CCNA　　　　　(collectedfromBraindumps) (7) PDF

problem: routing loops (slow detection of topology change, incorrect routing table/0updates) solution: split horizon ("if you learn a route on one interface do not send back that info on that same interface") solution: route poisoning ("set route to infinity") solution: hold-down timers ("ignore 0updates for some time") problem: counting to infinity (incorrect routing table/0updates) solution: define a maximum ("max. hop count 1 = infinity") problem: link-state 0updates can arrive at different time based on bandwidth (slow and fast links) solution: dampen the periodic 0update (longer intervals) solution: use time stamps solution: use targeted multicast (not flood), define router hierarchies (i.e. partition network) 21) seperate and integrated multiprotocol routing seperate: "ships-in-the-night" routing, i.e. no protocol is affected any other protocol integrated: replaces native routing algorithm, exchanges common routing info, still maintains seperate routing tables, saves resources, simplifies admin s tasks22) ip classes 100Test