

# **Using the Network Modeler**

CertMaster's Network Modeler allows you to create simulated networks. This document contains general instructions to help you get started. You may want to have this open for reference during your first few Network Modeler labs.

Copyright © The Computing Technology Industry Association, Inc. All rights reserved.

# Lab Layout

Lab simulations follow a standard layout. The left sidebar includes the lab scenario and a list of tasks to complete. The main area, also referred to as the workspace or canvas, contains your network diagram.

CompTIA 🖽 Netw	ork M	lodele	er.																				C		Score	E Lab
1.1.7 Lab: Create Network Topologies																						1209	6 -	-)[	+	1
6							2	7																		
										Ethern	et		-0-	-												
In this lab, your task is to create a network design by doing the	4						Mk	tg1							Mktg_S	witch p	oort 0	- 10	-							
following:																			_Swit							
1. Move Marketing's five computers																/ktg_S	witch	c port 1	h -							
and switch to the canvas.	2															ø										
<ol><li>Connect the devices to create a star topology.</li></ol>	÷.														Etherne	-1										
	<u>(</u> )														1											
													2	1												
	2													1												
	-												Mk	tg2												
	2																									
	а.																									
										Selec	t a no	de in 1	the dia	igram	n to coi	nnect.	Ca	ancel	×							
														3.411												
	Ç	Ð	•	((-[]	~;	c	2	R	1	=																

## Tools

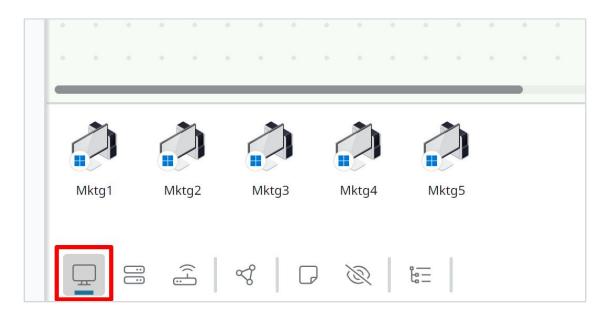
Your tools are in the bottom bar. Hover over each icon to see its name. The tools are divided into four groups.

- 1. Nodes are items like computers, switches, and routers that can be dropped onto the workspace as end points.
- 2. Links connect nodes to form networks.
- 3. Notes allow you to document your work.
- 4. The map shows a hierarchical layout of the topology.

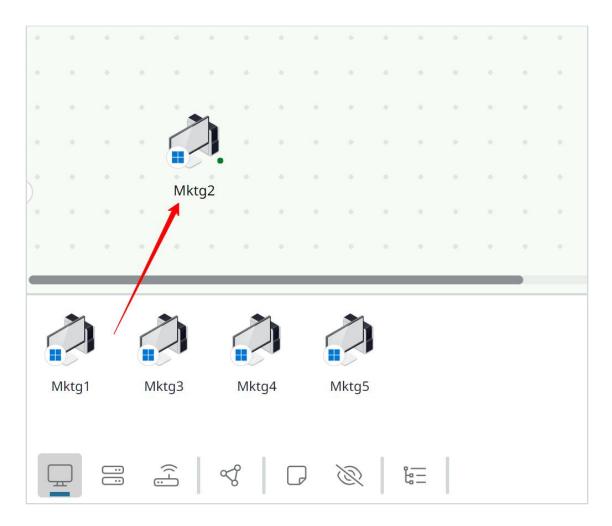




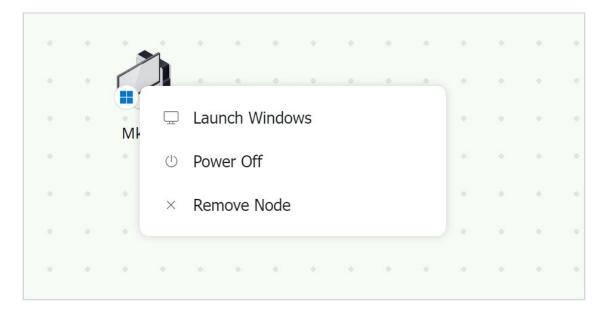
Select a node category to see available devices.



Drag and drop a device onto the canvas to add it to the network diagram.



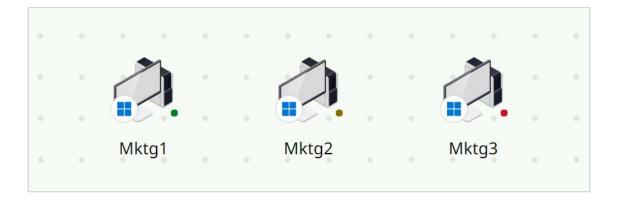
Right-click an object to see a menu of options.



To work on a particular computer, you can launch the operating system. Use the breadcrumbs in the lab's top bar to get back to the network modeler.

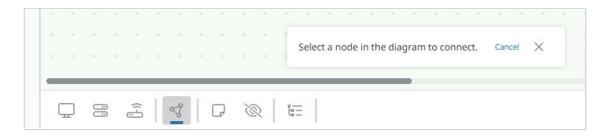
CompTIA	🖄 Network Modeler 🔿 📹 Mktg2
1.1.7 Lab: Create Network Topologies	Recycle Bin

A small colored dot to the lower right of a device indicate its power state: on (green), starting (yellow), and off (red).

