 3 ports: discarding status, learning status, forwarding status.

RSTP is 802.1D standard evolution, not revolution. It retains most of the parameters, and makes no changes.

QUESTION 2

Refer to the exhibit.

```
FastEthernet0/3:
Port state      = 1
Channel group   = 2
Port-channel    = Po2
Port index      = 0
Mode            = Passive
GC              = 1
Load            = 0x00
Ccchange       =
Pseudo port-channel = 0x00000000
Protocol        = LACP
```



What set of commands was configured on interface Fa0/3 to produce the given output?

- A. interface FastEthernet 0/3 channel-group 1 mode desirable switchport trunk encapsulation dot1q switchport mode trunk
- B. interface FastEthernet 0/3 channel-group 2 mode passive switchport trunk encapsulation dot1q switchport mode trunk
- C. interface FastEthernet 0/3 channel-group 2 mode active switchport trunk encapsulation dot1q switchport mode trunk
- D. interface FastEthernet 0/3 channel-group 2 mode on switchport trunk encapsulation dot1q switchport mode trunk

Correct Answer: B

Based on the output shown, the configured channel group number was 2 and the mode used was passive, so only choice B is correct.

**QUESTION 3****DRAG DROP**

Match the terms on the left with the appropriate OSI layer on the right. (Not all options are used.)

Select and Place:

Terms	OSI Layers
frames	Network Layer
packets	
UDP	
IP addresses	
segments	Transport Layer
MAC addresses	
windowing	
routing	

Correct Answer:

Terms	OSI Layers
frames	Network Layer
	packets
	IP addresses
	routing
	Transport Layer
MAC addresses	UDP
	segments
	windowing

QUESTION 4

Which technology can enable multiple VLANs to communicate with one another?

- A. inter-VLAN routing using a Layer 3 switch
- B. inter-VLAN routing using a Layer 2 switch
- C. intra-VLAN routing using router on a stick

