

The background is a vibrant, abstract graphic. It features a central bright white light source from which numerous colorful rays emanate, creating a sunburst or starburst effect. The rays transition through a spectrum of colors including yellow, orange, red, purple, and blue. Overlaid on this are large, flowing, wavy bands of color in shades of blue, green, yellow, and orange, giving the impression of liquid or smoke. The overall composition is dynamic and energetic.

CISCO *Live!*

Let's go



The bridge to possible

CCNP Enterprise Hands-On Troubleshooting

v2.0

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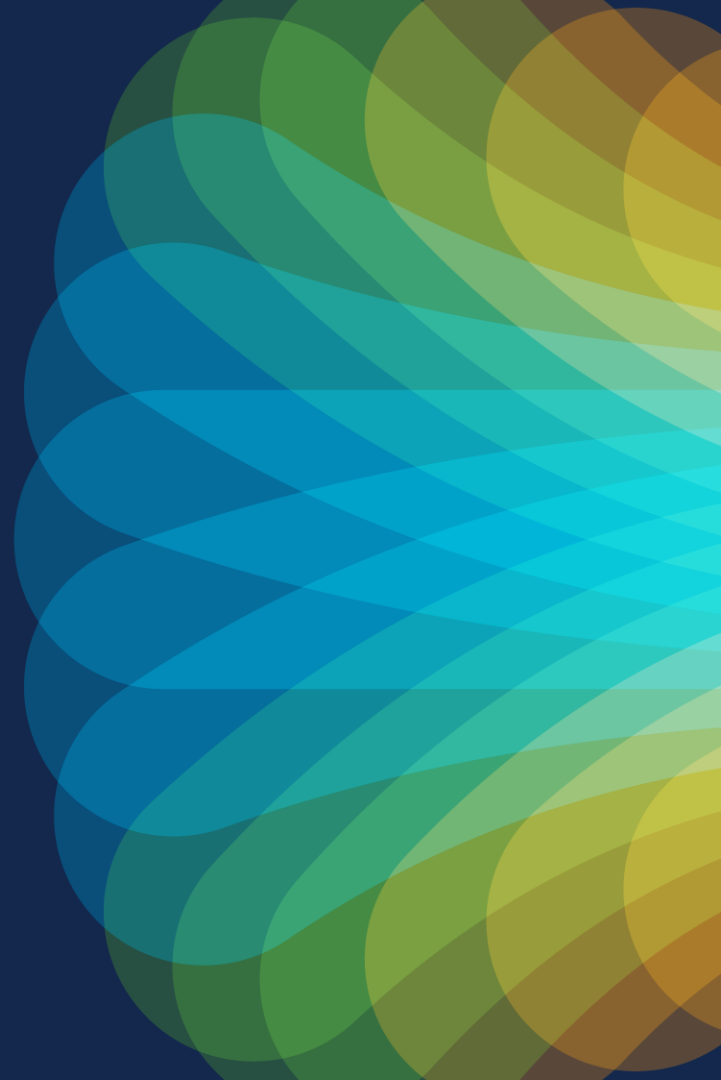
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LTRCRT-2002

Agenda

- Introduction
- Lab Setup
- Troubleshooting Challenge
- Cisco Press Prizes
- Conclusion

Introduction



Presenters

Patrick Gargano

- Lead Content Advocate with Learning & Certifications
- CCSI
- Cisco Networking Academy Instructor
- CCNP Enterprise/SD-WAN/Adv Routing/Multicloud
- CCNA CyberOps
- Cisco Press Author
- Distinguished Speaker



John Capobianco

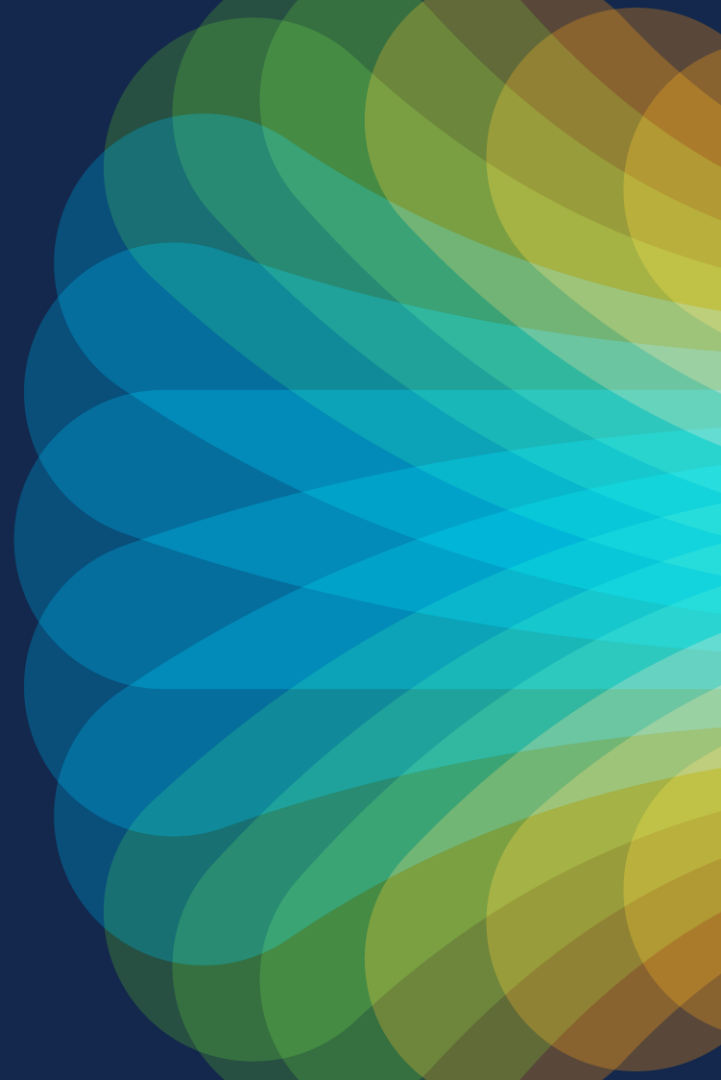
- Solutions Engineer
Technical Lead Artificial Intelligence
- Training Bootcamp Instructor and CCSI
- CCNP Enterprise, Data Center
- Cisco DevNet Associate
- Cisco Press Author
- Distinguished Speaker

