

Nama : Rahmi Khoirani  
NIM : 09011281520104  
Kelas : SK5C

## Level 1



### Anytown Field Office

Karena membutuhkan 4 subnet, maka subnet mask di set dengan 255.255.255.192.

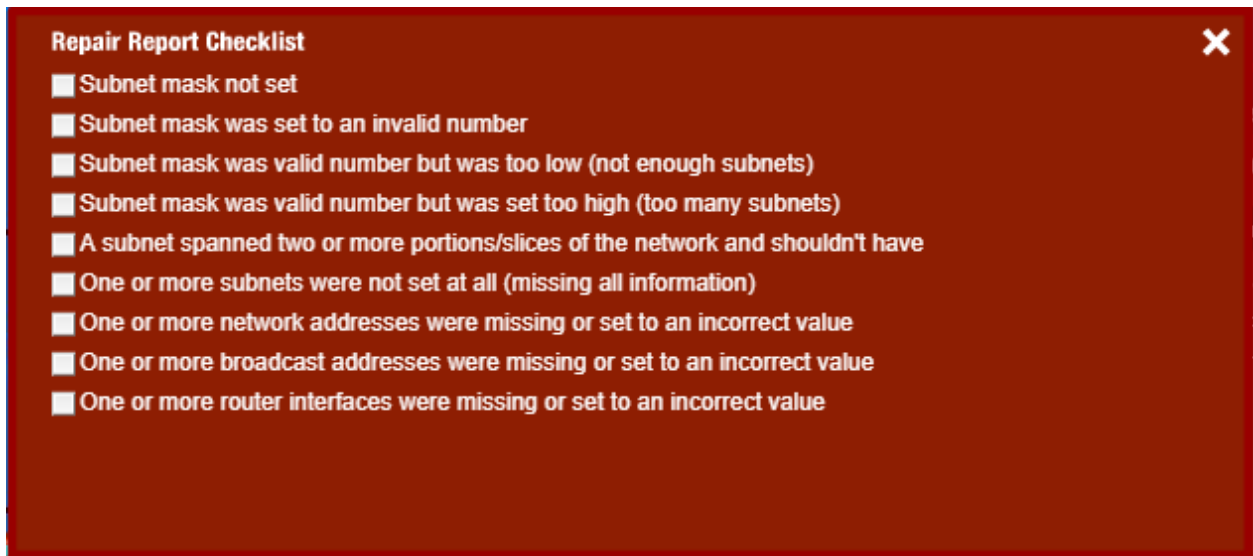


Sales & Promotion

Network Address 192.168.1.192

Broadcast Address 192.168.1.255

Router Interface Address 192.168.1.254



Repair Report Checklist diisi : 2 dan 6

Burbsville

Karena membutuhkan 4 subnet, maka subnet mask di set dengan 255.255.255.192.

Field Support Division ✘

Lunch Area ✔

District Manager ✘

On-Site Warehouse ✘

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

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

0 1 2 3 4 5 6 7 8

Pause Game

Music On

Change Music

End Problem

End Game

### 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

Karena membutuhkan 8 subnet, maka Subnet Mask di set dengan 255.255.255.224.

**Troubleshooting Game**

Score: 900  
Time: 8:46  
Moves Left: 9

**Problem name**  
Metropolis

**Work order:**  
Sometimes people forget to fill in all the information because they're rushing.

**Repair Report**

Subnet Mask: 255.255.255.224 SET

Subnets	Devices	Location
8	0	Meeting Room

Network (IP) address: 192.168.1.160 SET  
Broadcast (IP) address: 192.168.1.191 SET  
Router Interface (IP) address: 192.168.1.190 SET

0: [Icon]  
1: [Icon]  
2: [Icon]  
3: [Icon]  
4: [Icon]  
5: OPEN  
6: OPEN  
7: OPEN  
8: OPEN

