



Packet Tracer: Advanced Session



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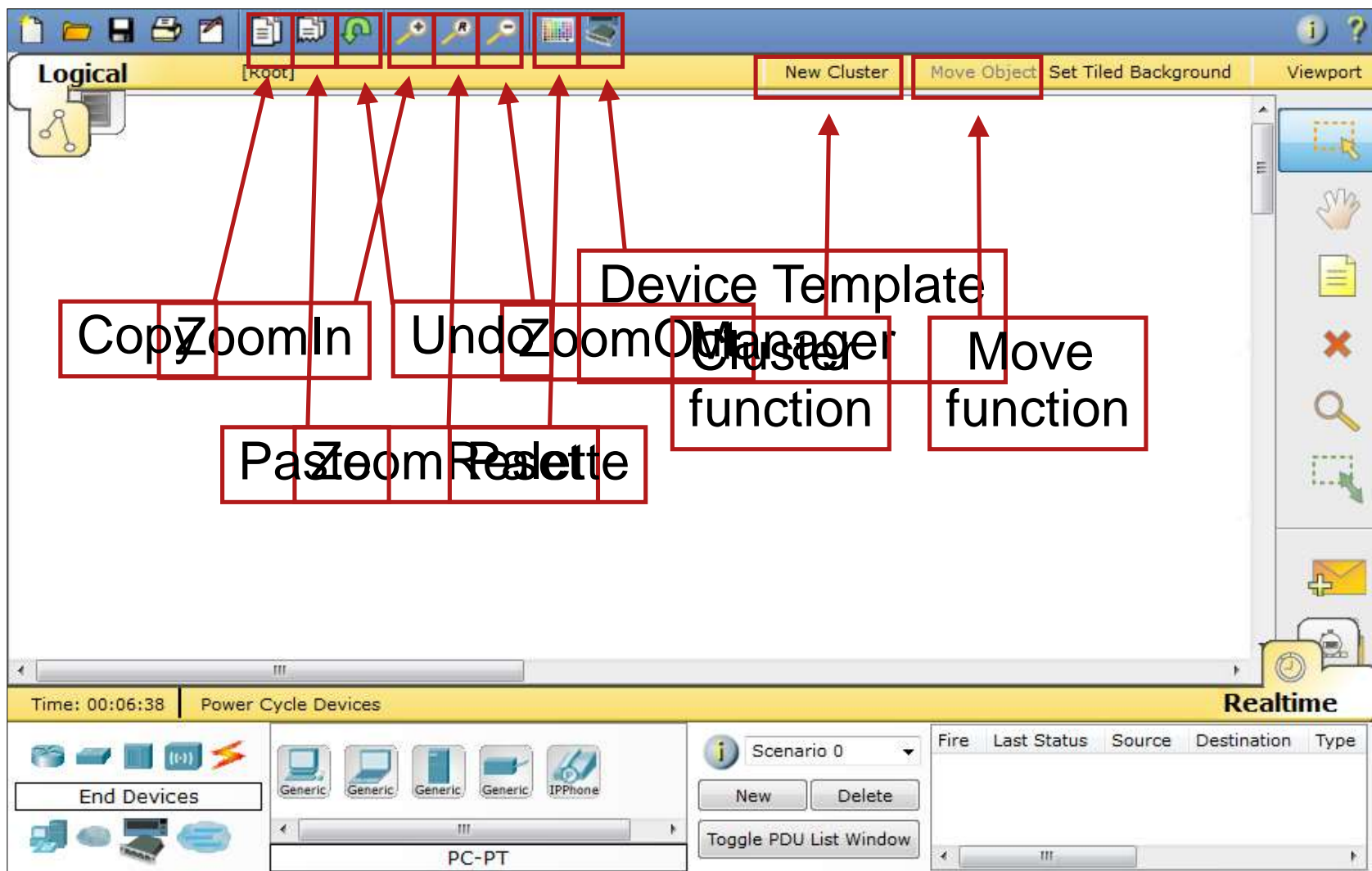
PT Advanced Session

- PT Features.
- The Activity Wizard is an assessment tool that allows you to create highly specific networking scenarios for other users.
- This tool is particularly useful for instructors creating activities for students to complete.
- When students start an activity, they are presented with an initial network and a set of instructions. Students follow the instructions to complete the activity, then they can check their finished network.
- Instructors have control over many aspects of the activity.

