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### **Juniper Service Provider Routing and Switching, Specialist (JNCIS-SP) Sample Questions (Q32-Q37):**

### NEW QUESTION # 32

Which OSPF packet type is used to initiate and maintain neighbor relationships?

- A. Hello
- B. Link-State Update
- C. Link-State Acknowledgment
- D. Database Description

**Answer: A**

Explanation:

The Hello packet is the most basic, yet most vital, component of the OSPF protocol. It serves as the primary mechanism for neighbor discovery, parameter negotiation, and "keepalive" functionality. Per Juniper Networks' routing documentation, OSPF routers use the Hello protocol to dynamically discover other OSPF-enabled routers on their directly connected segments.

When OSPF is enabled on a Junos interface, the router begins multicasting Hello packets (typically to the 224.0.0.5 "All OSPF Routers" address). This initiates the neighbor relationship. For two routers to move beyond the Init state and become neighbors, they must agree on several critical parameters contained within the Hello packet:

\* Area ID: Routers must be in the same OSPF area.

\* Authentication: Passwords or keys must match.

\* Timers: The Hello and Dead intervals must be identical.

\* Options: Such as Stub area flags.

Beyond the initial "initiation," the Hello packet is used to maintain the relationship. By continuously sending these packets at a fixed interval (the Hello interval), a router signals to its peers that it is still functional. If a router stops receiving Hello packets from a neighbor for a duration exceeding the Dead Interval, it declares the neighbor "down," flushes the associated LSAs from the database, and triggers a new SPF calculation.

Furthermore, on multi-access networks like Ethernet, the Hello packet is the vehicle for the election of the Designated Router (DR) and Backup Designated Router (BDR). By exchanging priority values and Router IDs within the Hello packets, the segment can elect a central point of contact to minimize the number of adjacencies required on the wire.

### NEW QUESTION # 33

You have configured an MPLS LSP that begins on R1 and terminates on R5 using the Junos default settings. Referring to the exhibit, which router will perform only label swap operations?

- A. R5
- B. R3
- C. R4
- D. R1

**Answer: B**

Explanation:

In an MPLS network, routers are categorized by their role along a Label Switched Path (LSP). In this scenario, the LSP originates on R1 (Ingress LER) and terminates on R5 (Egress LER). Between these two endpoints are the Provider (P) routers, also known as Transit Label Switching Routers (LSRs), which include R2, R3, and R4.

To identify which router performs only label swap operations, we must look at the standard Junos data plane behavior:

\* R1 (Ingress LER): Performs a Push operation. It receives native IP traffic from Networks 1 or 2, looks up the destination, and imposes (pushes) an MPLS label onto the packet before sending it to R2.

\* R2 and R3 (Transit LSRs): These routers perform a Swap operation. They receive a labeled packet, look up the incoming label in their Label Forwarding Information Base (LFIB), replace it with an outgoing label provided by the downstream neighbor, and forward it.

\* R4 (Penultimate Hop): By default, Junos uses Penultimate Hop Popping (PHP). Because R4 is the second-to-last router before the egress (R5), the egress router R5 advertises an "implicit-null" label (Label 3) to R4. This instructs R4 to perform a Pop operation—removing the MPLS label entirely—and sending the native IP packet to R5.

\* R5 (Egress LER): Receives the packet (which is already unlabeled due to PHP) and performs a standard IP route lookup to reach the final destination in Network 3 or 4.

Among the options provided, R3 is the only router that is a transit LSR but not the penultimate hop. While R2 also performs a swap, it is not an option. R4 performs a Pop (due to PHP), R1 performs a Push, and R5 performs an IP lookup. Therefore, R3 is the correct answer as it solely performs the label swap operation.

### NEW QUESTION # 34

What is the default export behavior of IS-IS in the Junos OS?

- A. to export nothing
- B. to export only IPv6 routes
- C. to export all learned prefixes
- D. to export only external routes

**Answer: A**

Explanation:

In the Junos OS, routing policy behavior is governed by default import and export rules that vary significantly between different protocols. For IS-IS (Intermediate System to Intermediate System), the default export policy is "reject all." This means that, by default, an IS-IS process will export nothing from the routing table into the IS-IS database.

According to Juniper Networks technical documentation, IS-IS automatically advertises its own direct interfaces that are configured under the [edit protocols isis] hierarchy. However, it does not automatically redistribute routes learned from other sources—such as static routes, OSPF, or BGP—into the IS-IS domain.

