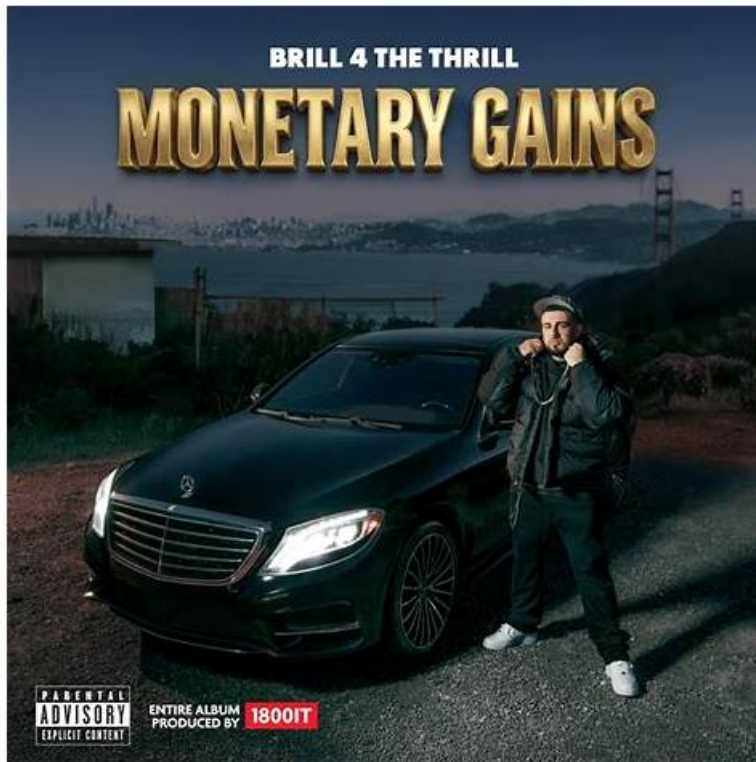


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Cisco 800-150 Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none"> • Cisco UCS and Data Center Architecture: This section of the exam measures the skills of a Data Center Engineer and introduces Cisco's UCS and data center solutions. It explains the devices found in a data center, including switches, UCS servers, and director switches, and describes different server deployment models. Students will also learn about virtualization components like virtual machines, hypervisors, cloud computing concepts, and deployment models. The section covers how Cisco UCS devices fit into campus networks, edge locations, and data centers, and explains the key components and connections used in UCS architecture.
Topic 2	<ul style="list-style-type: none"> • Cisco Infrastructure and Collaboration Infrastructure: This section of the exam measures the skills of a Collaboration Engineer and focuses on Cisco infrastructure devices, endpoints, and collaboration technologies. It introduces network devices, collaboration endpoints like IP phones and video systems, and explains on-premises collaboration deployments using tools like Cisco Unified Communications Manager. It also covers how video systems integrate into collaboration environments and highlights Cisco's cloud services for enterprise communication, including Webex Meetings, Webex Teams, and hosted collaboration solutions.

Topic 3	<ul style="list-style-type: none"> • Networking Foundations: This section of the exam measures the skills of a Network Engineer and covers the basic building blocks of computer networking. It explains different types of networks like local area networks and wireless networks, and introduces lightweight wireless LANs. It describes the layers of communication models like the OSI model and TCP • IP stack, and explains how data moves across networks. It also discusses the physical cabling used in networks, such as Ethernet and fiber optics. Students will learn about network switching, IP addressing, subnetting, and routing at Layer 3. The section also introduces Cisco's campus network devices, data center switches, UCS servers, and collaboration devices, describing their roles and functions in the network.
Topic 4	<ul style="list-style-type: none"> • Cisco Software: This section of the exam measures the skills of a Network Engineer and discusses Cisco's software systems and licensing. It explains the difference between IOS install and bundle modes and gives an overview of different licensing models. Students learn how to manage Cisco software images, including backing up, transferring, and installing images via FTP, TFTP, or USB. It also covers how to handle configuration files to keep devices running properly and ensure smooth upgrades or replacements.
Topic 5	<ul style="list-style-type: none"> • Common Service Tasks and Tools: This section of the exam measures the skills of a Technical Support Engineer and focuses on tasks commonly needed to manage Cisco devices. It explains how devices boot up, introduces common Cisco IOS commands, and identifies tools for file management. It shows how to confirm physical connections, remotely access devices, and connect to the console port. It also covers how to capture the status of a device, recover passwords, and replace devices by using proper tools. Students are also taught how to find serial numbers on Cisco equipment to assist with support and maintenance activities.

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Quiz Reliable 800-150 - Latest Braindumps Supporting Cisco Devices for Field Technicians Ebook

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Cisco Supporting Cisco Devices for Field Technicians Sample Questions (Q15-Q20):

NEW QUESTION # 15

Which two settings are standard Cisco console connections when configuring a terminal emulator to connect to the console port of a Cisco switch? (Choose two.)