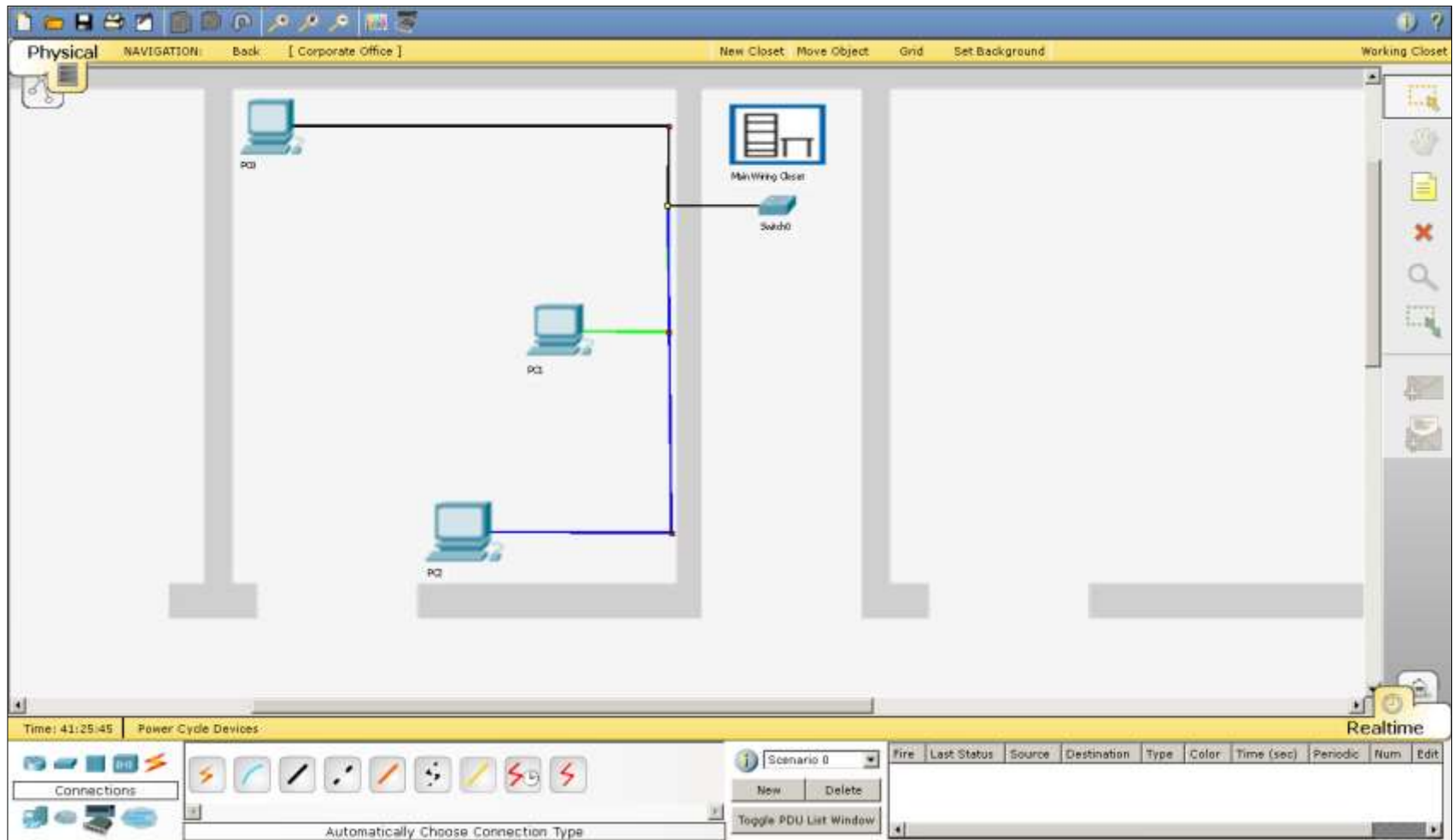
PT Features



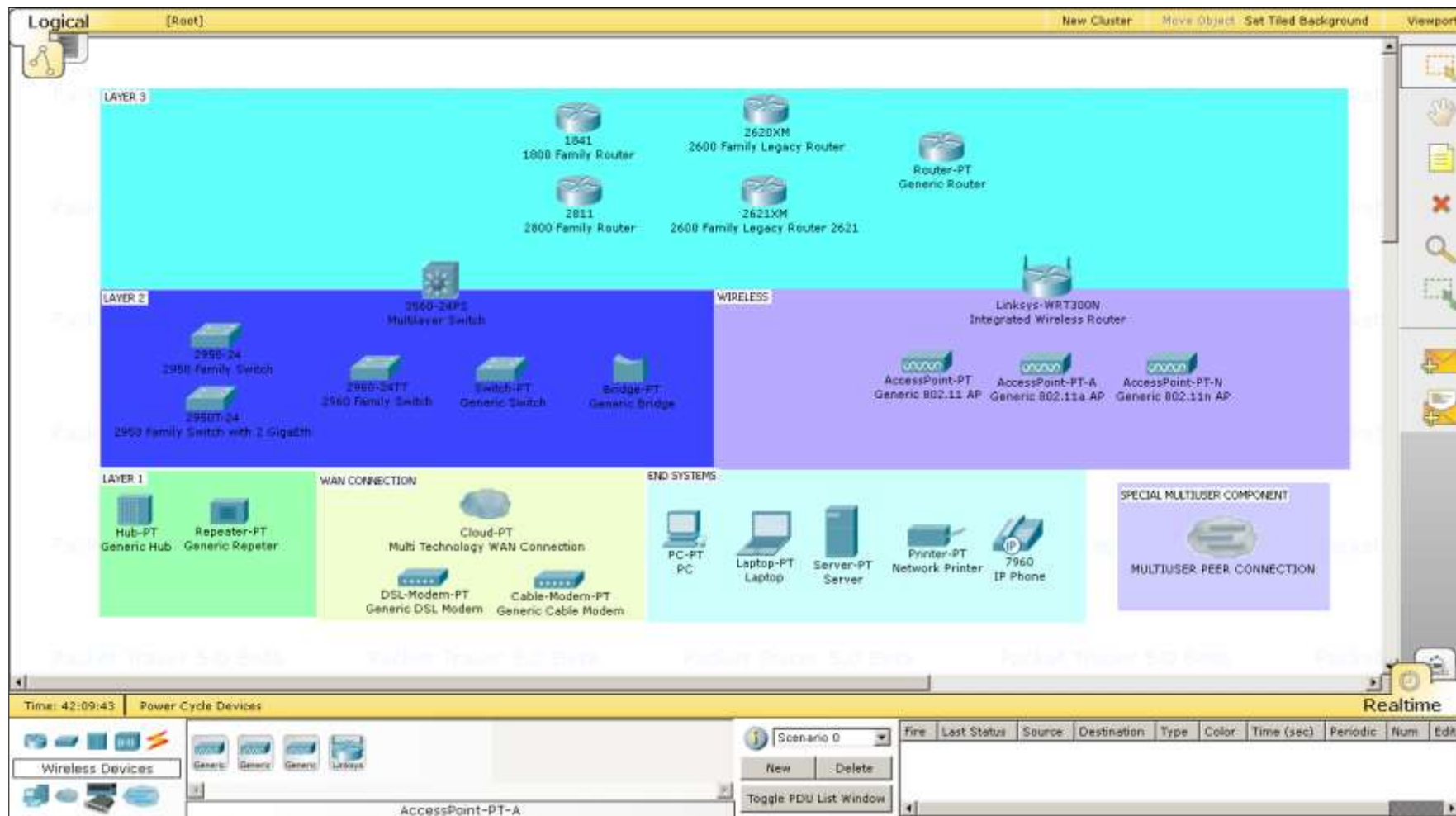
Features



Create Bend Point

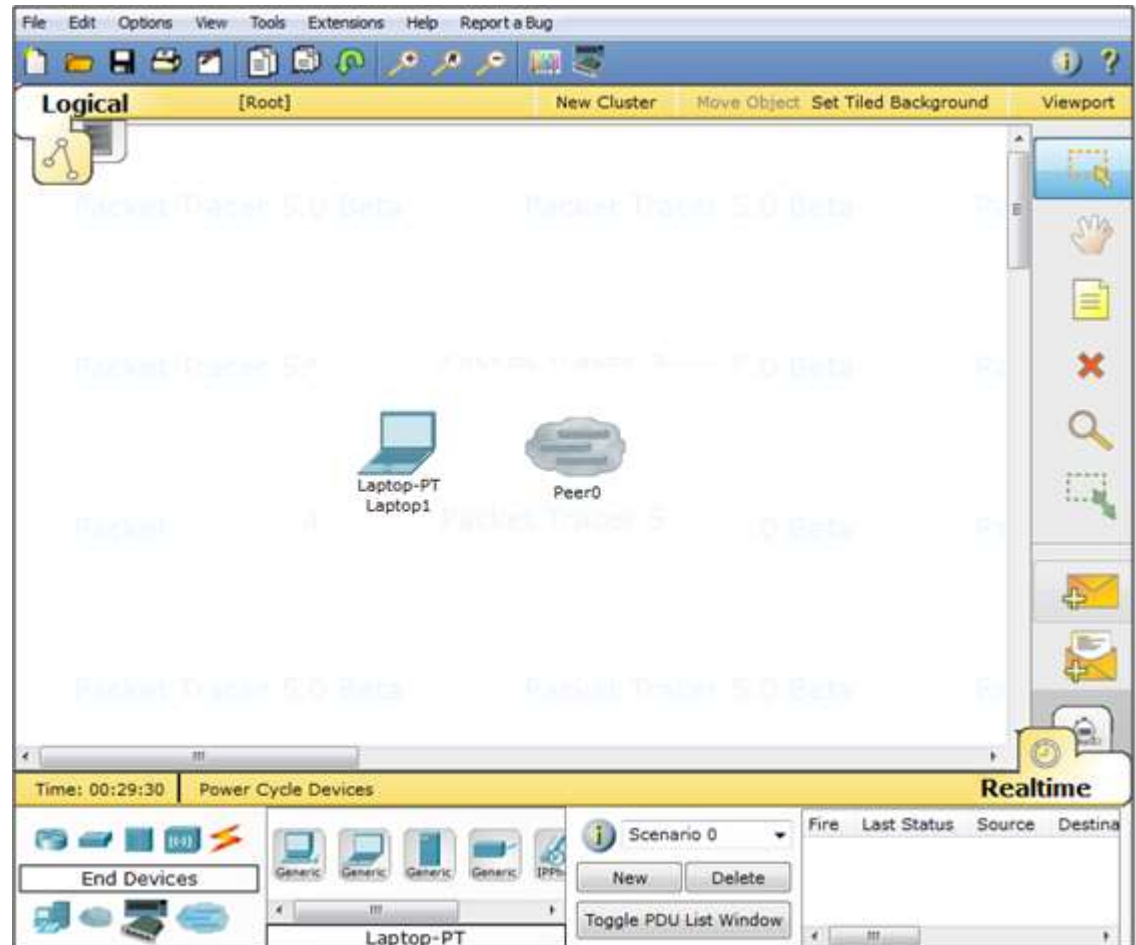


Legacy Devices (PT5.x)

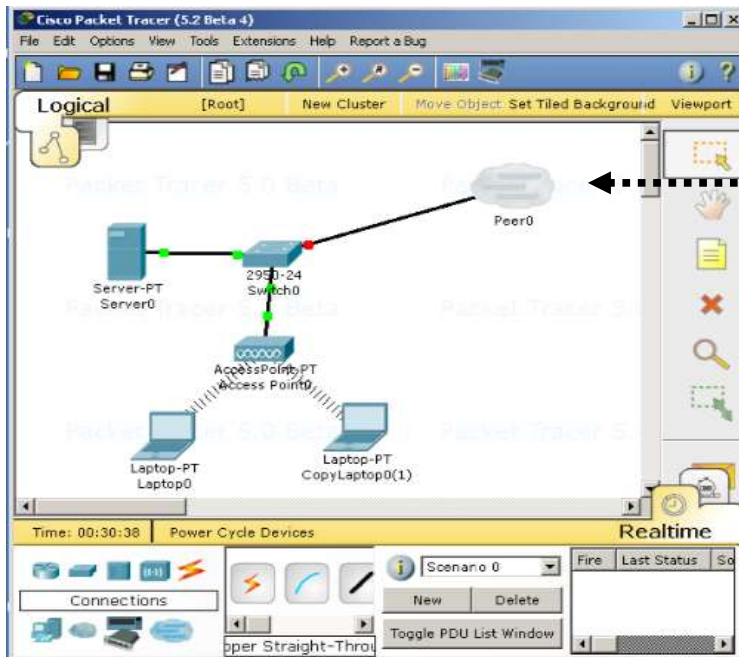


New Devices (PT5.x)