Housekeeping

- Restrooms
- Breaks – at your discretion
- Drinks
- Session Survey

This session will
make you stronger at
troubleshooting network issues.

Lab Setup



Lab Overview

- 27 Trouble Tickets
- Like the legacy CCNP TSHOOT exam labs
 - Scenario-based
 - Issue has been logged
 - Confirm issue
 - Troubleshoot and fix
 - Document solution on answer sheet
 - Get answer validated by proctor or request a hint
- Stick around until the end for Cisco Press giveaways!

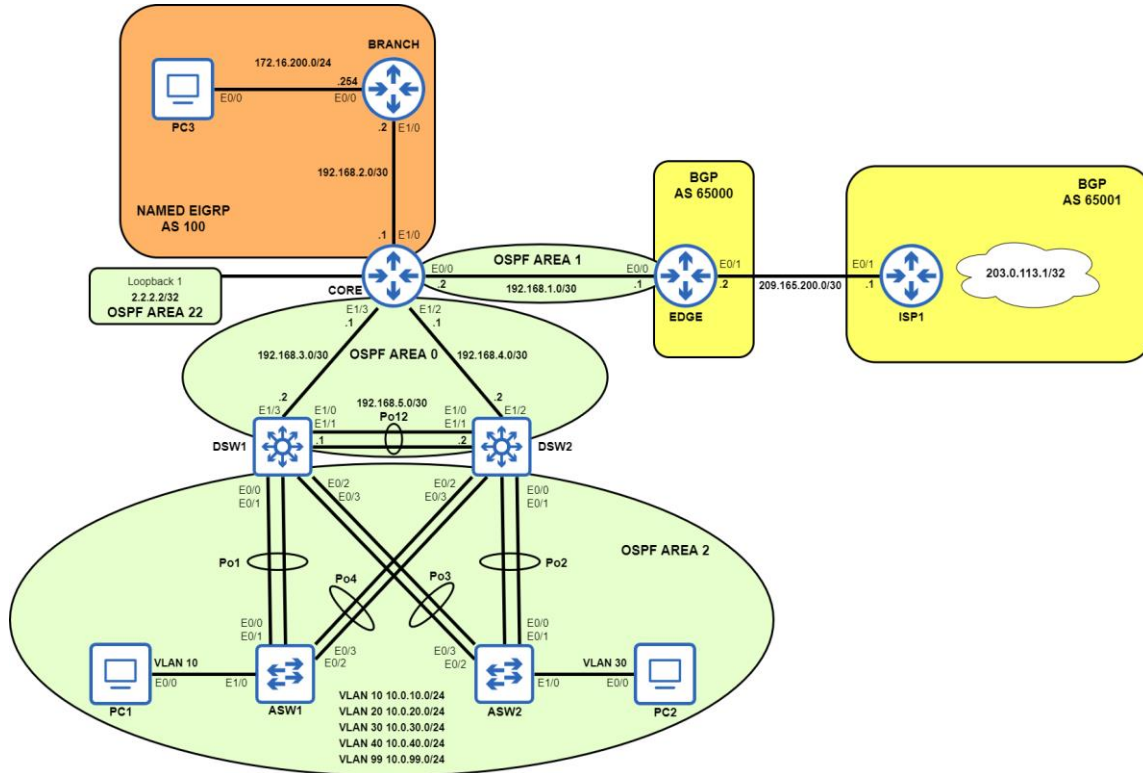
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Lab Topology – IPv4 (Tickets 1-21)

