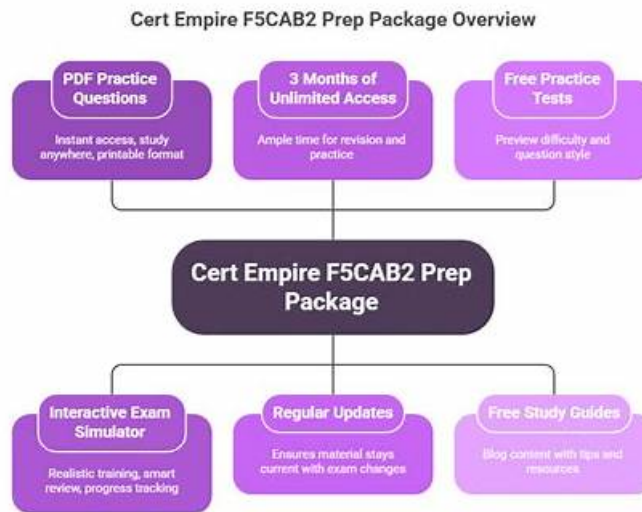


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## F5 F5CAB2 Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none"> <li>Identify the different virtual server types: This domain covers BIG-IP virtual server types: Standard, Forwarding, Stateless, Reject, Performance Layer 4, and Performance HTTP.</li> </ul>
Topic 2	<ul style="list-style-type: none"> <li>Explain high availability (HA) concepts: This domain addresses HA concepts including integrity methods, implementation approaches, and advantages of high availability configurations.</li> </ul>
Topic 3	<ul style="list-style-type: none"> <li>Determine expected traffic behavior based on configuration: This domain focuses on predicting traffic behavior based on persistence, processing order, object status, egress IPs, and connection</li> <li>rate limits.</li> </ul>
Topic 4	<ul style="list-style-type: none"> <li>their status</li> <li>statistics: This domain covers BIG-IP networking components including interfaces, trunks, VLANs, self-IPs, and routes, their dependencies and status, plus predicting traffic paths and egress IPs.</li> </ul>

>> F5CAB2 Reliable Exam Simulations <<

**Outstanding F5CAB2 Exam Brain Dumps: BIG-IP Administration Data Plane Concepts (F5CAB2) supply you high-quality Practice Materials - Pass4SureQuiz**

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## F5 BIG-IP Administration Data Plane Concepts (F5CAB2) Sample Questions (Q39-Q44):

### NEW QUESTION # 39

A network administrator is planning to add a trunk to a single BIG-IP system. What does a trunk provide?  
(Pick the 2 correct responses below)

- A. A trunk adds use of tagged VLANs on the network connection.
- B. A trunk adds use of VoIP traffic on the network connection.
- C. A trunk adds more bandwidth to the network connection.
- D. A trunk adds link redundancy to the network connection.

**Answer: C,D**

Explanation:

In the F5 BIG-IP ecosystem, a trunk is a logical grouping of two or more physical interfaces that the system treats as a single data path. This configuration is based on the Link Aggregation Control Protocol (LACP) or static link aggregation.

Trunks provide two primary benefits to the data plane:

\* **Increased Bandwidth:** By aggregating multiple physical interfaces (e.g., combining two 10Gbps interfaces), the aggregate throughput of the logical connection is increased. This allows the BIG-IP to handle higher traffic volumes than a single interface could support.

\* **Link Redundancy:** Trunks provide high availability at the physical layer. If one physical interface within the trunk fails or the cable is disconnected, the BIG-IP system automatically redistributes traffic across the remaining active interfaces in the trunk. This prevents a single cable or port failure from causing a network outage.

Why the other options are incorrect:

\* **Option C:** While VLAN tags are often used on trunks, the ability to use tagged VLANs is a property of the VLAN configuration and 802.1Q tagging, not the trunk itself. A single interface can support tagged VLANs without being part of a trunk.

\* **Option D:** Trunks are agnostic to the type of application traffic (such as VoIP) passing through them. They operate at Layer 2 to provide a reliable pipe for any Layer 3+ traffic.

### NEW QUESTION # 40

What is required for a virtual server to support clients whose traffic arrives on the internal VLAN and pool members whose traffic arrives on the external VLAN?

- A. The virtual server must be enabled on the internal VLAN.
- B. The virtual server must be enabled for both VLANs.
- C. The virtual server must be enabled on the external VLAN.
- D. That support is never available.

**Answer: A**

Explanation:

4647

Virtual Servers have a setting called VLAN and Tunnel Traffic which defines where the BIG-IP "listens" for new connections. 4849

\* **Ingress Logic:** A virtual server is an entry point. It must be enabled on the VLAN where the client resides. If a client is on the "Internal" VLAN, the Virtual Server must be enabled there to receive the traffic.

\* **Egress Logic:** The BIG-IP system uses the TMM Routing Table and Self-IPs to reach pool members. It does not need the Virtual Server to be "enabled" on the destination VLAN (External) to send traffic there.

\* **Default Behavior:** By default, Virtual Servers are enabled on "All VLANs." However, if restricted for security, the administrator must ensure the Virtual Server is active on the client-facing (ingress) VLAN.

### NEW QUESTION # 41

A BIG-IP Administrator makes a configuration change to a Virtual Server on the Standby device of an HA pair. The HA pair is currently configured with Auto-Sync enabled. What effect will the change have on the HA pair configuration? (Choose one answer)

- A. The change will be propagated next time a configuration change is made on the Active device.
- B. The change will take effect when Auto-Sync propagates the config to the HA pair.
- C. The change will be undone next time a configuration change is made on the Active device.
- **D. The change will be undone when Auto-Sync propagates the config to the Standby device.**

**Answer: D**

Explanation:

In a BIG-IP high availability (HA) configuration, Auto-Sync is a device trust feature that automatically synchronizes configuration changes from the Active device to the Standby device within a Sync-Failover device group.