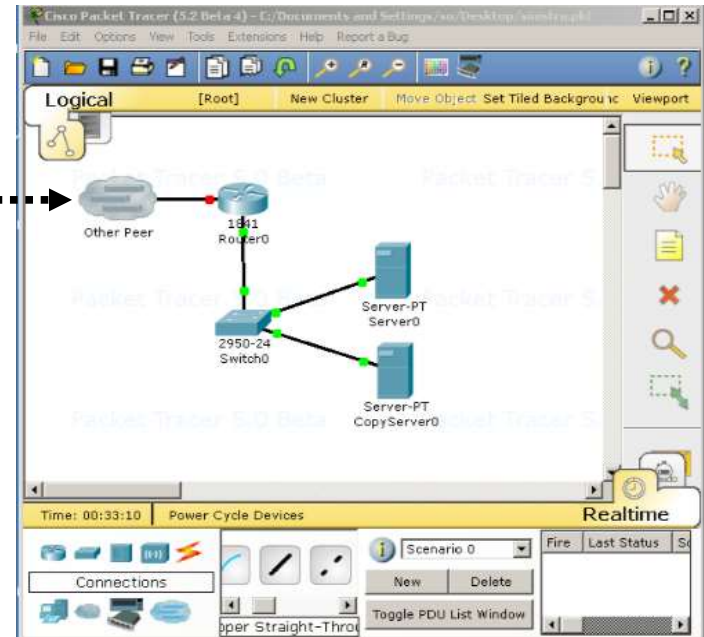
- The new device:
laptop-PT



Multuser Cloud and New Laptop

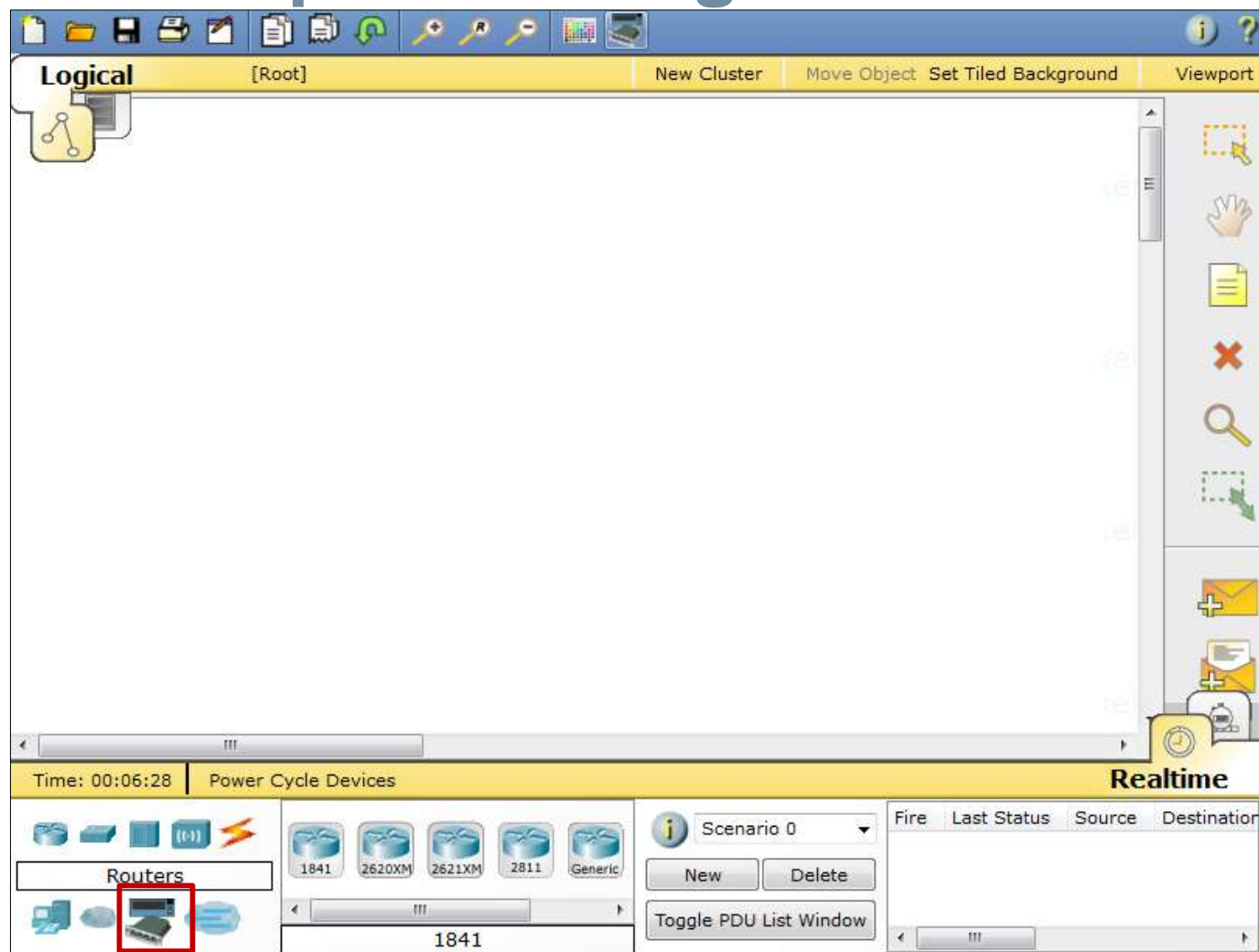


PTMP
TCP/IP



- The Multiuser connection (Peer0 in the picture) can connect by TCP/IP to a Multiuser connection of another PT (Instance on a different computer)

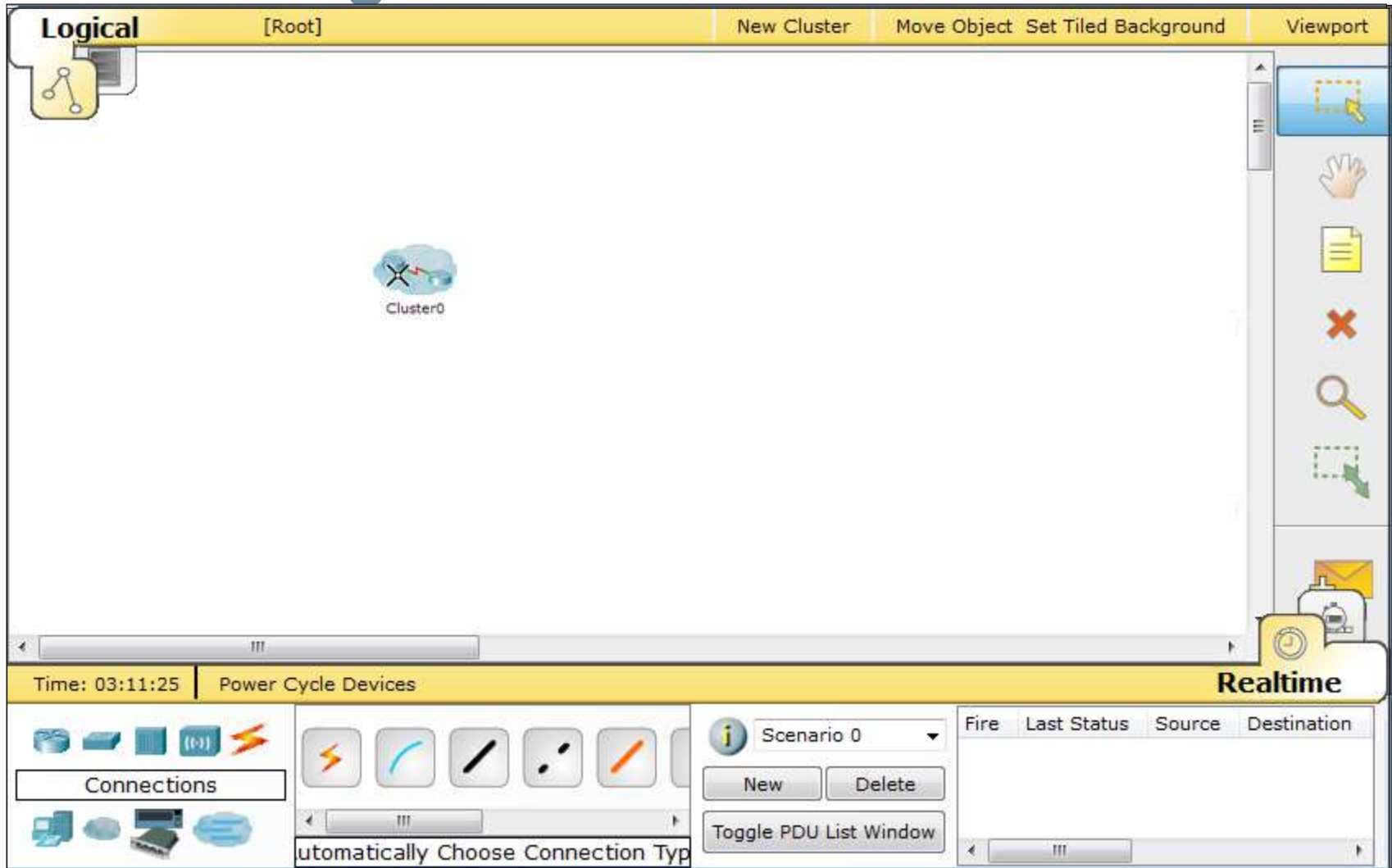
Device Template Manager



Port Label Options and Other Options

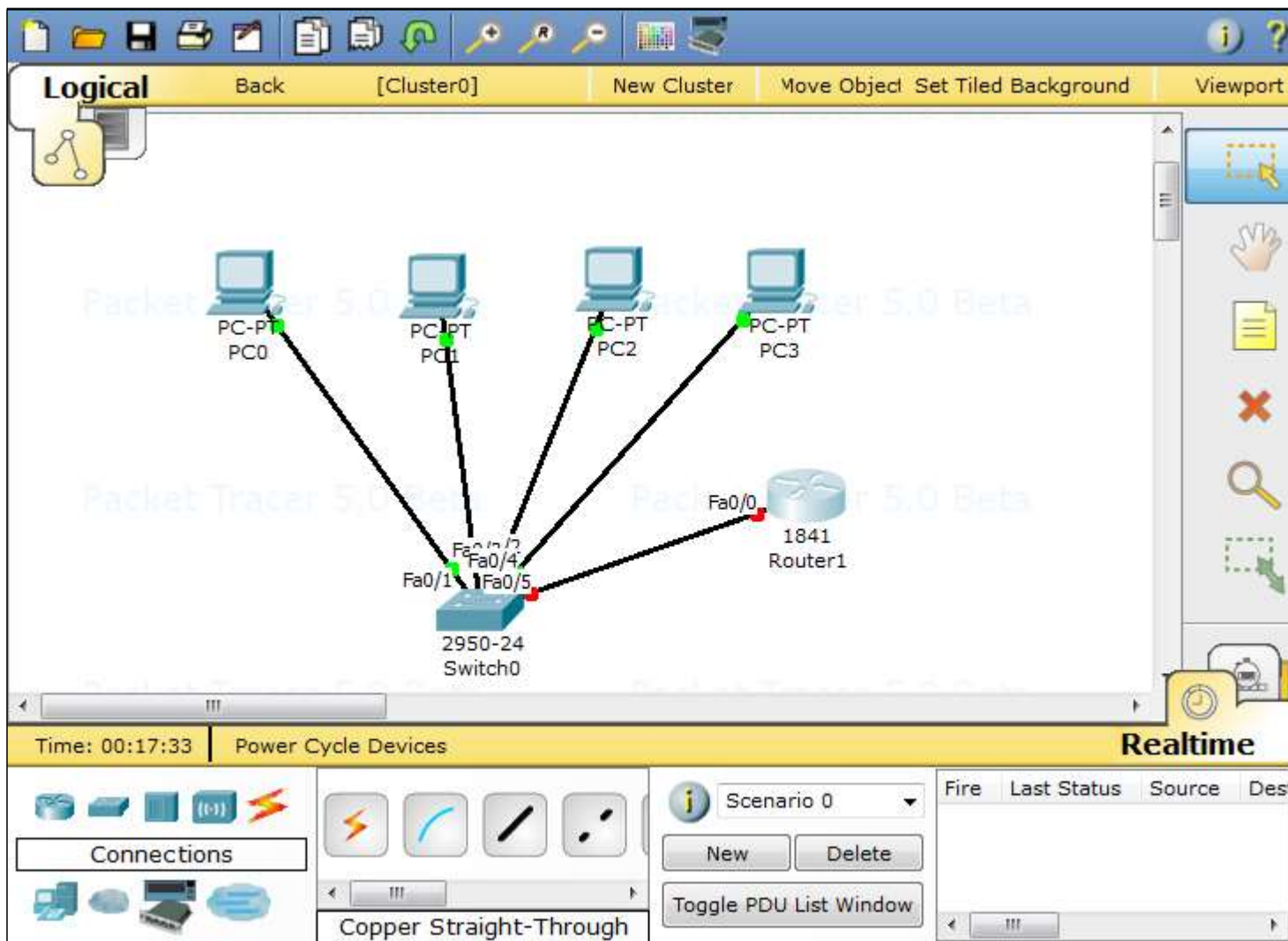
The screenshot displays the Packet Tracer 5.0 interface. In the background, a network diagram is visible under the 'Logical' tab, showing a 2811 Router0 connected to a 2950-24 Switch0, which is connected to a PC-PT PC0. The 'Options' dialog box is open, with the 'Interface' tab selected. The 'Customize User Experience' section contains several options, with 'Show Link Lights' and 'Hide Device Label' highlighted by a red rectangle. The 'Logging' section has 'Enable Logging' checked, with 'View Log' and 'Export Log' buttons below it. The 'Simulation - Buffer Full Action' section has 'Prompt' selected. The 'Accessibility' section has 'Enable Screen Reader Support' unchecked. The 'Select Language' section shows a list of languages with 'default.ptl' and 'english.en.ptl' visible, and a 'Change Language' button. The 'Realtime' tab is visible on the right side of the interface.