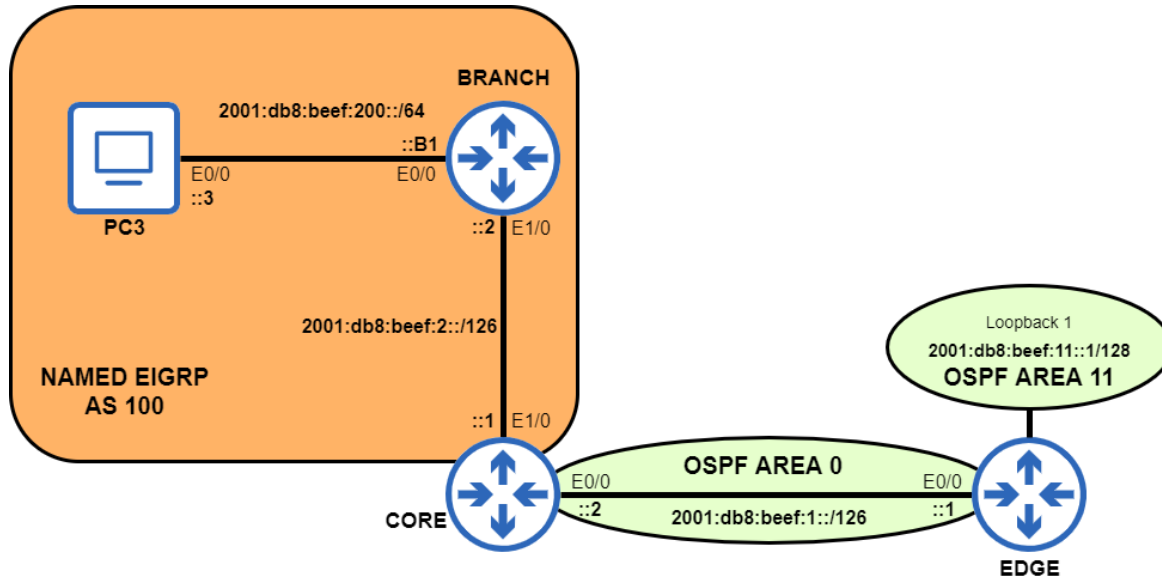


DHCP

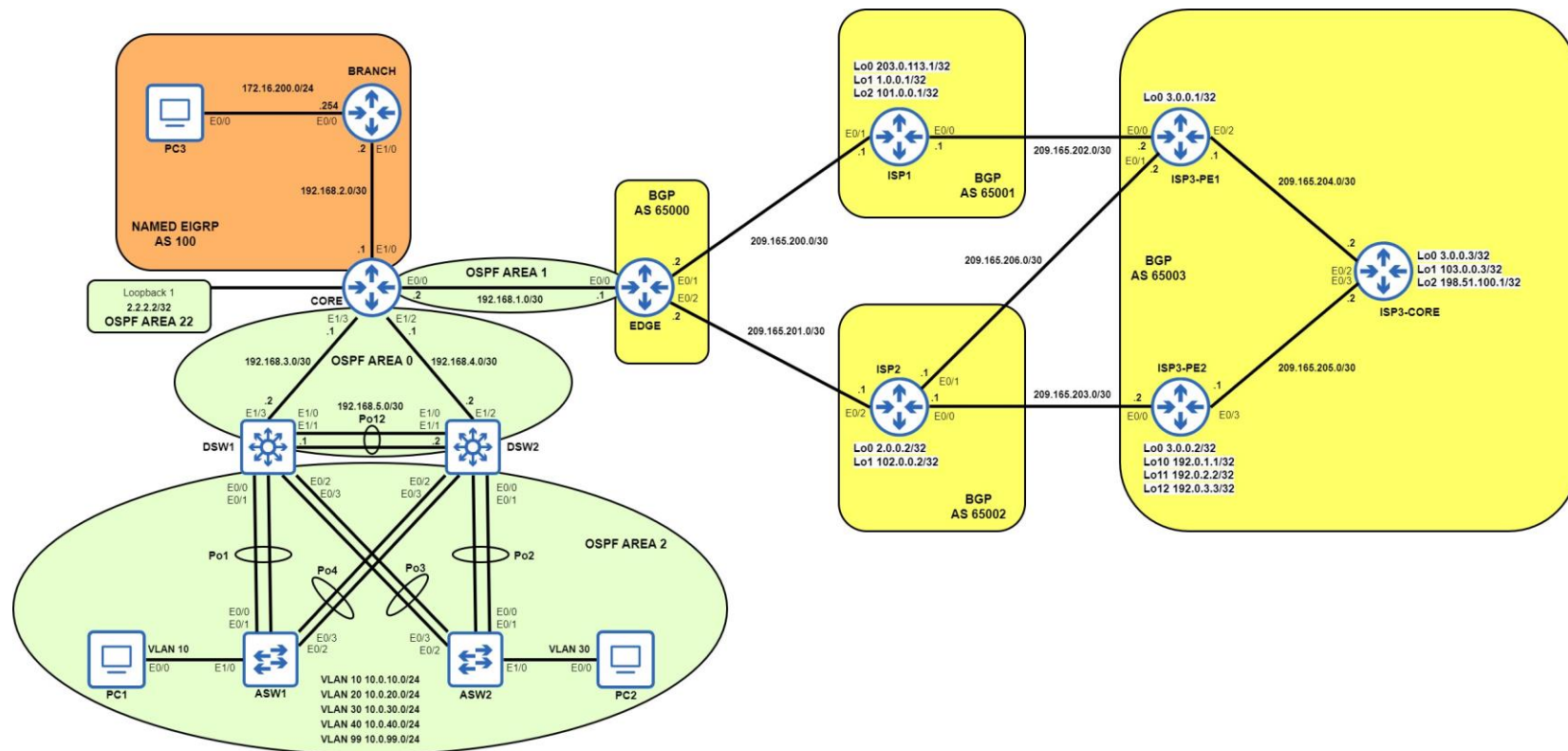
CORE (relay agent 2.2.2.2)

VLAN	Subnet	Gateway
10	10.0.10.0/24	10.0.10.254
20	10.0.20.0/24	10.0.20.254
30	10.0.30.0/24	10.0.30.254
40	10.0.40.0/24	10.0.40.254
BRANCH		
--	172.16.200.0/24	172.16.200.254

Lab Topology – IPv6 (Tickets 1-21)



Advanced BGP Tickets (22 to 27)



Steps to Login

- <https://cll-ng.cisco.com>
- Credentials
- Instructor Token: **peber**
- Click OK in the instructor popup.

