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Website : <https://learningnetwork.cisco.com/docs/DOC-7558>

Level 1

The screenshot shows a training interface for 'LEVEL 1 Field Offices'. At the top left, it says 'LEVEL 1 Field Offices'. Below that, a prompt reads 'Select a problem (Smaller = easier)'. A progress table shows 'Problem Solved' as 0/3 and 'Level Time' as 0:00. The main area contains several computer icons, some with red boxes over them. A text box on the right says: 'Thanks for coming - the first jobs are the three major sales and support field offices. They don't seem completely dysfunctional but there are problems. Hopefully each requires only 2-3 changes to resolve the issues.' A 'Start!' button is in the bottom right. The 'Problem Name' is 'Anytown Field Office'.

LEVEL 1
Field Offices

Select a problem (Smaller = easier)

Problem Solved	Level Time
0/3	0:00

Problem Name
Anytown Field Office

Thanks for coming - the first jobs are the three major sales and support field offices. They don't seem completely dysfunctional but there are problems. Hopefully each requires only 2-3 changes to resolve the issues.

Start!

Anytown Field Office

Subnet Mask : 255.255.255.118 diganti dengan 255.255.255.192 karena membutuhkan 4 subnets

The screenshot shows the 'Anytown Field Office Floorplan' with four rooms: District Manager (green check), Field Support (green check), Sales & Promotions (red X), and Meeting Room (green check). The configuration panel shows the Subnet Mask set to 255.255.255.192. Below it, a table lists network settings for the Sales and Promotions location:

Subnets	Devices	Location
4	8	Sales and Promotions

Network (IP) address: 192.168.1.
Broadcast (IP) address: 192.168.1.
Router Interface (IP) address: 192.168.1.

The right sidebar shows game statistics: Score 0, Time 0:14, Moves Left 7, and a work order to check the subnet mask.

Sales & Promotion

Network Address 192.168.1.192

Broadcast Address 192.168.1.255

Router Interface Adress 192.168.1.254

The Repair Report Checklist contains the following items:

- Subnet mask not set
- Subnet mask was set to an invalid number
- Subnet mask was valid number but was too low (not enough subnets)
- Subnet mask was valid number but was set too high (too many subnets)
- A subnet spanned two or more portions/slices of the network and shouldn't have
- One or more subnets were not set at all (missing all information)
- One or more network addresses were missing or set to an incorrect value
- One or more broadcast addresses were missing or set to an incorrect value
- One or more router interfaces were missing or set to an incorrect value

Repair Report Checklist diisi : 2 dan 6

Burbsville

Troubleshooting Game

Score 500
Time 2:35
Moves Left 9
Problem name Burbsville

Work order:
It's possible the subnet mask is set wrong to start with.

Repair Report

Pause Game
Music On
Change Music
End Problem
End Game

Subnet Mask: 255.255.255.128 SET

Subnets	Devices	Location
2	0	On-Site Warehouse

Network (IP) address 192.168.1. SET
Broadcast (IP) address 192.168.1. SET
Router Interface (IP) address 192.168.1. SET

Subnet Mask : 255.255.255.128 diganti 255.255.255.192 karena membutuhkan 4 subnets

District Manager

Broadcast : 192.168.1.191

Router Interface : 192.168.1.190

On-Site Warehouse

Network Address : 192.168.1.192

Broadcast Address : 192.168.1.255

Router Interface Address : 192.168.1.254

Repair Report Checklist : 3,5,6,7,8, dan 9

Metropolis

The screenshot displays the 'Troubleshooting Game' interface. At the top left is a floorplan of 'Metropolis Field Offices: Floorplan as of April 16'. The floorplan shows several rooms: District Manager (green checkmark), Local Marketing (green checkmark), Local Engineer Staff (green checkmark), Office Support Staff (red X), Local IT (red X), Meeting Room (green checkmark), Sales Support Staff (green checkmark), and On-site Storage (red X). Two 'Elevator Banks' are also labeled. To the right of the floorplan is a sidebar with game statistics: Score 900, Time 8:46, Moves Left 9, and Problem name Metropolis. Below the statistics is a 'Work order' section with the text: 'Sometimes people forget to fill in all the information because they're rushing.' At the bottom of the interface is a network configuration panel. It shows 'Subnet Mask: 255.255.255.224' with a 'SET' button. Below this is a table with columns 'Subnets', 'Devices', and 'Location'. The table shows 8 subnets and 0 devices in the 'Meeting Room'. Below the table are fields for 'Network (IP) address' (192.168.1.160), 'Broadcast (IP) address' (192.168.1.191), and 'Router Interface (IP) address' (192.168.1.190), each with a 'SET' button. To the right of the network configuration is a vertical list of ports from 0 to 8. Port 0 has a network card icon, while ports 1 through 8 are labeled 'OPEN'.