Clustering Devices

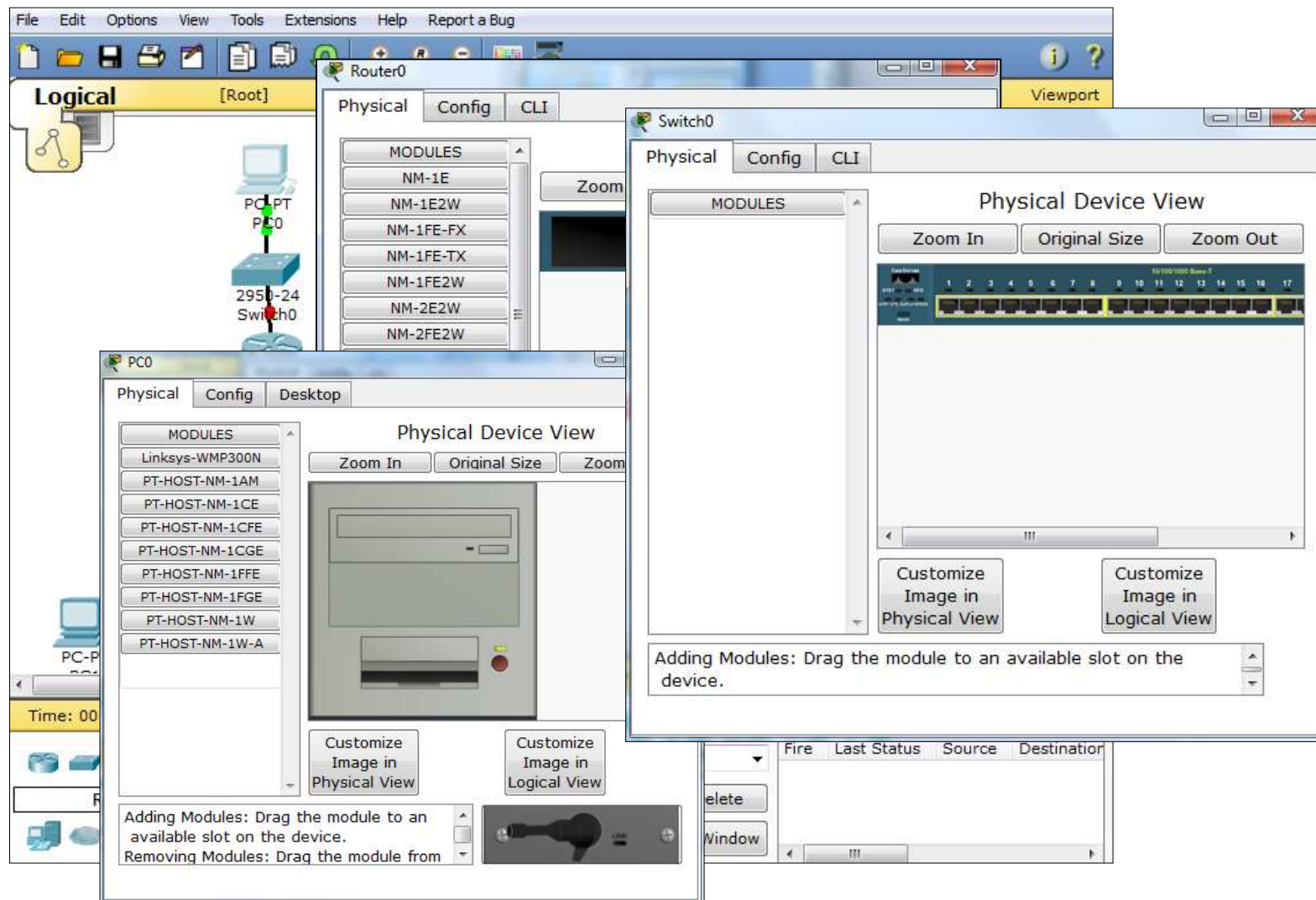


The screenshot displays the Cisco Packet Tracer interface in the 'Logical' view. The main workspace shows a single object labeled 'Cluster0' with a cloud icon. The top toolbar includes buttons for 'New Cluster', 'Move Object', 'Set Tiled Background', and 'Viewport'. The bottom toolbar is divided into several sections: 'Connections' with various connection types, a 'Power Cycle Devices' button, a 'Scenario 0' dropdown menu with 'New' and 'Delete' buttons, and a 'Toggle PDU List Window' button. The bottom right corner features a 'Realtime' tab and a table with columns for 'Fire', 'Last Status', 'Source', and 'Destination'.

Connect to a Device Within a Cluster



Multiple Device Windows



Where is the Activity Instructions Window?

2 Communicating over the Network
2.2 LANs, WANs, and Internetworks
2.2.4 Network Representations

CCNA Exploration
Network Fundamentals

Cisco Packet Tracer (5.2 Beta 4) - C:\Users\ycarroll\AppData\Local\Temp\pka.pka

File Edit Options View Tools Extensions Help Report a Bug

Logical [Root] New Cluster Move Object Set Tiled Background Viewport

PT Activity: 00:05:30

Activity 2.2.4: Network Representations

Addressing Table:

This Lab does not include an Addressing Table.

Learning Objectives:

- Explore the PT interface
- Locate the key components used to place device symbols in the logical workplace
- Examine the devices that can be placed in the logical workplace

Time Elapsed: 00:05:30 Completion: 0%

Top Check Results Reset Activity 1/1

Time: 00:05:30 Power Cycle Devices

Routers

1841 2620XM 2621XM

Scenario 0

New Delete

Toggle PDU List Window

Fire Last Status Source

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Transferring data from curriculum.netacad.net...

PT Activity: 00:05:30

Look at an Activity



An Activity from a Student's Perspective

A Packet Tracer Activity

The screenshot shows the Cisco Packet Tracer interface. On the left, a network topology is visible with a PC labeled 'PT Ext. Web Server' connected to a 2621XM ISP router, which is connected to a 2621XM Houston router, which is then connected to a 2950-24 S03 switch. A red box highlights the topology and the activity window.

The activity window, titled 'PT Activity: 00:09:30', contains the following instructions:

1. Assign IP addresses and enable the interfaces as follows:

Device	Interface	IP address	Mask
ISP	S 0/0	100.10.10.2	255.255.0.0
ISP	FaE 0/0	20.20.20.1	255.255.0.0
Houston	S 0/1	100.10.10.1	255.255.0.0
Houston	FaE 0/0	192.168.1.97	255.255.255.224
Houston	FaE 0/1	192.168.1.33	255.255.255.224

2. Test connectivity between all devices. You should be able to ping from each end node to all other end nodes.
3. An extended access-list HFW1 has already been created on the Houston router. The goals of the access-list are to permit PC 3 to access Server 1 and to block all other hosts from accessing the

At the bottom of the activity window, the following controls are visible:

- Time Elapsed: 00:09:30
- Completion: 0%
- Buttons: ☒ Top, Check Results, Reset Activity
- Navigation: < 2/2 >

The bottom of the interface shows the 'Realtime' tab with a table of active connections:

Fire	Last Status	Source	Destination	Type
●	--	PC3	Server1	ICM
●	--	PC4	20.20.20.2	ICM

Activity Results

File Edit Options Help

Activity Results

Time Elapsed: 00:09:47

You did not complete the activity. Please close this window and try again.

Overall Feedback Assessment Items Connectivity Tests

Below are the results of your connectivity tests:

	Status	Test Condition	Source	Destination	Type	
1	Incorrect	Successful	PC3	Server1 : 192.168.1.98	ICMP	
2						
3	Correct	Fail	PC4	Server1 : 192.168.1.98	ICMP	
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

Close

Activity Wizard



PT Activity Wizard Vocabulary

- **Answer network:** The network that you want students to end up with after they perform whatever configuration tasks they are instructed to complete. The “correct” answer.
- **Initial network:** The network that you give students to begin with in completing the activity. This can be as “complete” or incomplete as you like. Just remember that you need to give clear instructions so that students know what Answer network you are expecting.

What can I assess?

Assessment categories are:

- IP
- Physical
- Routing
- Switching
- ACLs
- NAT
- The Answer network used in creating the activity will dictate which items may be assessed.

Assessment Tree
Connectivity Test
Overall Feedback
Settings

Use the tree below to select the components you want to assess. You may also use the View Filter to show only certain categories.