The image shows two overlapping web forms from the Cisco Learning Labs interface. The top form, titled "Welcome to Cisco Learning Labs", is the "Login" form. It contains fields for "Username" (with placeholder "Enter your username") and "Password" (with placeholder "Enter your password"), a blue "Submit" button, and a link for "Forgot password?". The bottom form, titled "Enter Contact and Instructor Details", is a modal or popup. It contains fields for "Email Address", "First Name", "Last Name", "CCO ID (Optional)", and "Instructor Token" (with placeholder "Provided by your instructor"). There is a checkbox for "Skip assigning instructor" and a blue "Submit" button at the bottom. A large blue arrow labeled "TOKEN" points from the text "peber" in the list above to the "Instructor Token" field in the bottom form.

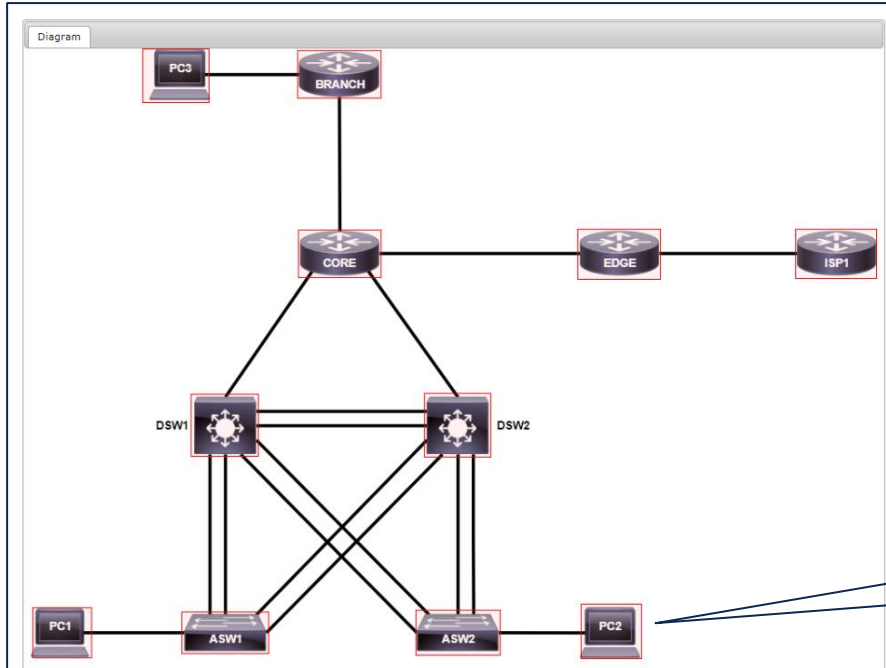
Lab Portal

The screenshot shows the Cisco Lab Portal interface. At the top, there is a blue header with the Cisco logo on the left and the user name 'c22tshoot-41-1' on the right. Below the header, the page title 'Lab List' is on the left, and navigation links 'Refresh', 'Time Summary', 'Tools', 'Links', and 'Logout' are on the right. A 'TIP' box on the left states: 'Click on your account name in the upper-right hand corner of the screen to change your password or access preferences:'. On the right, a dropdown menu for the user 'jsmith999' is open, showing options 'Change Password' and 'Preferences'. Below this, a table lists five labs, all with a 'Pending' status. A large blue arrow points to the 'Start Lab' button for the first lab.

Labname	Status	Action
Discovery 1: CCNP Enterprise Hands-On Troubleshooting—Trouble Ticket 1	Pending	Start Lab
Discovery 2: CCNP Enterprise Hands-On Troubleshooting—Trouble Ticket 2	Pending	Start Lab
Discovery 3: CCNP Enterprise Hands-On Troubleshooting—Trouble Ticket 3	Pending	Start Lab
Discovery 4: CCNP Enterprise Hands-On Troubleshooting—Trouble Ticket 4	Pending	Start Lab
Discovery 5: CCNP Enterprise Hands-On Troubleshooting—Trouble Ticket 5	Pending	Start Lab

Lab Environment

[Introduction](#) [Guidelines](#) [Job Aid](#) [Trouble Ticket 1](#) [Manage Devices](#) [Help & Settings](#) ▾ [Exit](#)