Subnet Mask : 255.255.255.240 diganti dengan 255.255.255.224 karena membutuhkan 8 subnets

Office Support Staff

Network Address : 192.168.1.96

Local IT

Network Address : 192.168.1.128

On-Site Storage

Network Address : 192.168.1.224

Broadcast Address : 192.168.1.255

Router Interface Address : 192.168.1.254

Repair Report Checklist : 4 dan 7

Level 2

Troubleshooting
Game

LEVEL 2
Manufacturing and Support

Select a problem (Smaller = easier)

Problem Solved	Level Time
0/4	0:00

Problem Name

Great job with our field offices! I'm impressed. Cisco always sends good people. I'm sure you're ready to tackle the networking problems at our Manufacturing and Support complex. Here is where we make our cogs, widgets, sprockets, and thingamajigs.

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Shipping and Receiving

The screenshot displays a network troubleshooting game interface. At the top left is a blue floorplan titled "Shipping & Receiving Floorplan Approved September 5". It shows four docks (Dock 1, Dock 2, Dock 3, Dock 4) and two receiving areas (Receiving 1, Receiving 2). Each dock has a red 'X' icon, indicating a problem. To the right is a "Troubleshooting Game" sidebar with a score of 2600, a time of 0:06, and 10 moves left. Below the floorplan is a configuration panel for "Subnet Mask" (255.255.255.192) and a table of subnets. At the bottom right is a "Repair Report" checklist with 8 items, where items 7 and 9 are marked with an 'X'.

Subnets	Devices	Location
4	8	100-Site Storage

Network (IP) address	192.168.1.204	SET
Subnetmask (IP) address	192.168.1.255	SET
Router Interface (IP) address	192.168.1.254	SET

Repair Report

- 0
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9

Repair Report Checklist : 7 dan 9

Dock 1
Network Address : 192.168.1.0

Dock 2
Network Address : 192.168.1.64
Router Interface Address : 192.168.126

Dock 3
Network Address : 192.168.1.128

Dock 4
Network Address : 192.168.1.192

Repair Report Checklist : 7 dan 9

Call Center

The screenshot displays the 'Troubleshooting Game' interface. At the top left is a blue floor plan with four rooms: 'Call Center Two' (green checkmark), 'Call Center One' (green checkmark), 'Call Center Training' (red X), and 'Entrance & Management' (red X). Below the floor plan is a progress bar. The bottom left panel shows network configuration for 'Call Center Two': Subnet Mask 255.255.255.192, 4 subnets, 48 devices, Network (IP) address 192.168.1.0, Broadcast (IP) address 192.168.1.63, and Router Interface (IP) address 192.168.1.62. The bottom right panel shows a 'Repair Report' checklist with 8 items, where items 5, 7, 8, and 9 are marked with red X's. The right sidebar shows game statistics: Score 3300, Time 2:18, Moves Left 5, and the problem name 'Call Center'. A 'Work order' note states: 'Keep in mind that each subnet has a unique set of IP addresses allocated to it.' Control buttons include Pause Game, Music On, Change Music, End Problem, and End Game.

Call Center Training

Network Address : 192.168.1.64
Broadcast Address : 192.168.1.127
Router Interface Address : 192.168.1.126

Entrance and Management

Network Address : 192.168.1.192

Repair Report Checklist : 5,7,8, dan 9

Manufacturing

The screenshot shows the 'Troubleshooting Game' interface. At the top right, the game title 'Troubleshooting Game' is displayed. Below it, a score of 3500, a time of 5:50, and 10 moves left are shown. The main area features a network diagram with four manufacturing units: Widget Manufacturing (green checkmark), Cog Manufacturing (red X), Sprocket Manufacturing (red X), and Thingamajig Manufacturing (green checkmark). Each unit has a corresponding staging area below it. A 'Plant Foyer' is located at the bottom of the diagram. On the right side, a 'Repair Report' section contains buttons for 'Pause Game', 'Music On', 'Change Music', 'End Problem', and 'End Game'. At the bottom left, a configuration panel shows the Subnet Mask set to 255.255.255.224. Below this is a table of subnets and their configurations.