View Filter

☒ IP
☒ Routing
☒ ACL

☒ Physical
☒ Switching
☒ NAT

☒ ● Variables
☒ View/Hide All

Assessment Items	Feedback When Incorrect
<input checked="" type="checkbox"/> Network <div> <input type="checkbox"/> Ext. Web Server <input checked="" type="checkbox"/> Houston <div> <input type="checkbox"/> ACL <input type="checkbox"/> Banner MOTD <input type="checkbox"/> Boot System Files <input type="checkbox"/> CDP <input type="checkbox"/> Clock Timezone <input type="checkbox"/> ● Config-Register: 8450 <input type="checkbox"/> Console <input type="checkbox"/> Console Line <input type="checkbox"/> DHCP Server <input type="checkbox"/> DNS <input type="checkbox"/> EIGRP <input type="checkbox"/> Enable Password <input type="checkbox"/> Enable Secret <input type="checkbox"/> Flash Files <input type="checkbox"/> ● Host Name: Router <input type="checkbox"/> NAT <input type="checkbox"/> OSPF <input checked="" type="checkbox"/> Ports </div> </div>	

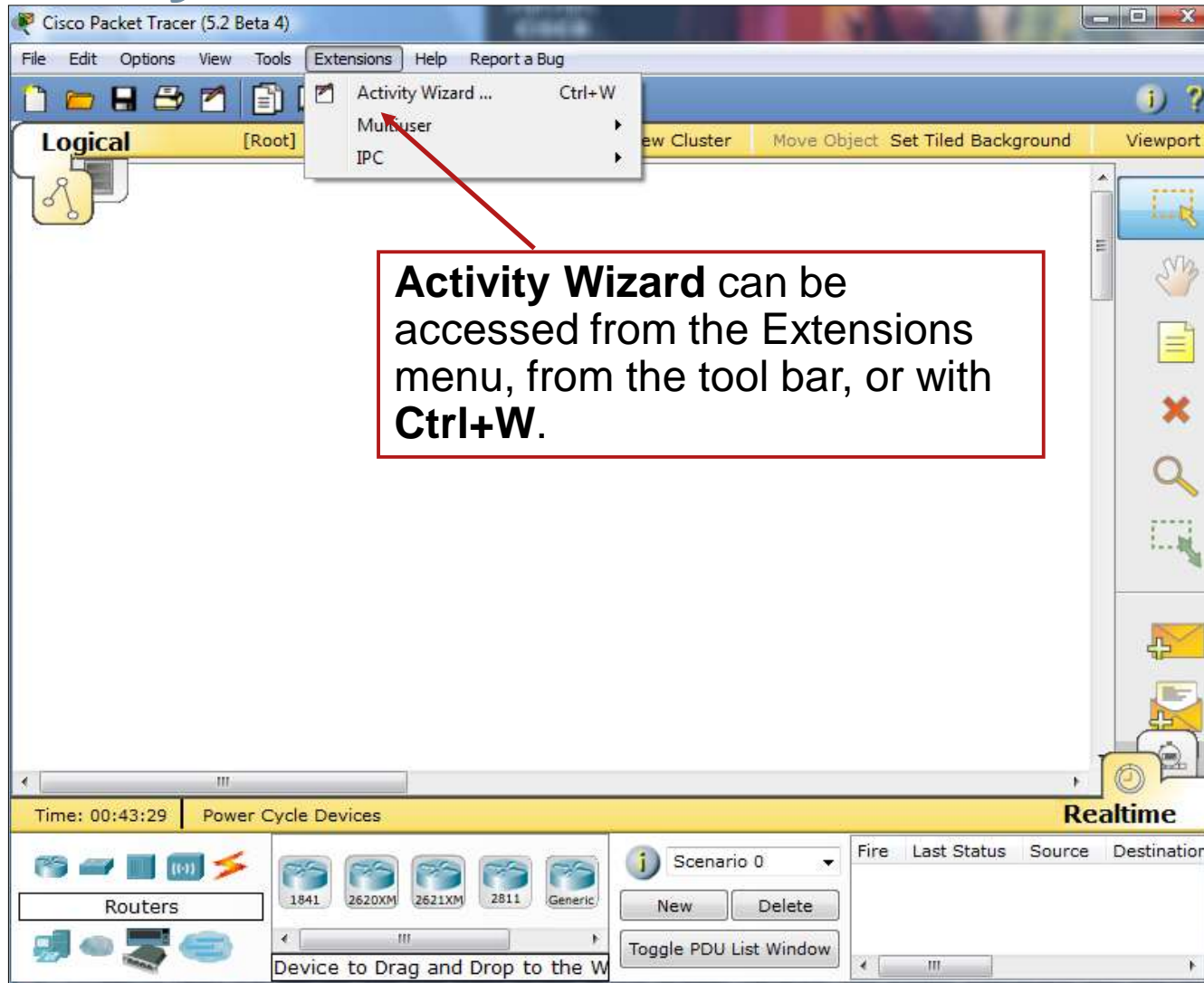
Planning: Create the Answer first...

- Using the Activity Wizard is easier with a little up front planning.
- The easiest way to create activities using the wizard is to create the Answer network first.
- By removing or editing elements of the answer network, the Initial network is created.

Or....

- Import a .pkt file that already contains all or most of the elements you might want to assess. This imported file becomes the Answer network.

Activity Wizard



Answer Network

The screenshot shows the Packet Tracer 4.1 interface. The main workspace displays a network topology with the following components:

- 2621XM ISP** connected to **2621XM Houston** via a red lightning bolt (WAN link).
- 2621XM Houston** connected to **2950-2 SW2**.
- 2950-2 SW2** connected to **2950-2 SW3**.
- 2950-2 SW3** connected to three **Server-PT** devices (Server1, Server2, Server3).
- 2621XM ISP** connected to a **PC-PT** device labeled "Ext. Web Server".
- 2950-2 SW2** connected to a **PC-PT** device.

A dialog box titled "Use as Answer Network? -- Packet Tracer 4.1" is open, asking: "Do you want to use the current network as the answer network?". The dialog has three buttons: "Yes", "No", and "Cancel".

Power Cycle Devices

Realtime

Fire	Last Status	Source	Destination	Type	Color	Time (sec)	Period
●	--	PC3	Server1	ICMP	Red	0.000	N
●	--	PC4	20.20.20.2	ICMP	Purple	1.000	N

If the open topology will be the answer network, click **Yes**.

Welcome Screen

Activity Wizard

Welcome

Instructions

Answer Network

Initial Network

Password 

Test Activity

Check Activity

Save

Exit

Welcome to the Activity Wizard!

The Activity Wizard is an assessment tool that allows you to create detailed networking scenarios for other users. The typical sequence in making an activity is as follows:

- 1) Create the answer network and set the assessment items.
- 2) Create the initial network, which will be the user's starting point. A blank initial network may also be used. For accurate scoring, device display names in the initial network must match the ones in the answer network.
- 3) Put constraints on the user's ability to use certain features during the activity.
- 4) Write a clear set of instructions for the activity.
- 5) Password-protect the activity to prevent unauthorized changes to activity parameters.
- 6) Save the activity.

Please refer to the Activity Wizard help files for more detailed information.

Activity Creation Experience

Select a profile:

☒ Novice ☐ Intermediate ☐ Advanced

Create a simple, yet powerful, activity with instructions, initial and answer networks.

Author Information

Original Author:
Comments:

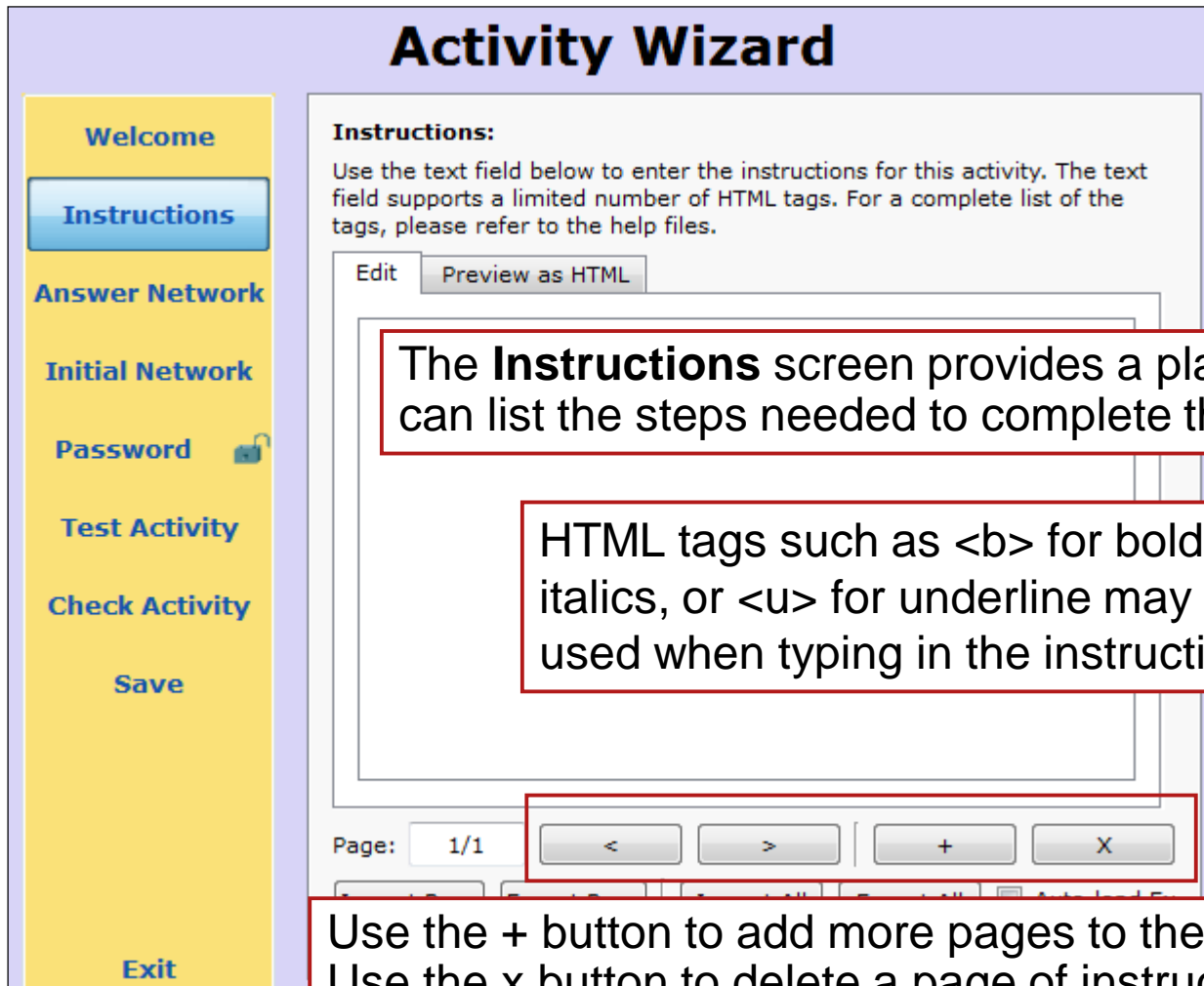
Intermediate adds the

Variable Manager

Advanced adds the

Scripting

Instructions



Activity Wizard

Welcome

Instructions

Answer Network

Initial Network

Password

Test Activity

Check Activity

Save

Exit

Instructions:

Use the text field below to enter the instructions for this activity. The text field supports a limited number of HTML tags. For a complete list of the tags, please refer to the help files.

Edit Preview as HTML

The **Instructions** screen provides a place where you can list the steps needed to complete this activity.

HTML tags such as `` for bold, `<i>` for italics, or `<u>` for underline may also be used when typing in the instructions field.