Game Controls:  
Pause Game  
Music On  
Change Music  
End Problem  
End Game

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**

## 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.

## Shipping and Receiving

The screenshot displays a network troubleshooting game interface. On the left, a blue floorplan titled "Shipping & Receiving Floorplan Approved September 5" 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. On the right, a red sidebar contains game statistics: Score (2600), Time (0:06), Moves Left (10), and Problem name (Shipping and Receiving). Below the statistics, a "Work order" section states: "Look to see if any of the expected values are slightly off." At the bottom right, a "Repair Report" section lists actions: Pause Game, Music On, Change Music, End Problem, and End Game. At the bottom left, a configuration panel shows the Subnet Mask (255.255.255.192) and a table of subnets, devices, and locations. The table has columns for Subnets, Devices, and Location. The first row shows 4 subnets, 8 devices, and On-Site Storage. Below the table, there are fields for Network (IP) address (192.168.1.224), Supervisor (IP) address (192.168.1.255), and Router Interface (IP) address (192.168.1.254), each with a "SET" button.

### Dock 1

Network Address : 192.168.1.0

### Dock 2

Network Address : 192.168.1.64

Router Interface Address : 192.168.1.126

### Dock 3

Network Address : 192.168.1.128

### Dock 4

Network Address : 192.168.1.192

Repair Report Checklist : 7 dan 9

### Call Center

**Troubleshooting Game**

Score: 3300  
Time: 2:18  
Moves Left: 5  
Problem name: Call Center

**Work order:**  
Keep in mind that each subnet has a unique set of IP addresses allocated to it.

**Repair Report**

Pause Game  
Music On  
Change Music  
End Problem  
End Game

Subnet Mask: 255.255.255.192 SET

Subnets	Devices	Location
4	48	Call Center Two

Network (IP) address: 192.168.1.0 SET  
Broadcast (IP) address: 192.168.1.63 SET  
Router Interface (IP) address: 192.168.1.62 SET

### 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

**Troubleshooting Game**

Score: 3500  
Time: 5:50  
Moves Left: 10

**Problem name**  
Manufacturing

**Work order:**  
Subnets must be distinct.

Please keep this to eight (8) subnets

**Repair Report**

0 [X] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
1 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
2 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
3 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
4 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
5 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
6 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
7 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
8 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Subnet Mask: 255.255.255.224 SET

Subnets	Devices	Location
8	24	Entrance and Management
Network (IP) address	192.168.1.192	SET
Subnet(s) (IP) address	192.168.1.255	SET
Router Interface (IP) address	192.168.1.254	SET

The network diagram shows a Plant Foyer at the bottom connected to four manufacturing areas: Widget Manufacturing, Cog Manufacturing, Sprocket Manufacturing, and Thingamajig Manufacturing. Each manufacturing area has a corresponding staging area below it. Widget and Thingamajig Manufacturing are marked with green checkmarks, while Cog and Sprocket Manufacturing are marked with red X's.

### 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



Karena membutuhkan 8 subnet, maka subnet mask di set dengan 255.255.255.224.

The screenshot displays the 'Troubleshooting Game' interface. At the top left is a blue floorplan titled 'Research and Development Floorplan: Approved June 25' with rooms: Machine Shop, Product Development, Safety, Library, Testing Lab, Drafting, Lab Management, and Materials Lab. Each room has a red 'X' icon. Below the floorplan is a configuration panel for 'Subnet Mask' set to 255.255.255.242. A table shows 0 subnets and 4 devices. IP addresses for Network (192.168.1.0), Broadcast (192.168.1.31), and Router Interface (192.168.1.32) are listed with 'SET' buttons. A vertical list on the right shows 8 subnets, with the first one selected. On the right side, a sidebar contains game statistics: Score (4200), Time (12:09), Moves Left (9), and Problem name (R + D Lab). A 'Work order' section contains 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 right, a 'Repair Report' section has buttons for Pause Game, Music On, Change Music, End Problem, and End Game.

### 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