Subnets	Systems	Locations
8	24	Entrance and Management

Network (IP) address	192.168.1.132	SET
Subnetmask (IP) address	192.168.1.255	SET
Router Interface (IP) address	192.168.1.254	SET

Cog Manufacturing

Network Address : 192.168.1.64

Broadcast Address : 192.168.1.95

Router Interface Address : 192.168.1.94

Sprocket Manufacturing :

Broadcast Address : 192.168.1.159

Router Interface Address : 192.168.1.158

Repair Report Checklist : 5,7,8,dan 9

R + D Lab

The screenshot displays the 'Troubleshooting Game' interface. At the top left is a blue floorplan titled 'Research and Development Floorplan: Approved June 25' with several rooms marked with a red 'X': Machine Shop, Product Development, Safety, Library, Testing Lab, Drafting, Lab Management, and Materials Lab. To the right is a sidebar with game statistics: Score 4200, Time 12:09, Moves Left 9, and Problem name 'R + D Lab'. Below the statistics is a 'Work order' section with a hint: 'Some values can look right at first glance but upon further review are incorrect. Do you see odd values which are still acceptable?'. At the bottom left is a configuration panel for 'Subnet Mask' (255.255.255.242) and a table of subnets. At the bottom right is a 'Repair Report' section with buttons for 'Pause Game', 'Music On', 'Change Music', 'End Problem', and 'End Game'.

Subnets	Devices	Location
0	4	

Network (IP) address	192.168.1. 0	SET
Broadcast (IP) address	192.168.1. 31	SET
Router Interface (IP) address	192.168.1. 32	SET

Subnet Mask : 255.255.255.242 diganti 255.255.255.224 karena membutuhkan 8 subnets

Machine Shop

Router Interface Address 192.168.1.30

Product Development

Router Interface Address 192.168.1.62

Safety

Router Interface Address 192.168.1.94

Library

Network Address 192.168.1.96

Broadcast Address : 192.168.1.127

Router Interface Address : 192.168.1.126

Note : Ketika moves left habis, level completed (?)

Level 3

Distribution



Warehouse

The screenshot displays the 'Troubleshooting Game' interface. The main area shows a warehouse floorplan with eight bays (Bay #1 to Bay #8) and a central 'Assembly Area'. Bay #3 and Bay #6 are marked with a red 'X', while the others have a green checkmark. A 'Dock' is located on the left. Below the floorplan is a progress bar and the text 'Warehouse Floorplan: Approved October 24'. On the right, a sidebar shows game statistics: Score (5200), Time (0:15), Moves Left (15), and a 'Problem name' section titled 'Warehouse' with a 'Work order' that reads: 'It's best to do a thorough review of the situation before making changes.' At the bottom right, a 'Repair Report' section contains buttons for 'Pause Game', 'Music On', 'Change Music', 'End Problem', and 'End Game'. The bottom left panel shows network configuration for 'Subnet Mask' (255.255.255.224) and a table of subnets, devices, and locations. The bottom right panel shows a vertical stack of eight ports, with port 0 highlighted.

Subnets	Devices	Location
8	20	

Network (IP) address	144.121.2. 0	SET
Broadcast (IP) address	144.121.2. 31	SET
Router Interface (IP) address	144.121.2. 30	SET

Bay #3

Network Address 192.168.1.96
Broadcast Address : 192.168.1.127
Router Interface Address : 192.168.1.126

Bay #6

Network Address 192.168.1.192
Broadcast Address : 192.168.1.223
Router Interface Address : 192.168.1.222

Bay #8

Network Address 192.168.1.224
Broadcast Address : 192.168.1.255
Router Interface Address : 192.168.1.254

Loading and Shipping

The screenshot displays the 'Troubleshooting Game' interface. The main area shows a network map with several rooms: Shipping Zone One, Receiving, Shipping Zone Two, Garage & Repairs, Management, Entrance and Security, and Fuel Depot. Each room has a red 'X' icon, indicating a problem. The right sidebar shows game statistics: Score 5900, Time 1:50, Moves Left 11, and Problem name Loading and Shipping. Below the statistics is a 'Work order' section with instructions: 'Shared values are a sure sign something is wrong with your subnet plan. Ensure your subnet can hold all the devices!'. At the bottom right is a 'Repair Report' section with buttons for Pause Game, Music On, Change Music, End Problem, and End Game. The bottom left panel shows network configuration: Subnet Mask 255.255.255.224, and a table of subnets with 8 subnets and 20 devices. The table lists Network (IP) address, Subnetmask (IP) address, and Router Interface (IP) address for three subnets.

Subnets	Devices	Location
8	20	
Network (IP) address	144.121.2. 234	SET
Subnetmask (IP) address	144.121.2. 255	SET
Router Interface (IP) address	144.121.2. 254	SET

Shipping Zone Two

Router Interface Address 144.121.2.126

Garage & Repairs

Router Interface Address 144.121.2.158

Management

Router Interface Address 144.121.2.190

Receiving

Router Interface Address 144.121.2.94

Entrance and Security

Broadcast address 144.121.2.223

Router Interface address 144.121.2.222

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Fuel Depot

Broadcast address 144.121.2.255

Router interface address 144.121.2.254

Shipping Zone One

Router Interface Address 144.121.2.62

Repair Report Checklist : 5,7,8,9