#### COMPUTER NETWORK SOFTWARE INSTALLATION

**ISCED UNIT CODE:** 0612 451 05A

TVET CDACC UNIT CODE: IT/CU/NSA/CR/04/5/MA

### **Relationship to Occupational Standards**

This unit addresses the Unit of Competency: Install Computer Network Software

**Unit Duration: 200 Hours** 

#### **Unit Description**

This unit covers the competencies required to install computer network software. It involves performing computer software installation, testing computer network software and conducting computer network software user training.

#### **Summary of Learning Outcomes**

LEARNING OUTCOMES	DURATION (HOURS)
1. Conduct Network Software Simulation	30
2. Perform Computer Network Software Installation	30
3. Test Computer Network Software	30
4. Conduct Computer Network Software User Training	50
5. Monitor Computer Network Software Performance	60
TOTAL	200

#### **Learning Outcomes, Content and Suggested Assessment Methods**

<b>Learning Outcome</b>	Content	Suggested
		<b>Assessment Methods</b>
1. Conduct	1.1 Computer network software	
Network	requirements	
Software	1.1.1 Introduction to computer software	
Simulation	1.1.2 Computer network software	

	1.1.2.1 Network protocols and services	
	1.1.2.2 Operating systems	
	1.1.2.3 Network management software	
	1.1.2.4 Remote desktop software	
	1.1.2.5 Network backup and recovery	
	software	
	1.1.2.6 VoIP software	
	1.2 Introduction to Installation and	
	configuration of Computer network	
	simulation Software	
	1.2.1 Types of Computer network	
	simulation Software	
	1.2.1.1 Cisco(packet tracer)	
	1.2.1.2 Graphical Network Simulator	
	1.2.1.3 Wire shark	
	1.2.2 Uses of network simulators	
	1.2.3 Best practices in Installation and	
	configuration of Computer	
	network simulation Software	
	1.3 Basic Network Simulations activities	
	1.3.1 Simple Network Design	
	1.3.2 Troubleshooting Network Issues	
	1.3.3 Configuring Basic Protocols	
2. Perform	2.1 Network operating system Installation	Practical test
Computer	2.1.1 Introduction to computer Network	• Project
Network	operating system	Portfolio of
software	2.1.2 Functions of a NOS	evidence
installation	2.1.2.1 File Sharing	Oral questioning
	2.1.2.2 Print Sharing	<ul> <li>Interviews</li> </ul>
	2.1.2.3 Resource Management	Third party
	2.1.2.4 Security	report
	2.1.2.5 Network Management	Written tests
	2.1.3 Features of Using a NOS	Case study
	2.1.3.1 User authentication and	

authorization:
2.1.3.2 File and directory services
2.1.3.3 Network security
2.1.3.4 Backup and recovery
2.1.3.5 Remote management
2.1.3.6 Monitoring and reporting
2.1.4 Benefits of Using a NOS
2.1.4.1 Improved network
performance
2.1.4.2 Enhanced security
2.1.4.3 Simplified network
management
2.1.4.4 Increased collaboration
2.1.4.5 Cost savings
2.2 Network monitoring and management
tools
2.2.1 Network management tools
2.2.1.1 FortiManager
2.2.1.2 OpManager Plus
2.2.1.3 Azure Virtual
2.2.1.4 WANQuantum Spark Security
Management Portal
2.2.2 Network monitoring tools
2.2.2.1 Paessler PRTG Network
Monitor
2.2.2.2 Progress WhatsUp Gold
2.2.2.3 Nagios XILogicMonitor
2.2.2.4 SolarWinds Network
2.2.2.5 Performance Monitor
2.2.2.6 Wireshark
2.2.2.7 Nagios
2.2.2.8 Zabbix
2.2.2.9 Cisco Prime Infrastructure