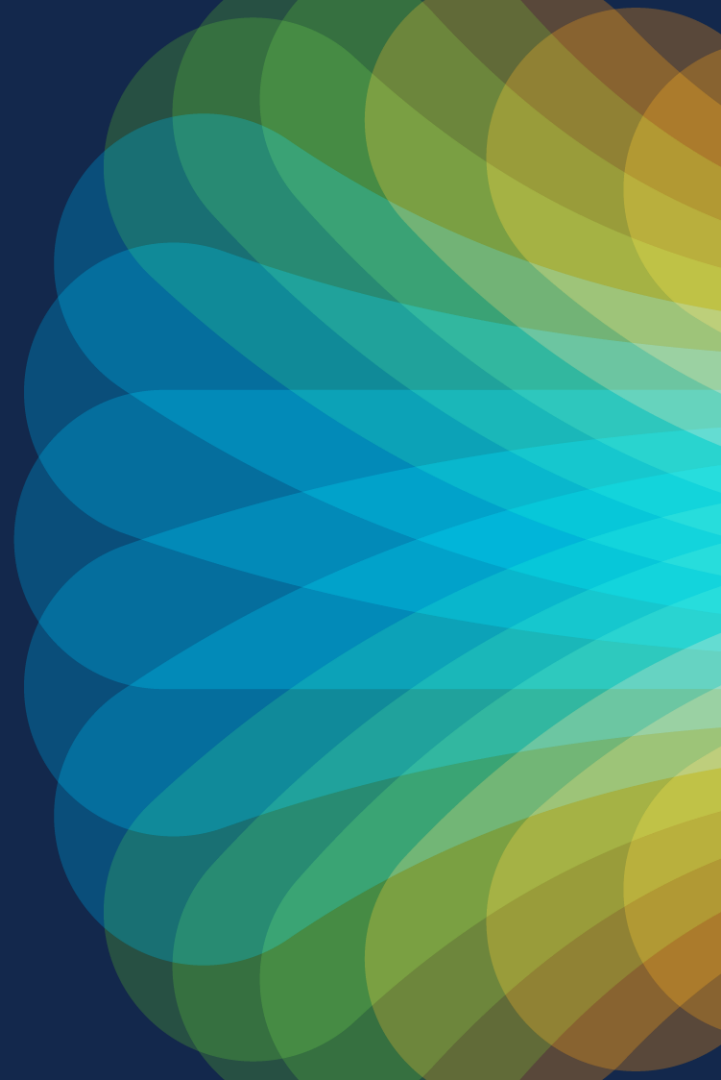
Note:

[Introduction](#), [Guidelines](#), and [Job Aid](#) are identical across all tickets.

Enable secret password: **cisco**

PCs are running IOS router image
no ip routing
ip default-gateway

Troubleshooting Challenge



Trouble Ticket #1

- Network requirements state that all PCs should have access to the public address 203.0.113.1.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that PC1 cannot ping 203.0.113.1.

Trouble Ticket #2

- Network requirements state that all PCs should have access to the public address 203.0.113.1.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that PC3 cannot ping 203.0.113.1.

Trouble Ticket #3

- Network requirements state that all PCs should have access to the public address 203.0.113.1.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that PC2 cannot ping 203.0.113.1.

Trouble Ticket #4

- Network requirements state that all PCs should have access to the public address 203.0.113.1.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that **PC1** is taking a suboptimal path to reach 203.0.113.1.
- Fix the problem so that you can achieve the same output below:

```
PC1# traceroute 203.0.113.1
Type escape sequence to abort.
Tracing the route to 203.0.113.1
VRF info: (vrf in name/id, vrf out name/id)
 1 10.0.10.252 3 msec 4 msec 6 msec
 2 192.168.3.1 1 msec 1 msec 1 msec
 3 192.168.1.1 1 msec 1 msec 1 msec
 4 209.165.200.1 2 msec * 2 msec
```

Trouble Ticket #5

- Network requirements state that all PCs should have access to the public address 203.0.113.1.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that **PC1 and PC2** cannot reach 203.0.113.1.
- Fix the problem so that you can achieve the same output below:

```
PC1# traceroute 203.0.113.1
Type escape sequence to abort.
Tracing the route to 203.0.113.1
VRF info: (vrf in name/id, vrf out name/id)
 1 10.0.10.252 3 msec 4 msec 6 msec
 2 192.168.3.1 1 msec 1 msec 1 msec
 3 192.168.1.1 1 msec 1 msec 1 msec
 4 209.165.200.1 2 msec * 2 msec
```

```
PC2# traceroute 203.0.113.1
Type escape sequence to abort.
Tracing the route to 203.0.113.1
VRF info: (vrf in name/id, vrf out name/id)
 1 10.0.30.253 9 msec 1 msec 1 msec
 2 192.168.4.1 1 msec 1 msec 1 msec
 3 192.168.1.1 1 msec 1 msec 1 msec
 4 209.165.200.1 2 msec * 2 msec
```

Trouble Ticket #6

- Network requirements state that PC1 should be able to Telnet to all switches.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that **PC1** could no longer Telnet to all switches.
- Fix the problem so that you can achieve the same output below:

PC1# telnet 10.0.99.250 Trying 10.0.99.250 ... Open	PC1# telnet 10.0.99.251 Trying 10.0.99.251 ... Open	PC1# telnet 10.0.99.252 Trying 10.0.99.252 ... Open	PC1# telnet 10.0.99.253 Trying 10.0.99.253 .. Open
User Access Verification	User Access Verification	User Access Verification	User Access Verification
Username: admin Password:	Username: admin Password:	Username: admin Password:	Username: admin Password:
ASW2>	ASW2>	DSW1>	DSW2>

Trouble Ticket #7

- Network requirements state that PC1 should be able to use TFTP to copy the startup config file from all switches.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that **PC1** could no longer copy the startup-config file from all switches.
- Fix the problem so that you can achieve the same output below:

```
PC1# copy tftp://10.0.99.250/startup-config null:
Accessing tftp://10.0.99.250/startup-config...
Loading startup-config from 10.0.99.250 (via Ethernet0/0): !
[OK - 3494 bytes]
```

3494 bytes copied in 0.116 secs (30121 bytes/sec)

```
PC1# copy tftp://10.0.99.251/startup-config null:
Accessing tftp://10.0.99.251/startup-config...
Loading startup-config from 10.0.99.251 (via Ethernet0/0): !
[OK - 3536 bytes]
```

