

98-366

Networking Fundamentals

Target Audience

Candidates for this exam are seeking to prove fundamental networking knowledge and skills. Before taking this exam, candidates should have a solid foundational knowledge of the topics outlined in this preparation guide. It is recommended that candidates become familiar with the concepts and the technologies described here by taking relevant training courses. Candidates are expected to have some hands-on experience with Windows Server, Windows based networking, network management tools, DNS, TCP/IP, names resolution process, and network protocols and topologies.

Objective Domain

1. Understanding Network Infrastructures

- 1.1. Understand the concepts of the Internet, intranet, and extranet.

This objective may include but is not limited to: VPN, security zones, firewalls

- 1.2. Understand local area networks (LANs).

This objective may include but is not limited to: perimeter networks; addressing; reserved address ranges for local use (including local loopback ip), VLANs; wired LAN and wireless LAN

- 1.3. Understand wide area networks (WANs).

This objective may include but is not limited to: leased lines, dial-up, ISDN, VPN, T1, T3, E1, E3, DSL, and cable and their characteristics (speed, availability)

- 1.4. Understand wireless networking.

This objective may include but is not limited to: types of wireless networking standards and their characteristics (802.11A, B, G, N including different Ghz ranges), types of network security (for example, WPA/WEP/802.1X), point-to-point (P2P) wireless, wireless bridging

- 1.5. Understand network topologies and access methods.

This objective may include but is not limited to: star, mesh, ring

2. Understanding Network Hardware

- 2.1. Understand switches.

This objective may include but is not limited to: 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

- 2.2. Understand routers.

This objective may include but is not limited to: transmission speed considerations, directly connected routes, static routing, dynamic routing (routing protocols), default routes; routing table and how it selects best routes; routing table memory, NAT, software routing in Windows Server

2.3. Understand media types.

This objective may include but is not limited to: cable types and their characteristics, including media segment length and speed; fibre optic; twisted pair shielded or non-shielded; cabling, wireless; susceptibility to external interference (for example, machinery, power cables); susceptibility to electricity (for example, lightning), susceptibility to interception

3. Understanding Protocols and Services

3.1. Understand the OSI model.

This objective may include but is not limited to: OSI model; TCP model; examples of devices, protocols, and 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

3.2. Understand IPv4.

This objective may include but is not limited to: addressing, subnetting; NAT, static IP, gateway; APIPA; network classes, classful/classless IP addressing;; reserved address ranges for local use (including local loopback ip)

3.3. Understand IPv6.

This objective may include but is not limited to: subnetting; IPconfig; why use IPv6; addressing; ipv4toipv6 tunneling protocols to ensure backwards compatibility; dual ip stack; subnetmask; gateway; ports; packets; reserved address ranges for local use (including local loopback ip)

3.4. Understand names resolution.

This objective may include but is not limited to: DNS, WINS, steps in the name resolution process

3.5. Understand networking services.

This objective may include but is not limited to: DHCP, IPsec, remote access

3.6. Understand TCP/IP.

This objective may include but is not limited to: tools such as ping; tracert; pathping; Telnet; IPconfig; netstat, reserved address ranges for local use (including local loopback ip); protocols