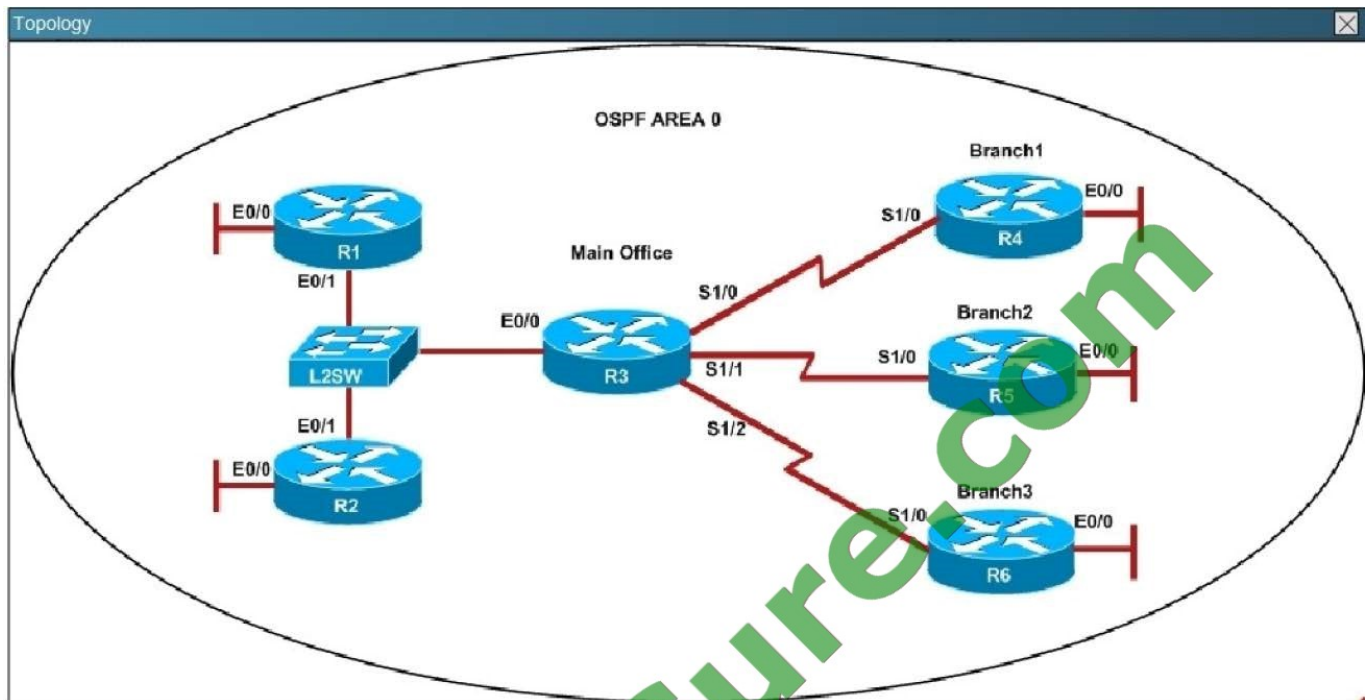


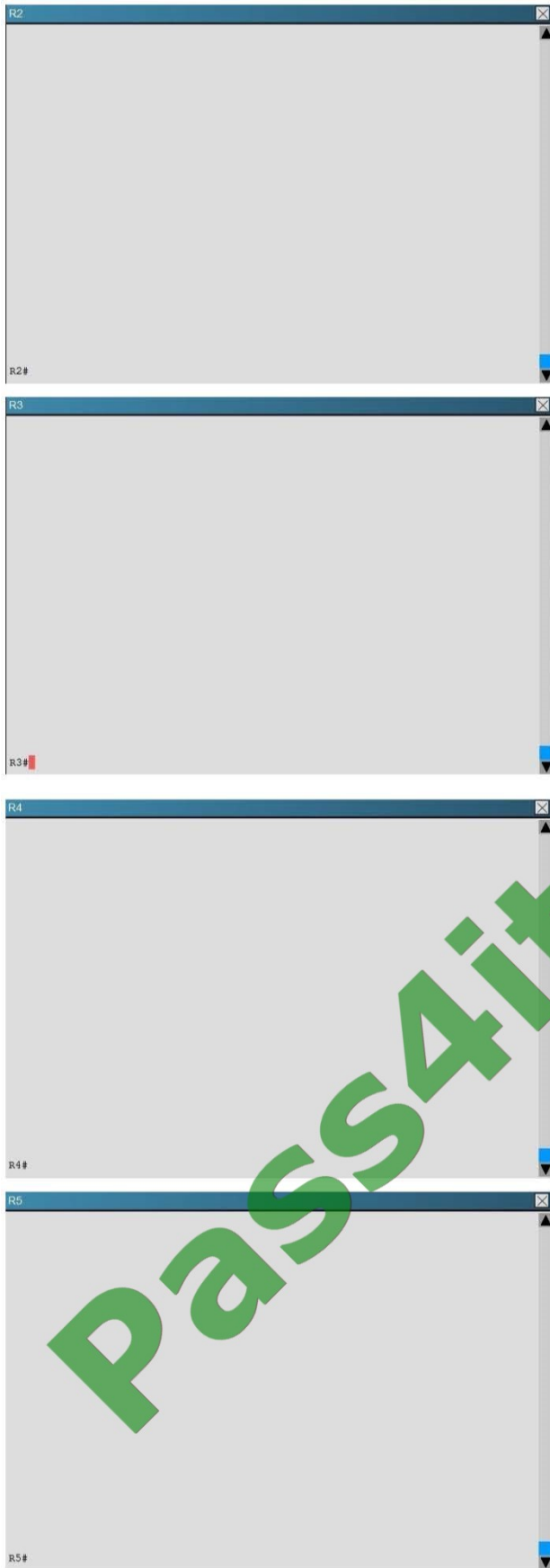
D. intra-VLAN routing using a Layer 3 switch

Correct Answer: A

QUESTION 5

Scenario Refer to the topology. Your company has decided to connect the main office with three other remote branch offices using point-to-point serial links. You are required to troubleshoot and resolve OSPF neighbor adjacency issues between the main office and the routers located in the remote branch offices.