3536 bytes copied in 0.100 secs (35360 bytes/sec)

```
PC1# copy tftp://10.0.99.252/startup-config null:
Accessing tftp://10.0.99.252/startup-config...
Loading startup-config from 10.0.99.252 (via Ethernet0/0): !
[OK - 4719 bytes]
```

4719 bytes copied in 0.153 secs (30843 bytes/sec)

```
PC1# copy tftp://10.0.99.253/startup-config null:
Accessing tftp://10.0.99.253/startup-config...
Loading startup-config from 10.0.99.253 (via Ethernet0/0): !
[OK - 4670 bytes]
```

4670 bytes copied in 0.160 secs (29188 bytes/sec)

Trouble Ticket #8

- Network requirements state that PC2 should have access to the public address 203.0.113.1 via its default gateway DSW2.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that the **PC2** default gateway alternates intermittently between DSW1 and DSW2, as shown below (output may vary):

```
PC2# traceroute 203.0.113.1
Type escape sequence to abort.
Tracing the route to 203.0.113.1
VRF info: (vrf in name/id, vrf out name/id)
 1 10.0.30.252 3 msec 8 msec 1 msec
 2 192.168.3.1 1 msec 1 msec 1 msec
 3 192.168.1.1 1 msec 1 msec 1 msec
 4 209.165.200.1 2 msec * 2 msec
```

```
PC2# traceroute 203.0.113.1
Type escape sequence to abort.
Tracing the route to 203.0.113.1
VRF info: (vrf in name/id, vrf out name/id)
 1 10.0.30.253 4 msec 6 msec 11 msec
 2 192.168.4.1 1 msec 1 msec 1 msec
 3 192.168.1.1 1 msec 1 msec 1 msec
 4 209.165.200.1 1 msec * 2 msec
```

- Fix the problem so that you can consistently achieve the output shown on the right.

Trouble Ticket #9

- Network requirements state that all PCs should have access to the public address 203.0.113.1.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that PC2 cannot ping 203.0.113.1.

Trouble Ticket #10

- Network requirements state that all PCs should have access to the public address 203.0.113.1.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that PC1 cannot ping 203.0.113.1.

Trouble Ticket #11

- Network requirements state that all PCs should have access to the public address 203.0.113.1.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that PC3 cannot ping 203.0.113.1.

Trouble Ticket #12

- Network requirements state that all PCs should have access to the public address 203.0.113.1.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that PC1 and PC2 cannot ping 203.0.113.1.

Trouble Ticket #13

- Network requirements state that all PCs should have access to the public address 203.0.113.1.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that PC1, PC2 and PC3 cannot ping 203.0.113.1.

Trouble Ticket #14

- Network requirements state that all PCs should have access to the public address 203.0.113.1.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that PC3 cannot ping 203.0.113.1.

Trouble Ticket #15

- **NOTE:** Please let proctor know when you start this ticket.
- Network requirements state that PC3 should have access to all OSPF IPv6 prefixes.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that **PC3** cannot ping all OSPF IPv6 prefixes.
- Fix the problem so that you can achieve the same output below:

```
PC3# ping 2001:db8:beef:1::1
Type escape sequence to abort.
Sending 5, 100-byte ICMP Echos to 2001:DB8:BEEF:1::1, timeout is 2 seconds:
!!!!
Success rate is 100 percent (5/5), round-trip min/avg/max = 1/8/37 ms
```

```
PC3# ping 2001:db8:beef:1::2
Type escape sequence to abort.
Sending 5, 100-byte ICMP Echos to 2001:DB8:BEEF:1::2, timeout is 2 seconds:
!!!!
Success rate is 100 percent (5/5), round-trip min/avg/max = 1/1/1 ms
```

```
PC3# ping 2001:db8:beef:11::1
Type escape sequence to abort.
Sending 5, 100-byte ICMP Echos to 2001:DB8:BEEF:11::1,
timeout is 2 seconds:
!!!!
Success rate is 100 percent (5/5),
round-trip min/avg/max = 1/1/1 ms
PC3#
```

Trouble Ticket #16

- Network requirements state that all PCs should have access to the public address 203.0.113.1.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that PC1, PC2, and PC3 cannot ping 203.0.113.1.

Trouble Ticket #17

- Network requirements specify clear IPv4 and IPv6 routing protocol boundaries.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that the routing boundary on CORE is no longer being observed.
- Fix the problem so that you can achieve the same output below:

```
CORE# show ospfv3 interface brief
```

Interface	PID	Area	AF	Cost	State	Nbrs	F/C
Eth0/0	1	0	ipv6	1000	DR	1/1	

```
CORE# show ipv6 eigrp interfaces
```

```
EIGRP-IPv6 VR(EXAM) Address-Family Interfaces for AS(100)
```

Interface	Peers	Xmit Queue Un/Reliable	PeerQ Un/Reliable	Mean SRTT	Pacing Time Un/Reliable	Multicast Flow Timer	Pending Routes
Eth1/0	1	0/0	0/0	6	0/2	50	0

Trouble Ticket #18

- Network requirements state that all PCs should have access to the public address 203.0.113.1.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that PC2 cannot ping 203.0.113.1.

Trouble Ticket #19

- Network requirements state that all PCs should have access to the public address 203.0.113.1.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that PC3 cannot ping 203.0.113.1.

