

Training: Extreme Networks Extreme Switching - Installation and Configuration



TRAINING TERMS

2025-06-09 | 3 days | Warszawa / Virtual Classroom

TRAINING GOALS:

Students will learn methods to properly deploy and configure their switching and routing environments using the ExtremeXOS/SwitchEngine CLI. This knowledge will be reinforced through actual hands-on experience with networking equipment in a lab environment, where students will perform real world tasks.

Course Objectives

Upon completion of this course, students will have gained the working knowledge to:

- Understand Layer 2 mechanisms and ways to implement and configure them in ExtremeXOS/SwitchEngine devices
- Understand Layer 3 mechanisms and ways to implement and configure them in ExtremeXOS/SwitchEngine devices
- Earn a learning credential on the Professional Programme training path

Audience

This course is designed as the first step for individuals responsible for the installation, configuration, and management of the Extreme Networks family of ExtremeXOS/SwitchEngine switches.

CONSPECT:

- Layer 2 Operations
 - VLAN Principles and Operations
 - Discovery Protocols
 - L2 Loop Prevention and Redundancy
 - Spanning Tree Protocol

- Link Aggregation
- MLAG
- EAPS, ERPS
- ELRP, SLPP Guard
- Layer 3 Operations
 - Routing Overview
 - Static Routing
 - VR, VRF
 - Gateway Redundancy
 - OSPF
 - IP Multicast
 - PIM
 - IPv6 Operations

REQUIREMENTS:

The [Meet Extreme Switching Welcome Series certification](#) is a mandatory prerequisite and must be completed prior to attending the Extreme Switching - Installation and Configuration class. You should already possess a solid grasp of LAN concepts, including advanced Ethernet and TCP/IP. To learn the basics of networking, see Extreme Academy.

Difficulty level



CERTIFICATE:

Participants who pass the assessment will receive a certificate signed by Extreme Networks - Extreme Certified Associate in Extreme Switching - Installation and Configuration

TRAINER:

Authorized Extreme Networks Trainer.