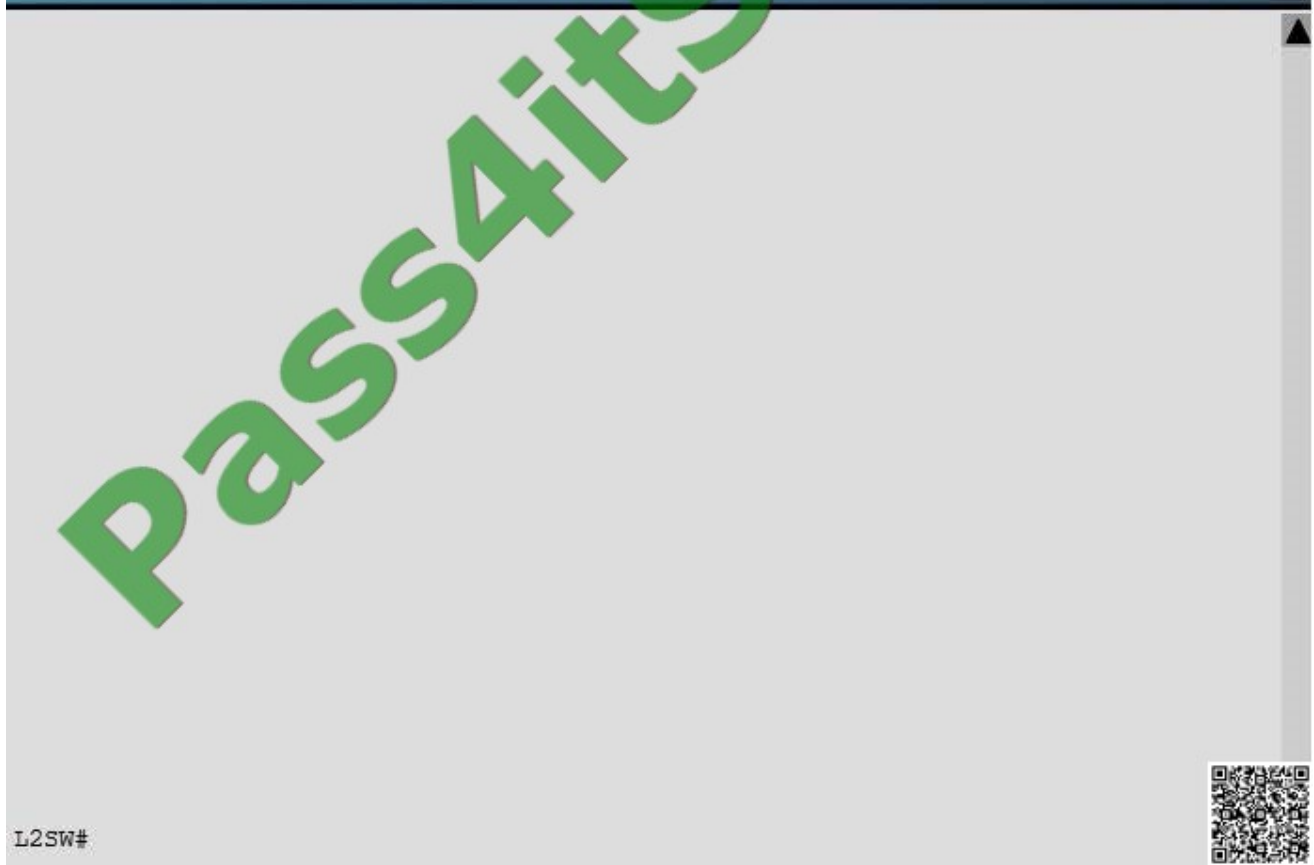


R6



R6#

L2SW



L2SW#



- A. There is an area ID mismatch.
- B. There is a PPP authentication issue; a password mismatch.
- C. There is an OSPF hello and dead interval mismatch.
- D. There is a missing network command in the OSPF process on R5.

The "show ip ospf interface command on R3 and R5 shows that the hello and dead intervals do not match. They are 50 and 200 on R3 and 10 and 40 on R5.



What are two benefits of using a single OSPF area network design? (Choose two.)

- A. It is less CPU intensive for routers in the single area.
- B. It reduces the types of LSAs that are generated.
- C. It removes the need for virtual links.
- D. It increases LSA response times.
- E. It reduces the number of required OSPF neighbor adjacencies.

Correct Answer: BC



OSPF uses a LSDB (link state database) and fills this with LSAs (link state advertisement). The link types are as follows:

LSA Type 1: Router LSA

LSA Type 2: Network LSA LSA Type 3: Summary LSA

LSA Type 4: Summary ASBR LSA

LSA Type 5: Autonomous system external LSA

LSA Type 6: Multicast OSPF LSA

LSA Type 7: Not-so-stubby area LSA

LSA Type 8: External attribute LSA for BGP

If all routers are in the same area, then many of these LSA types (Summary ASBR LSA, external LSA, etc) will not be used and will not be generated by any router.

All areas in an Open Shortest Path First (OSPF) autonomous system must be physically connected to the backbone area (Area 0). In some cases, where this is not possible, you can use a virtual link to connect to the backbone through a non-backbone area. You can also use virtual links to connect two parts of a partitioned backbone through a non-backbone area. The area through which you configure the virtual link, known as a transit area, must have full routing information. The transit area cannot be a stub area. Virtual links are not ideal and should really only be used for temporary network solutions or migrations. However, if all locations are in a single OSPF area this is not needed.

QUESTION 7

What authentication type is used by SNMPv2?

- A. HMAC-MD5
- B. HMAC-SHA
- C. CBC-DES
- D. community strings

Correct Answer: D

SNMP Versions

Cisco IOS software supports the following versions of SNMP:

SNMPv1 -- The Simple Network Management Protocol: A Full Internet Standard, defined in RFC 1157. (RFC 1157 replaces the earlier versions that were published as RFC 1067 and RFC 1098.) Security is based on community strings.

SNMPv2c -- The community-string based Administrative Framework for SNMPv2. SNMPv2c (the "c" stands for "community") is an Experimental Internet Protocol defined in RFC 1901, RFC 1905, and RFC 1906. SNMPv2c is an update of

the protocol operations and data types of SNMPv2p (SNMPv2 Classic), and uses the community-based security model of SNMPv1.



