

# CHAPTER 2

## CONFIGURING A NETWORK OPERATING SYSTEM

- 2.1 Introduction
- 2.2 Accessing IOS of intermediary Devices
- 2.3 Navigating the IOS
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### 2.1 Introduction

All end devices and network devices require an operating system (OS). As shown in Figure 1, the portion of the OS that interacts directly with computer hardware is known as the *kernel*. The portion that interfaces with applications and the user is known as the *shell*. The user can interact with the shell using a command-line interface (CLI) or a graphical user interface (GUI).



Figure 1 Operating System interfaces

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**Philip Hunter**



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