Page: 1/1

< > + X

Use the + button to add more pages to the instructions.
Use the x button to delete a page of instructions.
Use the < and > to move through the pages.

Instructions in HTML

Welcome
Instructions
Answer Network
Initial Network
Password
Test Activity
Check Activity
Save
Exit

Activity Wizard

Instructions:

Use the text field below to enter the instructions for this activity. The text field supports a limited number of HTML tags. For a complete list of the tags, please refer to the help files.

Edit
Preview as HTML

```

<html>
<head>
<meta http-equiv="Content-Language" content="en-us">
<meta http-equiv="Content-Type" content="text/html; ch
<title>New Page 1</title>
</head>

<body>

<ol>
<li>In this activity, you will assign IP addresses ba
scheme. You will then apply and test an ACL to con
network.<br>
&nbsp;</li>
<li>Assign IP addresses and enable the interfaces
&nbsp;<table border="1" width="547" height="71">
<tr>
<td height="34" width="156">Devic
<td height="34" width="136">Interf
<td height="34" width="136">IP ad
<td height="34" width="230">Mask
</tr>
</tr>

```

Page: 1/1
<
>
+
X

Import Page
Export Page
Import All
Export All
☐ Auto-load Exte

You can also use most basic HTML tags to format your instructions, as shown here.

Copying code from an HTML editor works well!

Previewing the HTML


Activity Wizard

Welcome

Instructions

Answer Network

Initial Network

Password 

Test Activity

Check Activity

Save

Exit

Instructions:

Use the text field below to enter the instructions for field supports a limited number of HTML tags. For a please refer to the help files.

Edit
Preview as HTML

- In this activity, you will assign IP addresses based on a subnetted scheme, your network.
- Assign IP addresses and enable the interfaces as follows:

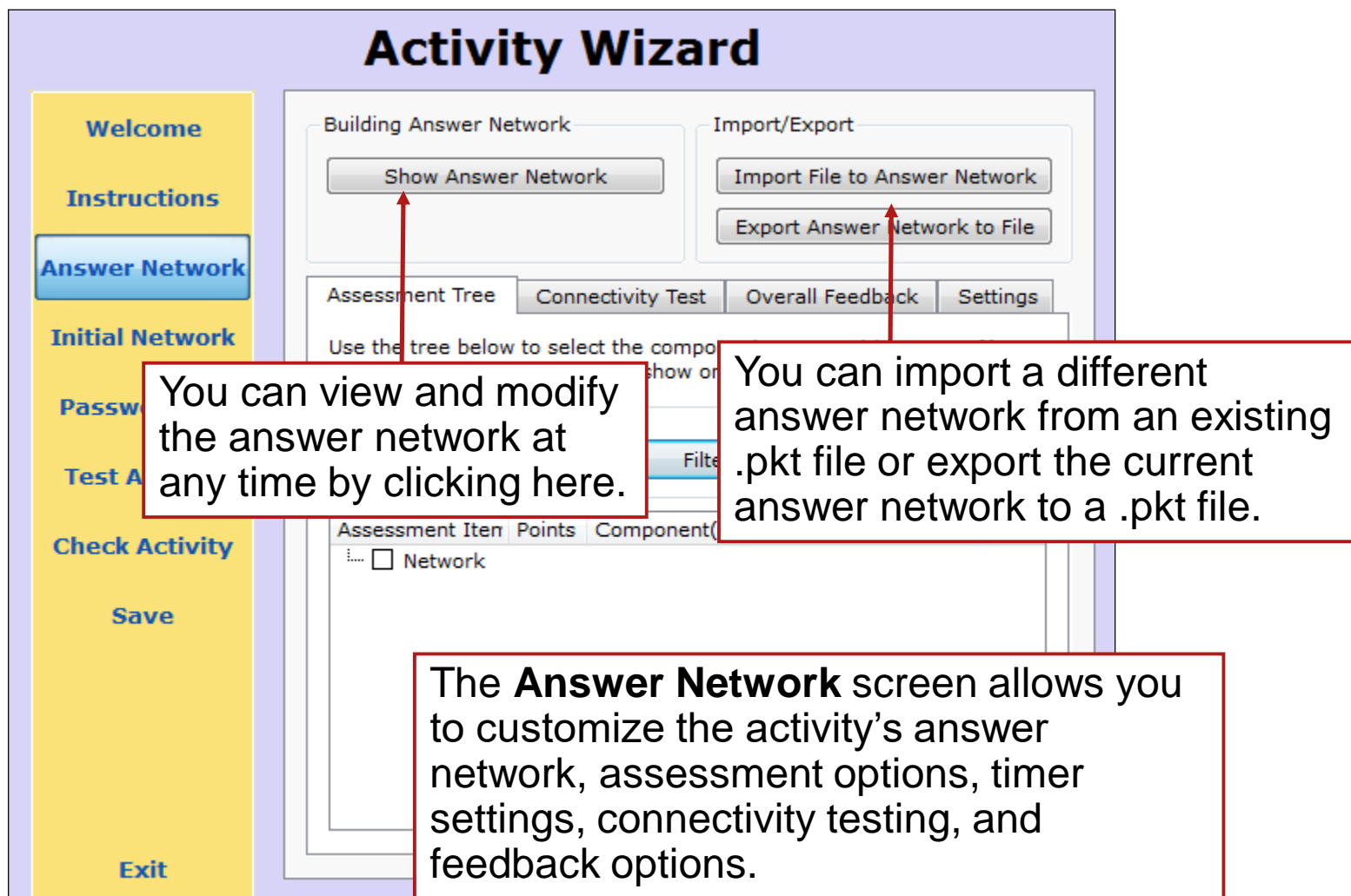
Device	Interface	IP address
ISP	S 0/0	100.10.10.2
ISP	FaE 0/0	20.20.20.1
Houston	S 0/1	100.10.10.1
Houston	FaE 0/0	192.168.1.97
Houston	FaE 0/1	192.168.1.33
- Test connectivity between all devices. Before the ACL is applied, you should be able to ping from each end node to all other end nodes.

Page: 1/1
<
>
+
X

Import Page
Export Page
Import All
Export All
☐ Auto-load Exte

Click **Preview as HTML** to verify your coding.

Answer Network



Activity Wizard

Welcome

Instructions

Answer Network

Initial Network

Password

Test A

Check Activity

Save

Exit

Building Answer Network

Show Answer Network

Import/Export

Import File to Answer Network

Export Answer Network to File

Assessment Tree Connectivity Test Overall Feedback Settings

Use the tree below to select the components to show or hide.

Assessment Item Points Component(s)

☐ Network

You can view and modify the answer network at any time by clicking here.

You can import a different answer network from an existing .pkt file or export the current answer network to a .pkt file.

The **Answer Network** screen allows you to customize the activity's answer network, assessment options, timer settings, connectivity testing, and feedback options.

Assessment Options and Items


Activity Wizard

Welcome

Instructions

Answer Network

Initial Network

Password 

Test Activity

Check Activity

Save

Exit

Building Answer Network

Show Answer Network

Import/Export

Import File to Answer Network

Export Answer Network to File

Assessment Tree

Connectivity Test

Overall Feedback

Settings

Use the tree below to select the components you want to assess. You may also use the View Filter to show only certain categories.

View Filter

Keyword: Filter ☐ Show Checked Only

Assessment Item	Points	Component(s)	Feedback When Incorrect
<input type="checkbox"/> OSPF			
<input checked="" type="checkbox"/> Ports			
<input checked="" type="checkbox"/> FastEthernet0/0			
<input checked="" type="checkbox"/> Access-group Out: HFW1			
<input type="checkbox"/> Bandwidth			
<input type="checkbox"/> Bandwidth Info: 100000			
<input type="checkbox"/> CDP Enabled: 1			
<input type="checkbox"/> Delay: 100			
<input type="checkbox"/> Description: connection to SW3			
<input type="checkbox"/> Duplex			
<input type="checkbox"/> EIGRP Hello Interval			
<input type="checkbox"/> EIGRP Summary Addresses			
<input checked="" type="checkbox"/> IP Address: 192.168.1.97			
<input type="checkbox"/> Keepalive: 1			
<input type="checkbox"/> Link to SW3			

Double-check the IP address assignments in the i

Assessment Options Tips


Activity Wizard

Welcome

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Answer Network

Initial Network

Password 

Test Activity

Check Activity

Save

Exit

Building Answer Network

Show Answer Network

Import/Export

Import File to Answer Network

Export Answer Network to File

Assessment Tree


Connectivity Test

Overall Feedback


Settings

Use the tree below to select the components you want to assess. You may also use the View Filter to show only certain categories.

View Filter

<input checked="" type="checkbox"/> IP	<input checked="" type="checkbox"/> Routing	<input checked="" type="checkbox"/> ACL
<input checked="" type="checkbox"/> Physical	<input checked="" type="checkbox"/> Switching	<input checked="" type="checkbox"/> NAT
<input checked="" type="checkbox"/>  Variables	<input checked="" type="checkbox"/> View/Hide All	

Assessment Items

- ☒ Ports
 - ☐ FastEthernet0/0
 - ☐ FastEthernet0/1
 - ☒ Serial0/0
 - ☐ Access-group In
 - ☐ Access-group Out
 - ☒ Bandwidth Info: 1544
 - ☒ CDP Enabled: 1
 - ☒  Clock Rate: 0
 - ☒ Delay: 20000
 - ☐ Description
 - ☐ EIGRP Hello Interval
 - ☐ EIGRP Summary Addresses
 - ☐ Encapsulation
 - ☒ IP Address: 0.0.0.0
 - ☒ Keepalive: 1

Feedback When Incorrect

Activity Timer


Activity Wizard

Welcome

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Password 

Test Activity

Check Activity

Save

Exit

Building Answer Network

Show Answer Network

Import/Export

Import File to Answer Network

Export Answer Network to File

Assessment Tree

Connectivity Test

Overall Feedback

Settings

Time Settings

Different timing settings can be applied to this activity. The "Time Elapsed" setting will keep a running time of the activity duration. The "Countdown" setting will pop-up the Check Answers Page once the timer expires.

☒ Time Elapsed
 ☐ Countdown
 ☐ None

h : m : s

User profile locking prevents the user from changing their user profile during an activity.