SNMPv3 -- Version 3 of SNMP. SNMPv3 is an interoperable standards-based protocol defined in RFCs 2273 to 2275. SNMPv3 provides secure access to devices by a combination of authenticating and encrypting packets over the network.

SNMP Security Models and Levels				
Model	Level	Authentication	Encryption	What Happens
v1	noAuthNoPriv	Community String	No	Uses a community string match for authentication.
v2c	noAuthNoPriv	Community String	No	Uses a community string match for authentication.
v3	noAuthNoPriv	Username	No	Uses a username match for authentication.
v3	authNoPriv	MD5 or SHA	No	Provides authentication based on the HMAC-MD5 or HMAC-SHA algorithms.
v3	authPriv	MD5 or SHA	DES	Provides authentication based on the HMAC-MD5 or HMAC-SHA algorithms. Provides DES 56-bit encryption in addition to authentication based on the CBC-DES (DES-56) standard.

Reference: http://www.cisco.com/c/en/us/td/docs/ios/12_2/configfun/configuration/guide/ffun_c/fcf014.html

QUESTION 8

Which three statements about the features of SNMPv2 and SNMPv3 are true? (Choose three.)

- A. SNMPv3 enhanced SNMPv2 security features.
- B. SNMPv3 added the Inform protocol message to SNMP.
- C. SNMPv2 added the Inform protocol message to SNMP.
- D. SNMPv3 added the GetBulk protocol messages to SNMP.
- E. SNMPv2 added the GetBulk protocol message to SNMP.
- F. SNMPv2 added the GetNext protocol message to SNMP.

Correct Answer: ACE

SNMPv1/v2 can neither authenticate the source of a management message nor provide encryption. Without authentication, it is possible for nonauthorized users to exercise SNMP network management functions. It is also



possible for nonauthorized users to eavesdrop on management information as it passes from managed systems to the management system. Because of these deficiencies, many SNMPv1/v2 implementations are limited to simply a read-only capability, reducing their utility to that of a network monitor; no network control applications can be supported. To correct the security deficiencies of SNMPv1/v2, SNMPv3 was issued as a set of Proposed Standards in January 1998. -> A is correct. The two additional messages are added in SNMP2 (compared to SNMPv1)

GetBulkRequest The GetBulkRequest message enables an SNMP manager to access large chunks of data. GetBulkRequest allows an agent to respond with as much information as will fit in the response PDU. Agents that cannot provide values for all variables in a list will send partial information. -> E is correct.

InformRequest The InformRequest message allows NMS stations to share trap information. (Traps are issued by SNMP agents when a device change occurs.) InformRequest messages are generally used between NMS stations, not between NMS stations and agents. -> C is correct.

Note: These two messages are carried over SNMPv3.

QUESTION 9

A network administrator is verifying the configuration of a newly installed host by establishing an FTP connection to a remote server. What is the highest layer of the protocol stack that the network administrator is using for this operation?

- A. application
- B. presentation
- C. session
- D. transport
- E. internet
- F. data link

Correct Answer: A

FTP belongs to Application layer and it is also the highest layer of the OSI model.

QUESTION 10

Which command can you execute to set the user inactivity timer to 10 seconds?

- A. SW1(config-line)#exec-timeout 0 10
- B. SW1(config-line)#exec-timeout 10
- C. SW1(config-line)#absolute-timeout 0 10
- D. SW1(config-line)#absolute-timeout 10

Correct Answer: A

**QUESTION 11**

Which two spanning-tree port states does RSTP combine to allow faster convergence? (Choose two.)

- A. blocking
- B. listening
- C. learning
- D. forwarding
- E. discarding

Correct Answer: AB

QUESTION 12

What are the possible trunking modes for a switch port? (Choose three.)

- A. transparent
- B. auto
- C. on
- D. desirable
- E. client
- F. forwarding

Correct Answer: BCD

These are the different types of trunk modes:

ON: This mode puts the port into permanent trunk mode and negotiates to convert the link into a trunk link. The port becomes a trunk port even if the adjacent port does not agree to the change.

OFF: This mode puts the port into permanent non-trunk mode and negotiates to convert the link into a non-trunk link. The port becomes a non-trunk port even if the adjacent port does not agree to the change.

Desirable: This mode causes the port to actively attempt to convert the link into a trunk link. The port becomes a trunk port if the adjacent port is set to on, desirable, or auto mode.

Auto: This mode enables the port to convert the link into a trunk link. The port becomes a trunk port if the adjacent port is set to on or desirable mode. This is the default mode for Fast and Gigabit Ethernet ports.

Nonegotiate: This mode puts the port into permanent trunk mode, but does not allow the port to generate Dynamic Trunking Protocol (DTP) frames. The adjacent port must be configured manually as a trunk port to establish a trunk link.



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