Trouble Ticket #20

- Network requirements specify that static routing to 203.0.113.1/32 is configured on BRANCH.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that static routing to 203.0.113.1/32 configured on BRANCH is no longer functional.
- Fix the problem so that you can achieve the same output below:

```
BRANCH# show ip route
Gateway of last resort is 192.168.2.1 to network 0.0.0.0
D*EX 0.0.0.0/0 [170/1536000] via 192.168.2.1, 00:20:12, Ethernet1/0
    172.16.0.0/16 is variably subnetted, 2 subnets, 2 masks
C      172.16.200.0/24 is directly connected, Ethernet0/0
L      172.16.200.254/32 is directly connected, Ethernet0/0
    192.168.2.0/24 is variably subnetted, 2 subnets, 2 masks
C      192.168.2.0/30 is directly connected, Ethernet1/0
L      192.168.2.2/32 is directly connected, Ethernet1/0
    203.0.113.0/32 is subnetted, 1 subnets
S      203.0.113.1 [1/0] via 192.168.2.1
```

Trouble Ticket #21

- Network requirements state that all PCs should have access to the public address 203.0.113.1.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that PC1, PC2, and PC3 cannot ping 203.0.113.1

Trouble Ticket #22 – Advanced BGP Ticket

- Network requirements state that all PCs should have access to the public address 198.51.100.1.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that PC1, PC2, and PC3 cannot ping 198.51.100.1.

Trouble Ticket #23 – Advanced BGP Ticket

- Network requirements state that ISP1 and IPS2 routers should not learn prefixes from AS 65000.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that **ISP1 and ISP2** routers are learning prefixes from AS 65000.
- Fix the problem so that you can achieve the same output below:

ISP1# **show ip bgp summary**

Neighbor	V	AS	MsgRcvd	MsgSent	TblVer	InQ	OutQ	Up/Down	State/PfxRcd
209.165.200.2	4	65000	8	13	10	0	0	00:05:09	0
209.165.202.2	4	65003	31	36	10	0	0	00:23:36	6

ISP2# **show ip bgp summary**

Neighbor	V	AS	MsgRcvd	MsgSent	TblVer	InQ	OutQ	Up/Down	State/PfxRcd
209.165.201.2	4	65000	9	15	13	0	0	00:06:08	0
209.165.203.2	4	65003	31	38	13	0	0	00:24:33	7
209.165.206.2	4	65003	31	33	13	0	0	00:24:36	7

Trouble Ticket #24 – Advanced BGP Ticket

- Network requirements state that all PCs should have access to the public address 198.51.100.1 via ISP1.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that **PCs** are using ISP2 to reach 198.51.100.1.
- Fix the problem so that you can achieve the same output below:

```
PC1# traceroute 198.51.100.1
Type escape sequence to abort.
Tracing the route to 198.51.100.1
VRF info: (vrf in name/id, vrf out name/id)
 1 10.0.10.252 1002 msec 0 msec 1 msec
 2 192.168.3.1 2 msec 2 msec 0 msec
 3 192.168.1.1 1 msec 0 msec 1 msec
 4 209.165.200.1 1 msec 1 msec 0 msec
 5 209.165.202.2 1 msec 1 msec 1 msec
 6 209.165.204.2 1 msec 0 msec 1 msec
```

```
PC2# traceroute 198.51.100.1
Type escape sequence to abort.
Tracing the route to 198.51.100.1
VRF info: (vrf in name/id, vrf out name/id)
 1 10.0.30.253 1002 msec 1 msec 1 msec
 2 192.168.4.1 1 msec 1 msec 0 msec
 3 192.168.1.1 1 msec 1 msec 1 msec
 4 209.165.200.1 1 msec 1 msec 2 msec
 5 209.165.202.2 2 msec 1 msec 1 msec
 6 209.165.204.2 2 msec 1 msec 1 msec
```

```
PC3# traceroute 198.51.100.1
Type escape sequence to abort.
Tracing the route to 198.51.100.1
VRF info: (vrf in name/id, vrf out name/id)
 1 172.16.200.254 1001 msec 1 msec 0 msec
 2 192.168.2.1 1 msec 1 msec 1 msec
 3 192.168.1.1 1 msec 1 msec 0 msec
 4 209.165.200.1 1 msec 1 msec 1 msec
 5 209.165.202.2 1 msec 1 msec 1 msec
 6 209.165.204.2 0 msec 1 msec 0 msec
```

Trouble Ticket #25 – Advanced BGP Ticket

- Network requirements state that all PCs should have access to the public address 2.0.0.2 directly via ISP2.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that PC1, PC2, and PC3 are using a suboptimal path to reach 2.0.0.2.
- Fix the problem so that you can achieve the same output below:

```
PC1# traceroute 2.0.0.2
Type escape sequence to abort.
Tracing the route to 2.0.0.2
VRF info: (vrf in name/id, vrf out name/id)
 1 10.0.10.252 1 msec 0 msec 0 msec
 2 192.168.3.1 1 msec 1 msec 0 msec
 3 192.168.1.1 1 msec 1 msec 0 msec
 4 209.165.201.1 1 msec 1 msec 0 msec
```

```
PC2# traceroute 2.0.0.2
Type escape sequence to abort.
Tracing the route to 2.0.0.2
VRF info: (vrf in name/id, vrf out name/id)
 1 10.0.30.253 0 msec 0 msec 1 msec
 2 192.168.4.1 0 msec 1 msec 0 msec
 3 192.168.1.1 1 msec 1 msec 0 msec
 4 209.165.201.1 2 msec 2 msec 1 msec
```

```
PC3# traceroute 2.0.0.2
Type escape sequence to abort.
Tracing the route to 2.0.0.2
VRF info: (vrf in name/id, vrf out name/id)
 1 172.16.200.254 0 msec 0 msec 0 msec
 2 192.168.2.1 1 msec 1 msec 0 msec
 3 192.168.1.1 1 msec 1 msec 0 msec
 4 209.165.201.1 1 msec 0 msec 1 msec
```