☐ User Profile Locking

Time Elapsed tracks the time taken to complete an activity.
Countdown sets a time limit for completing the activity.
None turns the timer off.
 The default is **Time Elapsed**.

PT 5.x Advanced

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Connectivity Test

Activity Wizard

Welcome
Instructions
Answer Network
Initial Network
Password
Test Activity
Check Activity
Save
Exit

Activity Wizard

Building Answer Network
Show Answer Network

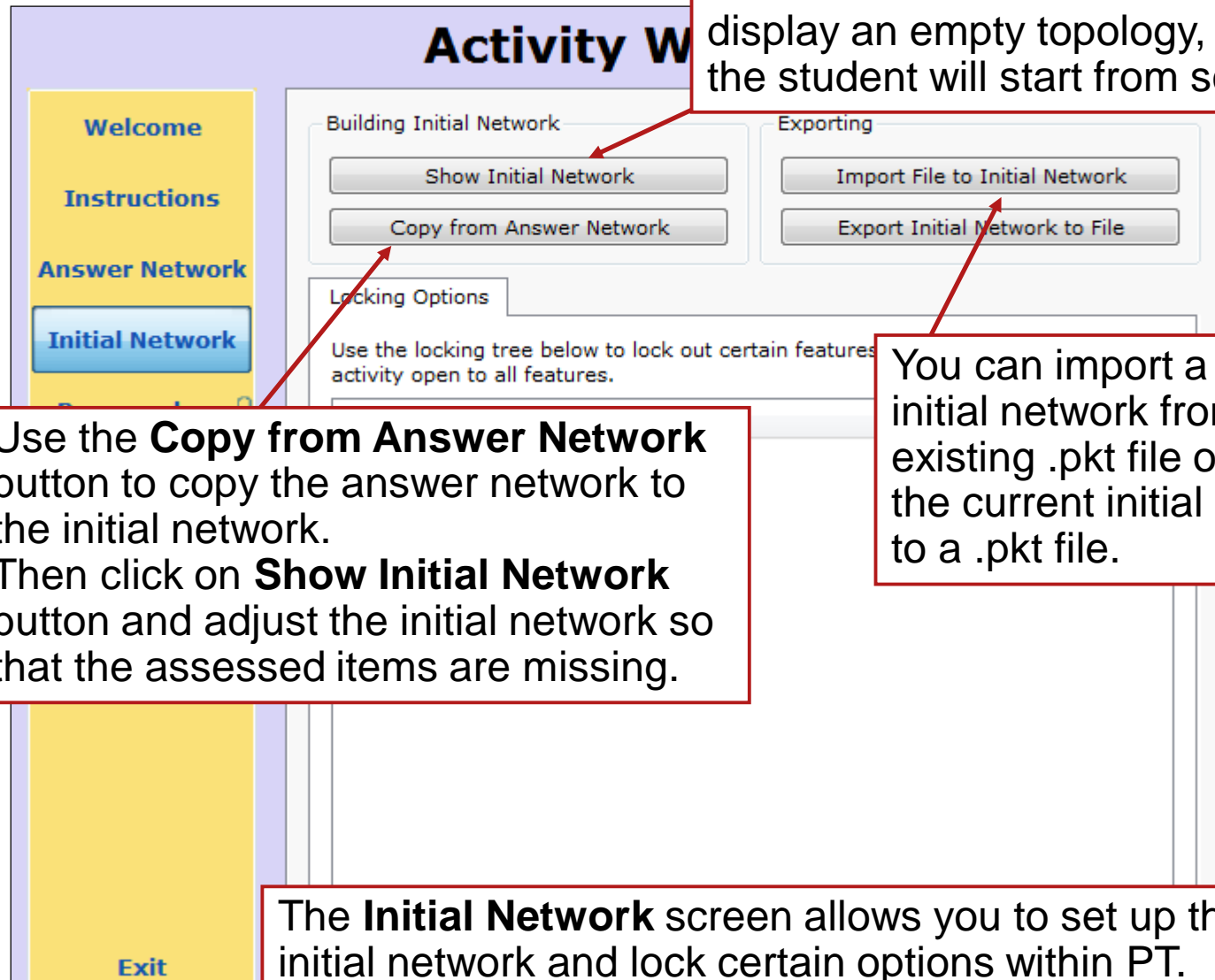
Import/Export
Import File to Answer Network
Export Answer Network to File

Assessment Tree
Connectivity Test
Overall Feedback
Settings

The connectivity tests are based on the first scenario of the answer network's User Created PDUs list. On the first column, select the test condition.

	Test Condition	Last Status	Source	Destination	Type	Color	Time (se)
1	Successful	--	PC3	Server1	ICMP	Red	
2	Do Not Test	--	PC4	20.20.20.2	ICMP	Purple	
3	Fail	--	PC4	Server1	ICMP	Dark Blue	
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
16							

Initial Network



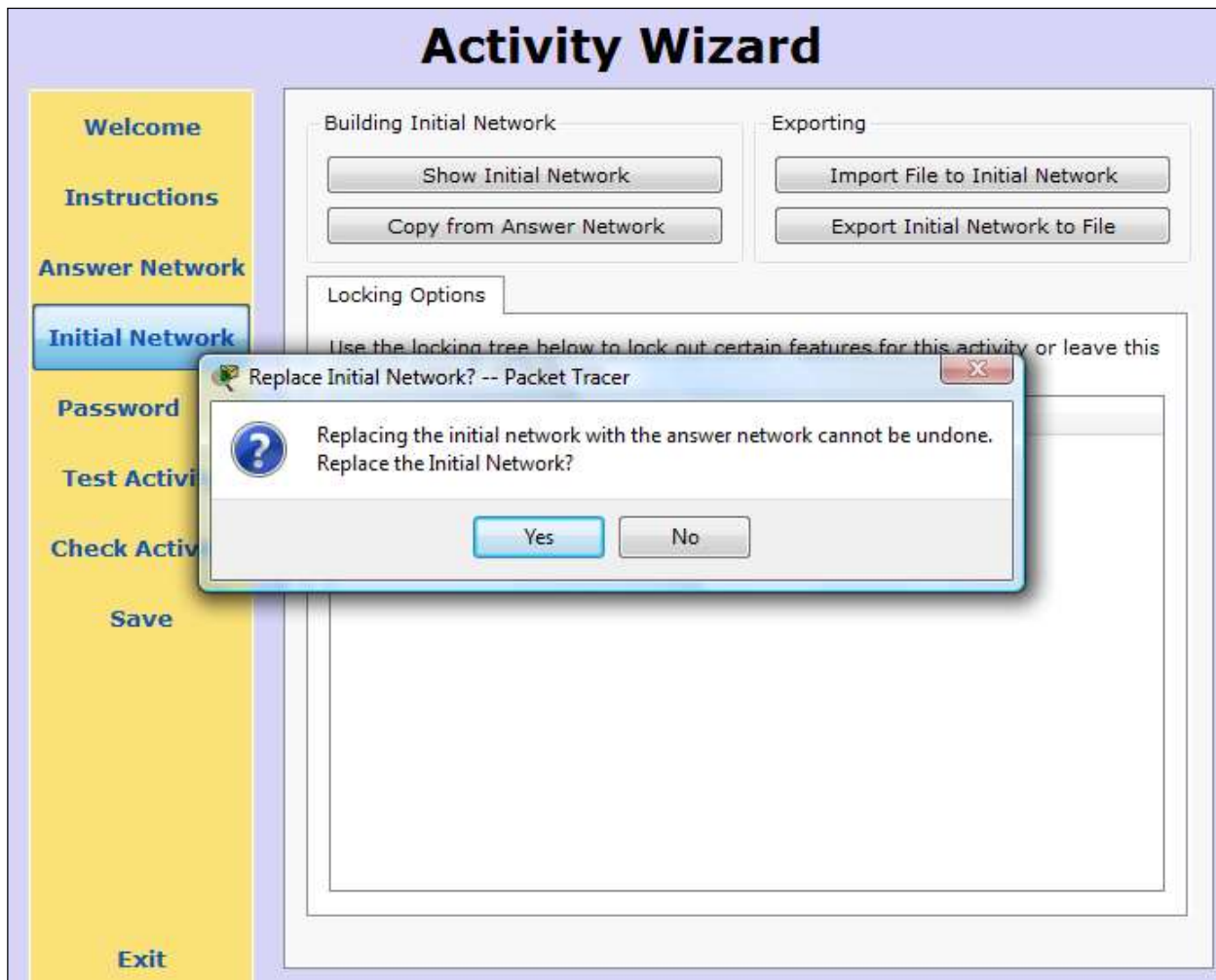
The **Show Initial Network** button will display an empty topology, which means the student will start from scratch.

Use the **Copy from Answer Network** button to copy the answer network to the initial network. Then click on **Show Initial Network** button and adjust the initial network so that the assessed items are missing.

