

**SOUTHEAST COMMUNITY COLLEGE**  
**CONSTRUCTION MANUFACTURING AND TECHNOLOGY DIVISION**  
**Electronic Systems Technology Program**  
**Revision Date: August 23, 2021**

**I. CATALOG DESCRIPTION**

Course Number: ELEC2760  
Course Title: Introduction to Networks  
Prerequisite(s): None  
Catalog Description: CCNAv7: Introduction to Networks (ITN) covers the architecture, structure, functions and components of the Internet and other computer networks. Students achieve a basic understanding of how networks operate and how to build simple local area networks (LAN), perform basic configurations for routers and switches, and implement Internet Protocol (IP).  
Credit Hours: 3  
Class Hours: 38  
Lab Hours: 23  
Total Contact Hours: 61

**II. COURSE OBJECTIVES:** *Course will:*

- A. Apply architecture, structure, functions, components, and models of the Internet and other computer networks.
- B. Introduce the principles and structure of IP addressing and the fundamentals of Ethernet concepts, media, and operations to provide a foundation for the curriculum.
- C. Allow students to build simple LANs, perform basic configurations for routers and switches, and implement IP addressing schemes.
- D. Associate OSI and TCP/IP models for networking and apply to network design for troubleshooting of networks.

**III. STUDENT LEARNING OUTCOMES AND GENERAL EDUCATION LEARNING OUTCOMES:**

- A. Student Learning Outcomes: *Student will be able to:*
  - 1. Configure switches and end devices to provide access to local and remote network resources.
  - 2. Compare physical and data link layer protocols support the operation of Ethernet in a switched network.
  - 3. Configure routers to enable end-to-end connectivity between remote devices.
  - 4. Create IPv4 an IPv6 addressing schemes and verify network connectivity between devices.
  - 5. Explain how the upper layers of the OSI model support network applications.
  - 6. Configure a small network with security best practices.
  - 7. Troubleshoot connectivity in a small network.
- B. General Education Learning Outcomes (GELOs)
  - 1. GELO #3: Critical Thinking & Problem Solving  
Outcome 2: Synthesize information to arrive at reasoned solutions to problems.

**IV. CONTENT/TOPICAL OUTLINE**

- A. Networking Today
  - 1. How networks affect our Lives
  - 2. Network components

- 3. Topologies
- 4. Reliable networks
- 5. Network trends
- B.** Basic Switch and End Device Configuration
  - 1. Cisco IOS
  - 2. Command structure
  - 3. Basic device configuration
  - 4. Ports and addresses
  - 5. Configure IP addressing
  - 6. Testing
- C.** Protocols and Models
  - 1. Protocol Suites
  - 2. Standard Organizations
  - 3. Reference Models
  - 4. Data encapsulations
  - 5. Data Access
- D.** Physical Layer
  - 1. Purpose of physical layer
  - 2. Characteristics
  - 3. Copper cabling
  - 4. UTP cabling
  - 5. Fiber-optic Cabling
  - 6. Wireless Media
- E.** Number Systems
  - 1. Binary
  - 2. Hex
- F.** Data Link Layer
  - 1. Purpose of Data Link Layer
  - 2. Topologies
  - 3. Data Link Frame
- G.** Ethernet Switching
  - 1. Ethernet frames
  - 2. MAC Address
  - 3. MAC address table
  - 4. Switch speeds and Forwarding Methods
- H.** Network Layer
  - 1. Network layer characteristics
  - 2. IPc4 Packet
  - 3. IPv6 Packet
  - 4. How a host route
  - 5. Introduction to routing
- I.** Address Resolution
  - 1. MAC and IP
  - 2. ARP
  - 3. IPv6 Neighbor discovery
- J.** Basic Router Configurations
  - 1. Router configuration
  - 2. Configure interfaces
  - 3. Configure the default gateway
- K.** IPv4 Addressing
  - 1. Address Structure

- 2. Unicast, Broadcast and Multicast
- 3. Subnet an Iv4 network
- 4. VLSM
- 5. Structured design
- L. IPv6 Addressing
  - 1. IPv4 Issues
  - 2. IPv6 Address representation
  - 3. Pv6 types of addresses
  - 4. GUA and LLA static Configuration
  - 5. Dynamic addressing for IPv6 GUAs and LLAs
  - 6. IPv6 Multicast Addresses
  - 7. Subnet IPv6 Networks
- M. ICMP
  - 1. ICMP messages
  - 2. Ping and Traceroute test
- N. Transport Layer
  - 1. TCP and UDP overview
  - 2. Port numbers
  - 3. TCP communication process
  - 4. Reliability and Flow controls
  - 5. UDP communications
- O. Application Layer
  - 1. Application, Presentation and Session
  - 2. Peer-to-Peer
  - 3. Web and email protocols
  - 4. IP addressing services
  - 5. File sharing services
- P. Network security Fundamentals
  - 1. Security threats and vulnerabilities
  - 2. Network attacks and Mitigations
  - 3. Devices security
- Q. Build a Small Network
  - 1. Devices in a small network
  - 2. Scale to larger network
  - 3. Verify connectivity
  - 4. Troubleshooting
- R. CCNA Exploration-Introduction to Networks Hands On and Written Final Exams

**V. INSTRUCTIONAL MATERIALS**

- A. Required Text(s): None, all reading material online via Netacad.com
- B. Other Resources: Online curriculum CCNA Exploration-Introduction to Networks, Computers (server and workstation) and Routers, and Various Internet sites

**VI. METHODS OF PRESENTATION/INSTRUCTION**

- A. Methods of presentation typically include a combination of the following:
  - 1. Technology enhanced lecture
  - 2. Classroom discussion
  - 3. Interactive group activities
  - 4. Audio visual materials
  - 5. Presentation by experts for the Electronics and Networking industry

6. Configuration and setting up network equipping both hardware and/or emulation software

## **VII. METHODS OF EVALUATION**

- A. Methods of evaluation, although determined by the individual instructor, traditionally includes a combination of the following:
  1. Attendance and participation
  2. Daily assignments
  3. Written exams and/or quizzes
  4. Performance and observational assessment

## **VIII. SPECIFIC COURSE REQUIREMENTS**

- A. Minimum grade of 60% is required.
- B. All students must pass Student Based Assessment (SBA or Lab Test) to receive a grade for the class, failure to complete SBA is automatic failing grade for the class.
- C. Credit by Examination: Credit for the course CANNOT be earned through Credit by Examination