Trouble Ticket #26 – Advanced BGP Ticket

- Network requirements state that ISP3-CORE should be able to reach prefixes being advertised by ISP1.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that **ISP3** is unable to reach 1.0.0.1 or 203.0.113.1 when sourcing packets from its Loopback 2 interface.
- Fix the problem so that you can achieve the same output below:

```
ISP3-CORE# ping 203.0.113.1 source loopback2
Type escape sequence to abort.
Sending 5, 100-byte ICMP Echos to 203.0.113.1, timeout is 2 seconds:
Packet sent with a source address of 198.51.100.1
!!!!!!
Success rate is 100 percent (5/5), round-trip min/avg/max = 1/1/1 ms
```

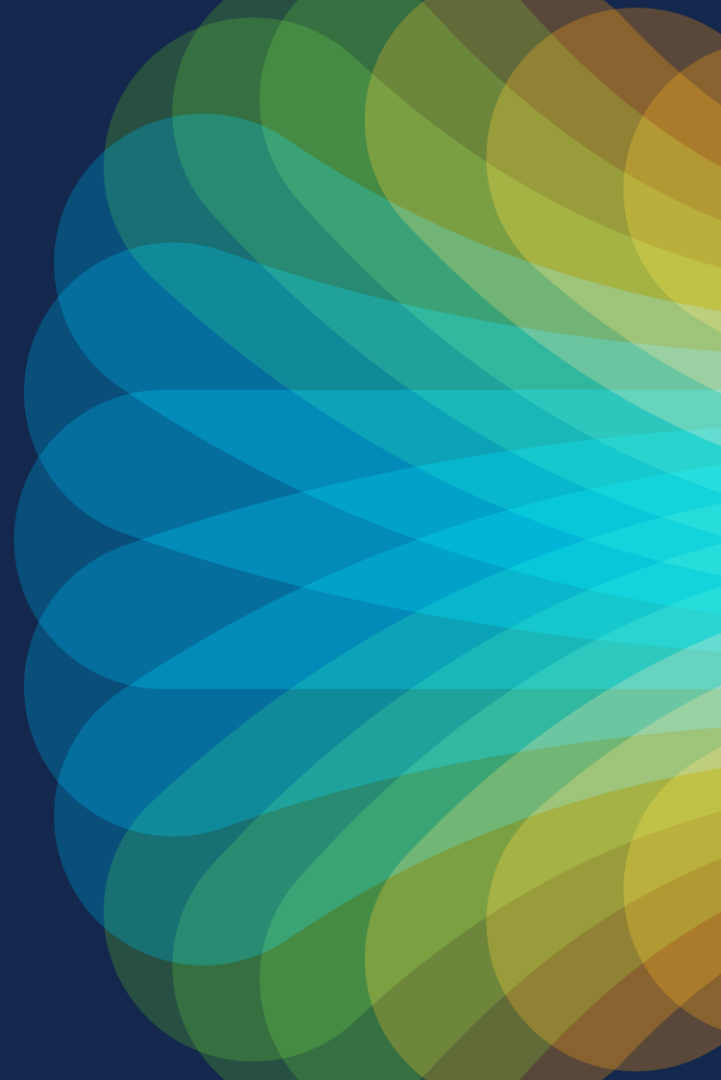
```
ISP3-CORE# ping 1.0.0.1 source loopback2
Type escape sequence to abort.
Sending 5, 100-byte ICMP Echos to 1.0.0.1, timeout is 2 seconds:
Packet sent with a source address of 198.51.100.1
!!!!!!
Success rate is 100 percent (5/5), round-trip min/avg/max = 1/1/1 ms
```

Trouble Ticket #27 – Advanced BGP Ticket

- ISP3-PE2 has recently implemented route summarization of its 192.0.0.0/22 prefixes.
- After several changes to interface status, network addressing, routing schemes and layer 2 connectivity, a trouble ticket was opened indicating that EDGE is still receiving individual /32 prefixes as well as the summary.
- Fix the problem so that you can achieve the same output below:

```
EDGE# show ip bgp
      Network      Next Hop      Metric LocPrf Weight Path
*      1.0.0.1/32      102.0.0.2
*>                                0              0 65001 i
*      2.0.0.2/32      101.0.0.1
*>                                0              0 65001 65003 65002 i
*      192.0.0.0/22     101.0.0.1
*>                                0              0 65001 65003 i
*      198.51.100.0     102.0.0.2
*>                                150             0 65001 65003 i
*      203.0.113.1/32   102.0.0.2
*>                                0              0 65001 65003 65001 i
r      209.165.200.0/30 102.0.0.2
r>                                0              0 65001 65003 65001 i
r      209.165.201.0/30 101.0.0.1
r>                                0              0 65001 65003 65002 i
r>                                0              0 65002 i
```

Conclusion





The bridge to possible

Thank you

CISCO *Live!*

The background features a vibrant, multi-colored abstract design. On the left, there are overlapping, wavy shapes in shades of red, orange, and yellow. On the right, a bright white light source emits a series of colorful rays in shades of blue, green, and yellow, creating a sunburst effect. The overall composition is dynamic and energetic.

cisco *Live!*

Let's go