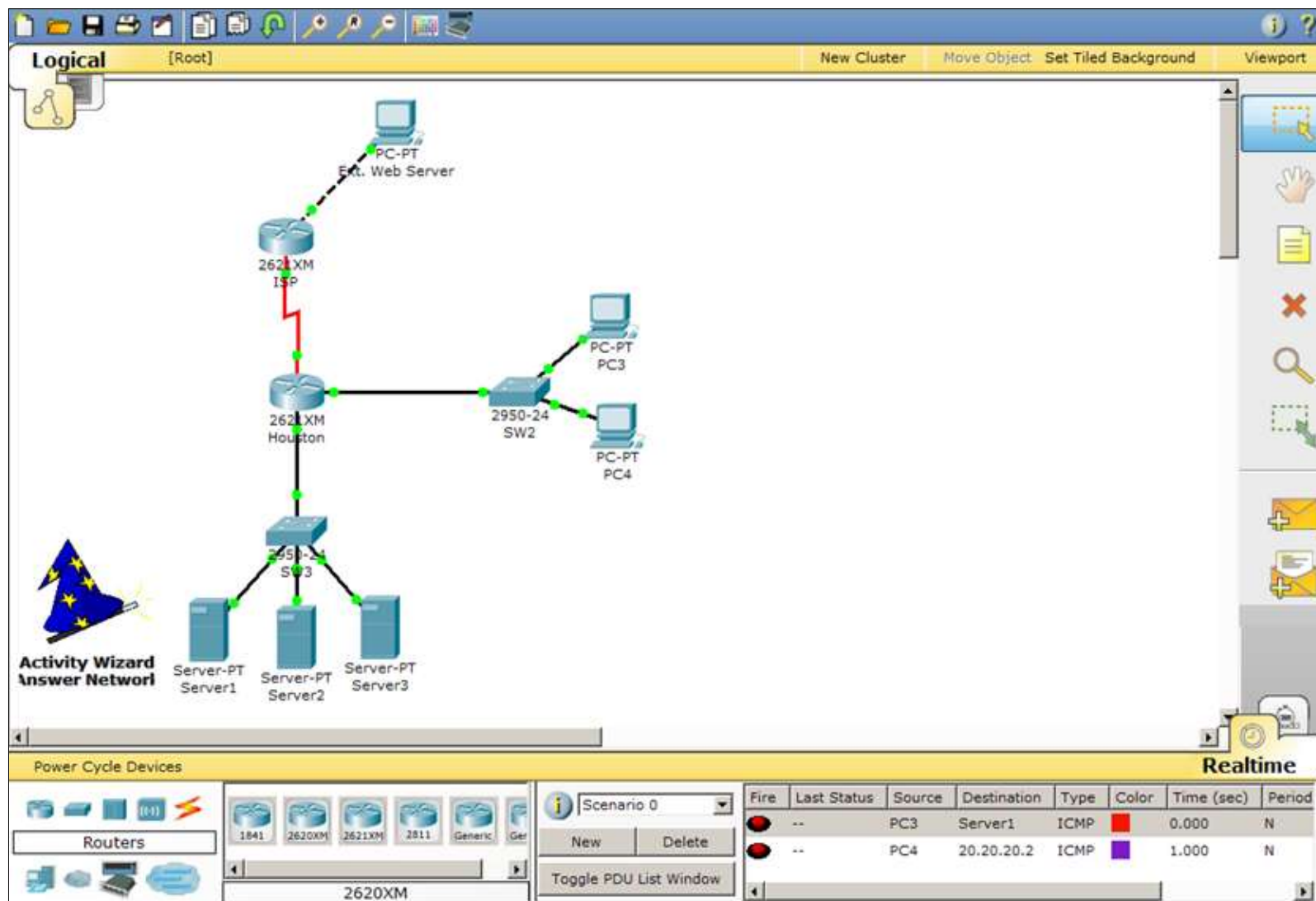
You can import a different initial network from an existing .pkt file or export the current initial network to a .pkt file.

The **Initial Network** screen allows you to set up the initial network and lock certain options within PT.

Copy from Answer Network



Show Initial Network



Set Locking Options


Activity Wizard

Welcome

Instructions

Answer Network

Initial Network

Password 

Test Activity

Check Activity

Save

Exit

Building Initial Network

Show Initial Network

Copy from Answer Network

Exporting

Import File to Initial Network

Export Initial Network to File

Locking Options

Use the locking tree below to lock out certain features for this activity or leave this activity open to all features.

Locking Items

- ☒ Locking
 - ☐ Interface
 - ☒ Topology
 - ☒ Global
 - ☒ Create Devices
 - ☒ Remove Device
 - ☒ Toggle Power
 - ☐ Configure Dev
 - ☐ Move Devices
 - ☐ Use CLI Tab
 - ☐ Use Desktop T
 - ☐ Use Config Tab
 - ☐ Change Interface

Under **Locking Options**, you can specify which features are not accessible within the activity. Check items you want locked.

PT 5.x Advanced

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Password Options


Activity Wizard

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Password 

Test Activity

Check Activity

Save

Exit

Password Options

Setting a password prevents unauthorized changes to this activity's parameters. When a user is running this activity, the Activity Wizard cannot be accessed.

Password:

Confirm Password:

Click **Enable Password** to ensure the password is set.

The lock icon will lock if the password is enabled.

Click **Test Activity** to make sure the activity performs as intended.

Testing the Activity

The **Test Activity** wizard cap reminds you that you are testing the activity. Click on it to exit testing.

The screenshot shows the Cisco Packet Tracer PT Activity window. The network diagram on the left includes a 2621XM Houston router connected to a 2620XM router, which is connected to three Server-PT devices (Server1, Server2, Server3). The IP address table on the right lists the following configurations:

Device	Interface	IP address	Mask
ISP	S 0/0	100.10.10.2	255.255.0.0
ISP	FaE 0/0	20.20.20.1	255.255.0.0
Houston	S 0/1	100.10.10.1	255.255.0.0
Houston	FaE 0/0	192.168.1.97	255.255.255.224
Houston	FaE 0/1	192.168.1.33	255.255.255.224

The instructions window on the right contains the following steps:

- In this activity, you will assign IP addresses based on a subnetted scheme. You will then apply and test an ACL to control traffic in your network.
- Assign IP addresses and enable the interfaces as follows:
- Test connectivity between all devices. Before the ACL is applied, you should be able to ping from each end node to all other end nodes.
- An extended access-list HFW1 has already been created on the Houston router. The goals of the access-list are to permit PC 3 to access Server 1 and to block all other

The window also shows a 'Time Elapsed: 00:01:30' and a 'Completion: 0%' status. A red arrow points from the 'Test Activity' wizard cap to the 'Activity Wizard Answer Network' icon in the network diagram. Another red arrow points from the 'Instructions' window to the 'Reset Activity' button.

The **Instructions** window cannot be closed. You can minimize the window or resize it.

Check Results

Use the **Check Results** button at anytime to see how many of the assessed items have been completed so far.

Use the **Reset Activity** button to restart the activity.

Activity Wizard Test Activity

Power Cycle Devices

Scenario 0

Fire	Last Status	Source	Destination	Type	Color	Time (sec)	Period
●	--	PC3	Server1	ICMP	Red	0.000	N
●	--	PC4	20.20.20.2	ICMP	Purple	1.000	N

Activity Results

File Options Help

Activity Results

You did not complete the activity. Please close this window and try again.

Time Left: 00:13:23

Completed Components : 12
Required Components : 18

Component Types:

IP	: 8/14
Routing	: 4/4
ACL	: 0/0
NAT	: 0/0
Physical	: 0/0
Switching	: 0/0
Others	: 0/0

Close

Assessment Items	Status
Serial0/0	
IP Address	Correct
Subnet Mask	Correct
RIP	
Networks	
192.168.2.0	Correct
192.168.3.0	Correct
GAD	
Ports	
FastEthernet0/0	
IP Address	Correct
Subnet Mask	Correct
Serial0/0	
IP Address	Correct
Subnet Mask	Correct
RIP	
Networks	
192.168.1.0	Correct
192.168.2.0	Correct
HostA	
Default Gateway	Incorrect
Ports	
FastEthernet	
IP Address	Incorrect
Subnet Mask	Incorrect
HostB	
Default Gateway	Incorrect
Ports	
FastEthernet	
IP Address	Incorrect
Subnet Mask	Incorrect

When the student clicks **Check Results**, she can see exactly which assessment items have not yet been completed or were completed incorrectly.

Saving the Activity

Activity Wizard

Welcome

Instructions

Answer Network

Initial Network

Password

Test Activity

Check Activity

Save

Exit

Choose a filename to save under

Save in: saves

Reference_Topologies

Discovery

Exploration

My Recent Documents

Desktop

My Documents

My Computer

My Network Places

File name: Activity_Wizard_lesson.pka

Save as type: Packet Tracer 5 Activity File (*.pka)

Save

Cancel

When satisfied with the activity, click the **Save** button. Save the file with an appropriate name in the directory of your choice. Note that the file extension for activities is .pka.

Editing a .pka

The screenshot shows the Packet Tracer interface. A network diagram is visible in the background, featuring a central switch (S3) connected to three servers (Server-PT Server1, Server-PT Server2, Server-PT Server3) and an external web server (Ext. Web Server). A dialog box titled "Password? -- Packet Tracer" is open, prompting the user to enter a password. The password "PT_user!" is entered in the text field. The dialog box has "OK" and "Cancel" buttons. The Packet Tracer interface includes a menu bar (File, Edit, Options, View, Tools, Extensions, Help, Report a Bug), a toolbar, and a status bar at the bottom. The status bar shows the time (00:05:37), power cycle devices, and a realtime table.

Fire	Last Status	Source	Destination
●	--	PC3	Server1 ICMP
●	--	PC4	20.20.20.2 ICMP

Variable Manager (Intermediate)

Activity Wizard


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What is Variable Manager?

The variable manager will add dynamism to the activities. Numbers, strings, and IP addresses may be assigned to a variable that is generated one time or randomly each time the user runs an activity.

Quick Reference (for a full guide, see the help files):

To add number pools.
Provide the range in min and max

To add string pools
Text separated by semicolons ";", must end in ;

To add IP pools:
Put in the network and the mask

Settings:

To start using the variable manager throughout the rest of the activity wizard, select "Show Variable Manager Interface"

Settings

☐ Show Variable Manager Interface

Variable Manager (Intermediate)

Activity Wizard

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To Add an Item: Fill in all the fields

To Remove an Item: Highlight the item, press the "Delete" Key

Number

	Name	Min	Max	
1				
2				
3				

Strings

	Name	Text
1		
2		

IP Address

	Name	Network	Mask	1st IP Addr	
1					
2					

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To Add an Item: Fill in all the fields
To Remove an Item: Highlight the item, press the "Delete" Key

	Variable Name	Pool Name	Value	PoolType
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				

Scripting (Advanced)

Activity Wizard

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ECDModels.js

EventManager.js
ProficiencyModel
Main.js

```

/*****
// Copyright Cisco Systems, All Rights Reserved.
// All use, disclosure, and/or reproduction of this material is
// prohibited unless authorized in writing.
*****/

/! \file    ECDModels.js
   \brief   This file holds the data classes for the Evidence Center
   \version 1.0
   \date    4/15/2009

Main Classes:
WorkProductFeature
PrimaryObservable
CompoundObservable
StudentModelVariable
ReportingVariable
*/

// BaseAssessmentModel - All assessment models have a name, val
// functions must be declared in this way for externally included files
BaseAssessmentModel = function( name, value, description )
{
    this.name = name;
    this.value = value;
    this.description = description;
}

```

+
-
rename
import
export
debug

Q and A