2.3 Network monitoring tools configuration

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	2.3.1 Types of network monitoring	
	tools	
	2.3.1.1 Traffic monitoring tools	
	2.3.1.2 Performance monitoring tools	
	2.3.1.3 Security monitoring tools	
	2.3.2 Network monitoring tools	
	configuration strategies	
3. Test Computer	3.1 Network Software Testing	Practical test
Network	3.1.1 Meaning and importance of	• Project
Software	software testing.	Portfolio of
	3.1.2 Types of computer network	evidence
	Software testing performed as per	Oral questioning
	user requirements	<ul> <li>Interviews</li> </ul>
	3.1.2.1 Exploratory testing	Third party
	3.1.2.2 Test case design	report
	3.1.2.3 Defect reporting	• Written tests
	3.1.2.4 Performance testing	• Case study
	3.1.2.5 Security testing	
	3.1.2.6 User acceptance testing	
	3.1.2.7 Functionality test	
	3.1.3 Continuous Improvement of	
	Computer Network Software	
	3.1.3.1 Regular Reviews	
	3.1.3.2 Security Awareness	
	3.1.3.3 Training Incident Response	
	Plan	
	3.1.3.4 Proactive Monitoring	
	3.2 Performing Corrective Actions on	
	Computer Network Software	
	3.2.1 Corrective actions	
	3.2.2 Patch Management	
	3.2.3 Configuration Management	
	3.2.4 Security Measures	
	3.2.5 Network Troubleshooting	
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	3.2.6 Performance Optimization		
	3.2.7 Backup and Recovery		
	3.2.8 Continuous Improvement of		
	Computer Network Software		
	3.2.8.1 Regular Reviews		
	3.2.8.2 Security Awareness		
	3.2.8.3 Training Incident Response		
	Plan		
	3.2.8.4 Proactive Monitoring		
	3.3 Introduction to Computer software		
	functionality test report		
	3.3.1 Steps in conducting Computer		
	software functionality test		
	3.3.2 Computer software Functional		
	testing types		
	3.3.2.1 Unit testing		
	3.3.2.2 Smoke testing		
	3.3.2.3 User acceptance		
	3.3.2.4 Regression testing		
	3.3.2.5 Localization testing		
4. Conduct	4.1 User skill gap	• Practical test	
Computer	4.1.1 Meaning of skill gap in computer	<ul><li>Project</li></ul>	
Network	networks	• Portfolio of	
software user	4.1.2 Identification of skill gap in	evidence	
training	computer networks	<ul> <li>Oral questioning</li> </ul>	
	4.2 User training manuals	<ul> <li>Interviews</li> </ul>	
	4.2.1 Definition of training manual	<ul> <li>Third party</li> </ul>	
	4.2.2 Types of computer network	report	
	training manuals	• Written tests	
	4.2.2.1 Cisco network training manual	• Case study	
	4.2.2.2 Microsoft certified network	• Written tests	
	engineer associates	• Case study	
	4.2.2.3 Linux network training manual		

	4.3 Network user training	
	4.3.1 Key Concepts Network user	
	training	
	4.3.1.1 Basic network concepts and	
	terminologies	
	4.3.1.2 Connecting to the networks	
	4.3.1.3 Network security best practices	
	4.3.1.4 Resources access and file	
	sharing	
	4.3.1.5 Performance optimization	
	4.4 Training reports	
	4.4.1 Meaning and identification of	
	computer networks training	
	reports.	
	4.4.2 Types of computer networks	
	training reports	
	4.4.2.1 Training evaluation report	
	4.4.2.2 Training completion report	
5. Monitor	5.1 Real-time network monitoring	o Practical test
computer	5.1.1 Types of network software	o Project
network	performance real –time monitoring.	o Portfolio of
software	5.1.1.1 SNMP	evidence
performance	5.1.1.2 Packet sniffers	o Oral
	5.1.1.3 Performance monitoring tools	questioning
	5.1.1.4 Flow-based analytics	o Interviews
	5.2 Bandwidth and Throughput analysis	<ul><li>Third party</li></ul>
	5.2.1 Definition of Bandwidth and	report
	Throughput	o Written tests
	5.2.2 Factors Affecting Throughput	o Case study
	analysis	o Written tests
	5.2.2.1 Network Congestion	<ul><li>Case study</li></ul>
	5.2.2.2 Network Congestion	
	5.2.2.3 Latency	
	5.2.2.4 Packet Loss	

5.	2.2.5 Protocol Overhead
5.	2.2.6 Hardware Limitations
5.2.3	Tools for measuring and
	optimizing throughput and
	bandwidth
5.2.4	Network performance monitoring
	tools
5.	2.4.1 Speed test applications
5.	2.4.2 Quality of service
5.	2.4.3 Traffic analysis
5.	2.4.4 Bandwidth management and
	control tools
5.	2.4.5 Predictive analytics and
	capacity planning tools
5.2.5	Best practices for managing
	bandwidth and throughput
5.3 Netw	vork Alerts and notifications
5.3.1	Types of Network Alerts and
	notifications
5.	3.1.1 Security alerts
5.	3.1.2 Performance alerts
5.	3.1.3 Hardware alerts
5.	3.1.4 Configuration alerts

# **Suggested Methods of delivery**

- Role playing
- Viewing of related videos
- Group discussions.
- Instructor led facilitation using active learning strategies.
- Projects.
- Demonstrations.
- Site visits.

## **Recommended Resources for 25 Trainees**

S/No.	Category/Item	Description/	Quantity	Recommended Ratio	
		Specifications		(Trainee: Item)	
A	Learning Materials				
1.	Textbooks		13 pcs	2:1	
2.	Installation manuals				
3.	Flip Charts				
4.	PowerPoint presentations	For trainer's use			
В	Learning Facilities & infrasti	ructure			
5.	Lecture/theory room		1	25:1	
6.	Laboratory		1	25:1	
С	Consumable materials				
7.	Printing papers		1 ream	1:20	
8.	Toners/Cartridges		2 pcs	13:1	
9.	Assorted colour of				
	whiteboard markers				
D	Tools and Equipment				
10.	Computers	, wet."	25 pcs	1:1	
11.	Projector	2057	1 pc	25:1	
12.	Flash drives		25 pairs	1:1	
13.	External CD/DVD drives		13 pcs	2:1	