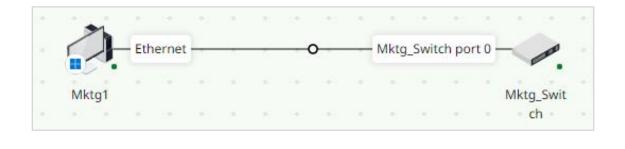


### ổ Links

Click the link icon to go into link mode. To indicate that you're in link mode, the link icon will show as selected. A notification will also show. To close the notification, click the "X". To exit link mode, either click the link icon again or click "Cancel" in the notification.

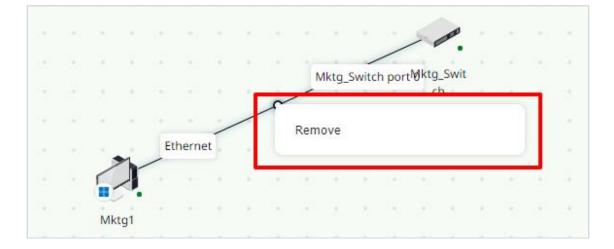


To create a link, click on a node in the network. Clicking the node brings up a list of ports to connect to. After selecting an available port, choose the next node to link to. Once you've selected an available port in the second node, the network link is established.



 $\bigcirc$  Hint: Be sure to select a port on each node, or a link won't be established.

To remove a link, right-click the circle at the midpoint of the link.

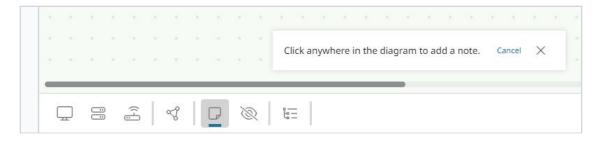


**Hint:** Sometimes the labels on links cover its midpoint. You may need to hide notes or move nodes to see the midpoint. (See page 7.)

#### Notes

 $\bigcirc$ 

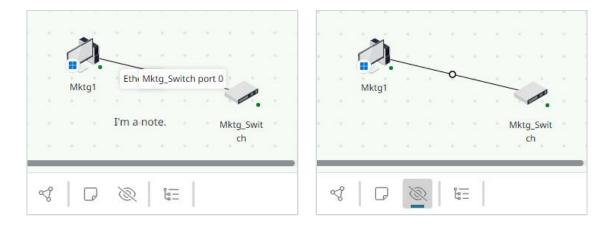
Select the notes icon to go into notes mode. To indicate that you're in notes mode, the note icon will show as selected. A notification will also show. To close the notification, click the "X". To exit notes mode, either click the notes icon again or click "Cancel" in the notification.



In notes mode, you can click anywhere on the canvas to add a note there. Once placed, you can drag notes to reposition them. Clicking a note allows you to edit or delete it.

ę		÷						÷						
							Mktg_Swit Mktg_Switch port 0 ch	•		•		•	•	
				4		/	Ø	÷.		0				
	÷.			Eth	ernet					i.				-
	a.	2	1				Note	$\times$					÷	
		Mkt	g1											
						•					•			
		1								•		*		
	•									•		•		
										ē.				
							Press Shift + Enter for a new line.							
						•	Ū	$\checkmark$					÷	
									_					

When "Hide Notes" is selected, all notes, including the labels on links, are hidden. The image on the left shows notes and labels. On the right, "Hide Notes" is turned on, hiding labels and notes.



#### E Network Map

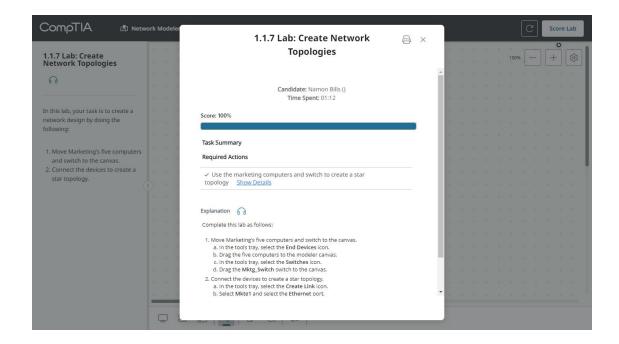
The Network Map displays an alternative, hierarchical layout of the network topology, showing each node in use and its associated links. The Network Map may be detached from the right side of the screen and moved around as a reference.

.1.7 Lab: Create letwork Topologies	-															10	00%	-	F	\$	Network Map	⊠ ×
G	ž																			Ľ		
0.0	1																			н	+	
																				н	Showing All (defa	ult)
this lab, your task is to create a twork design by doing the																						
llowing:					2	1														L	🖵 Mktg1	• •
. Move Marketing's five computers					Mkt	<b>g</b> 1	Et	herne	-	-	~										- Milton Cuuital	
and switch to the canvas.	0										5	-									🗃 Mktg_Switch	• ~
. Connect the devices to create a	T.											MK	.g_Sw	itch p	ort u	0						
star topology.																-	• •					
															M	ch	/it 💡					
	÷															- CH						
	3																					

**Hint:** The Network Map shows another view of what you're already seeing on the canvas. You don't have to open the Network Map to complete the lab.

# Scoring

When you've completed all tasks, click "Score Lab" in the upper right to see your score.



## **Getting Help**

For help, click the question icon at the top right of your home screen for a list of options.