- A. Parity: Even
- B. Flow control: Hardware
- C. Stop bits: 2
- **D. Data bits: 8**
- **E. Speed (baud rate): 9600**

Answer: D,E

Explanation:

When configuring a terminal emulator (such as PuTTY, Tera Term, or HyperTerminal) to connect to the console port of a Cisco switch, the standard settings are as follows:

Speed (baud rate): 9600

This is the default transmission speed for Cisco console ports, ensuring compatibility across various devices.

Data bits: 8

This setting specifies that each character transmitted consists of 8 data bits, which is standard for most serial communications.

Parity: None

No parity bit is used, meaning there is no additional error-checking bit appended to each character.

Stop bits: 1

One stop bit indicates the end of a character transmission.

Flow control: None

No flow control is employed, allowing continuous data transmission without hardware or software-based pausing.

Therefore, options C (Speed: 9600) and D (Data bits: 8) are correct. Options A (Stop bits: 2), B (Flow control: Hardware), and E (Parity: Even) deviate from the standard settings and may result in communication issues if configured.

NEW QUESTION # 16

Which function does the Stack Port 1 serve on a Cisco Meraki switch?

- A. It provides a dedicated uplink to the Meraki cloud for management.
- **B. It serves as a high-speed interconnect for clustered switches.**
- C. It connects to the Stack Port 2 of the next switch in a stack configuration.
- D. It connects to the Stack Port 2 of the previous switch in a stack configuration.

Answer: B

Explanation:

On Cisco Meraki switches, Stack Port 1 (along with Stack Port 2) is used to form a physical stacking connection between multiple switches. These stack ports are dedicated high-speed interconnects that enable multiple switches to operate as a single logical switch.

The stacking topology depends on the number of switches, but Stack Port 1 serves as one side of this high-speed inter-switch communication channel - not for management or cloud access.

NEW QUESTION # 17

How many bits are borrowed from the default host portion of the address to create subnets in a Class B network with a subnet mask 255.255.255.0?

- **A. 8 bits**
- B. 3 bits
- C. 5 bits
- D. 3 bits

Answer: A

Explanation:

In a Class B network, the default subnet mask is 255.255.0.0, which allocates:

16 bits for the network portion

16 bits for the host portion

When the subnet mask is changed to 255.255.255.0, it becomes:

24 bits for the network portion

8 bits for the host portion

This indicates that 8 bits have been borrowed from the host portion to create additional subnets. Borrowing bits allows for the division of the original network into smaller sub-networks, enhancing organization and security within the network.

NEW QUESTION # 18

Which command provides a concise look at important switch port characteristics, such as port ID, VLAN, duplex, speed, and media type?

- A. show ip interface brief
- **B. show interface status**
- C. show controllers
- D. show cdp neighbors

Answer: B

Explanation:

The show interface status command offers a succinct overview of switch port characteristics, including:

Port ID

VLAN assignment

Duplex mode

Speed

Media type

This command is particularly useful for quickly assessing the operational status and configuration of switch ports, aiding in troubleshooting and verification tasks.

In contrast:

show cdp neighbors displays information about directly connected Cisco devices.

show controllers provides low-level hardware information.

show ip interface brief offers a summary of IP-related interface information.

NEW QUESTION # 19

Which two settings are standard Cisco console connections when configuring a terminal emulator to connect to the console port of a Cisco switch? (Choose two.)

- A. Parity: Even
- B. Flow control: Hardware
- C. Stop bits: 2
- **D. Data bits: 8**
- **E. Speed (baud rate): 9600**

Answer: D,E

Explanation:

When configuring a terminal emulator (such as PuTTY, Tera Term, or HyperTerminal) to connect to the console port of a Cisco switch, the standard settings are as follows:

* Speed (baud rate): 9600 This is the default transmission speed for Cisco console ports, ensuring compatibility across various devices.

* Data bits: 8 This setting specifies that each character transmitted consists of 8 data bits, which is standard for most serial communications.

* Parity: None No parity bit is used, meaning there is no additional error-checking bit appended to each character.

* Stop bits: 1 One stop bit indicates the end of a character transmission.

* Flow control: None No flow control is employed, allowing continuous data transmission without hardware or software-based pausing.

Therefore, options C (Speed: 9600) and D (Data bits: 8) are correct. Options A (Stop bits: 2), B (Flow control: Hardware), and E (Parity: Even) deviate from the standard settings and may result in communication issues if configured.

Reference: Supporting Cisco Devices for Field Technicians (FLDTEC) - Device Configuration and Verification

NEW QUESTION # 20

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