This is a safety mechanism designed to prevent accidental routing loops or the flooding of unnecessary prefixes into the link-state database (LSDB), which could impact the stability of the SPF (Shortest Path First) algorithm.

To move routes from the routing table (inet.0) into IS-IS, an administrator must explicitly create a routing policy and apply it as an export policy within the IS-IS configuration. For example:

Code snippet

```
set policy-options policy-statement REDIST-STATIC term 1 from protocol static set policy-options policy-statement REDIST-STATIC term 1 then accept set protocols isis export REDIST-STATIC
```

Without such a policy, the IS-IS LSPs (Link-State PDUs) will only contain information about the IS-IS enabled interfaces and the reachability of other IS-IS neighbors. This behavior contrasts with protocols like BGP, which has different default rules for exporting active BGP routes to EBGP peers. In the context of IS-IS in a Juniper environment, "export nothing" is the standard operational baseline.

### NEW QUESTION # 35

What are three default BGP advertisement rules? (Choose three.)

- A. IBGP peers do not advertise routes received from EBGP peers to other IBGP peers.
- B. EBGP peers advertise routes learned from IBGP or EBGP peers to other EBGP peers.
- C. IBGP peers do not advertise routes received from IBGP peers to other IBGP peers.
- D. IBGP peers advertise routes received from EBGP peers to other IBGP peers.
- E. IBGP peers advertise routes received from IBGP peers to other IBGP peers.

**Answer: B,C,D**

Explanation:

The Border Gateway Protocol (BGP) operates based on a strict set of advertisement rules designed to prevent routing loops while ensuring global reachability. These rules differ significantly depending on whether the relationship is External BGP (EBGP) or Internal BGP (IBGP).

1. EBGP Advertisement (Option A): In a standard EBGP scenario, a router acts as an exit/entry point for an Autonomous System. When an EBGP speaker receives a valid route from any peer (Internal or External), it will, by default, advertise that route to all of its other EBGP peers. This is the primary mechanism that allows prefixes to propagate across the global internet from one AS to another.

2. IBGP Split Horizon (Option D):

The most critical rule within an AS is the IBGP Split Horizon rule. To prevent loops within an AS, BGP dictates that a route learned from an IBGP peer must not be advertised to any other IBGP peer. This is why BGP requires a "full mesh" of IBGP sessions or the use of Route Reflectors to ensure all internal routers learn all routes. Without this rule, a route could circulate infinitely within the AS because IBGP does not update the AS\_PATH attribute.

3. EBGP to IBGP Propagation (Option B):

When a router learns a route from an EBGP peer, it is permitted to advertise that route to all of its IBGP peers.

This ensures that everyone inside the network knows how to reach external destinations. However, it is important to remember that in Junos OS, the BGP Next Hop is not modified by default when sending routes to IBGP peers, often requiring a "next-hop-self" policy to ensure internal reachability.

Options C and E are incorrect because they directly contradict these fundamental BGP loop-prevention and propagation mechanisms.

### NEW QUESTION # 36

What is the default route preference for an aggregate route?

- A. 0
- B. 1
- C. 2
- D. 3

**Answer: C**

Explanation:

In the Junos OS architecture, route preference (often referred to as administrative distance in other vendor platforms) is the primary metric used by the Routing Engine to select the "best" path when multiple protocols provide a route to the same destination. Each routing protocol and route type is assigned a default numeric value; the lower the value, the more preferred the route.

According to Juniper Networks technical documentation, an aggregate route is assigned a default preference of 130. Aggregate routes are a form of static-like route used to group specific routes into a single, broader prefix to reduce the size of routing tables and limit the scope of routing updates. They are "protocol-independent" because they are not learned from a dynamic neighbor but are manually defined by the administrator.

To understand where 130 fits in the hierarchy, it is helpful to compare it with other common Junos preferences:

- \* Directly connected interfaces: 0
- \* Static routes: 5
- \* OSPF Internal: 10
- \* IS-IS Level 1/2: 15/18
- \* Aggregate routes: 130
- \* OSPF AS External: 150
- \* BGP (Internal and External): 170
- \* Generated routes: 150

By setting the aggregate route preference to 130, Junos ensures that specific routes learned via IGP (like OSPF or IS-IS) are preferred over the aggregate. This is essential because an aggregate route is often used as a "catch-all" or a discard route when more specific path information is missing. If the aggregate had a lower preference (like 5), it might override dynamic routing information, leading to suboptimal routing or black-holed traffic.

### NEW QUESTION # 37

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