Key principles from BIG-IP Administration Data Plane Concepts:

- \* The Active device is always the authoritative source of configuration
- \* Configuration changes are intended to be made only on the Active device
- \* With Auto-Sync enabled, any time the Active device configuration changes, the system automatically pushes the configuration to all Standby members of the device group
- \* Configuration changes made directly on a Standby device are not preserved In this scenario:
- \* The administrator modifies a Virtual Server on the Standby device
- \* That change is local only and does not alter the device group's synchronized configuration
- \* When Auto-Sync next runs (triggered by a change on the Active device or an internal sync event), the Active device configuration overwrites the Standby configuration As a result, the configuration change made on the Standby device is undone.

Why the Other Options Are Incorrect:

- \* A - The change is not undone only when another change is made; it is undone during the next Auto-Sync operation
- \* B - Changes made on the Standby device are never propagated to the Active device
- \* D - Auto-Sync does not merge or promote Standby changes into the HA pair configuration Best Practice Reinforced:

Always perform configuration changes on the Active BIG-IP device when Auto-Sync is enabled to ensure consistent and predictable HA behavior.

### NEW QUESTION # 42

An application is configured so that the same pool member must be used for an entire session, and this behavior must persist across HTTP and FTP traffic. A user reports that a session terminates and must be restarted after the active BIG-IP device fails over to the standby device.

Which configuration settings should the BIG-IP Administrator verify to ensure proper behavior when BIG-IP failover occurs? (Choose one answer)

- A. Stateful failover and Network Failover detection
- B. SYN-cookie insertion threshold and connection low-water mark
- **C. Persistence mirroring and Match Across Services**
- D. Cookie persistence and session timeout

**Answer: C**

Explanation:

This scenario combines session continuity, multiple protocols (HTTP and FTP), and HA failover behavior, which directly implicates persistence handling across devices and services.

Key Requirements Breakdown

- \* Same pool member for entire session
- \* Session must survive failover
- \* Session must span multiple services (HTTP and FTP)

Why Persistence Mirroring + Match Across Services Is Required

Persistence Mirroring

- \* Ensures persistence records are synchronized from the active BIG-IP to the standby BIG-IP.
- \* Without mirroring:
- \* After failover, the standby device has no persistence table
- \* Clients are load-balanced again
- \* Sessions break, forcing users to restart
- \* Persistence mirroring is essential for session continuity during failover Match Across Services

\* Allows a single persistence record to be shared across multiple virtual servers / protocols

\* Required when:

\* HTTP and FTP must use the same pool member

\* Multiple services are part of a single application session

Together, these settings ensure:

\* Persistence survives device failover

\* Persistence is honored across HTTP and FTP

Why the Other Options Are Incorrect

\* A. Cookie persistence and session timeout Cookie persistence only applies to HTTP and does not address FTP or failover synchronization.

\* B. Stateful failover and Network Failover detection Stateful failover applies to connection state, not persistence records, and does not link HTTP and FTP sessions.

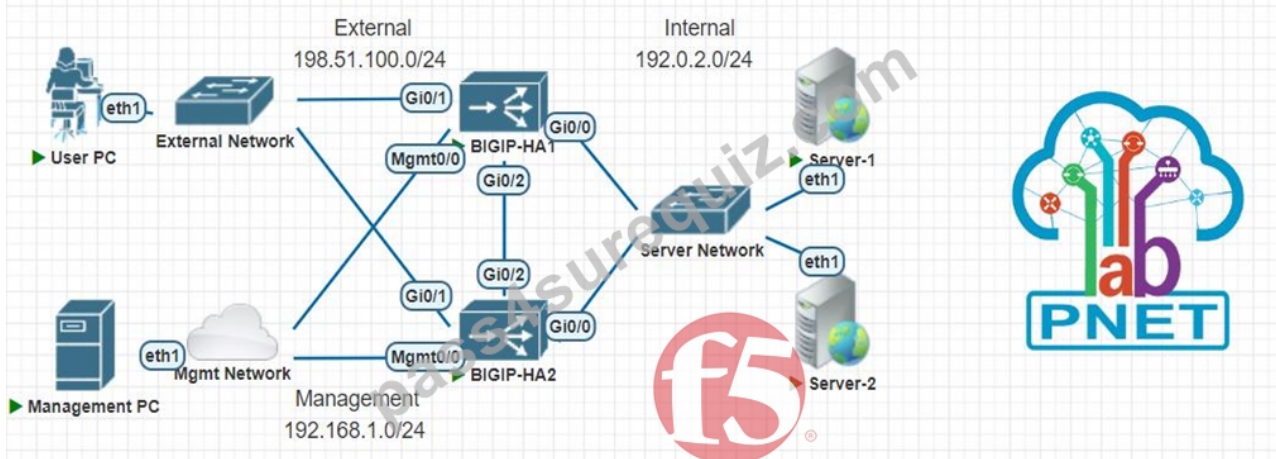
\* D. SYN-cookie insertion threshold and connection low-water mark These are DoS / SYN flood protection settings, unrelated to persistence or HA behavior.

### NEW QUESTION # 43

Refer to the exhibit above.

The screenshot shows the F5 configuration interface for a pool named 'docker\_www\_farm'. The 'Members' tab is selected, showing a table of current members. The load balancing method is set to 'Round Robin' and the priority group is 'Less than... 2'. The table lists four members with their status, addresses, service ports, and other attributes.

Member	Status	Address	Service Port	FQDN	Ephemeral	Ratio	Priority Group	Connection Limit	Partition / Path
serv1:80	Active	192.168.30.11	80		No	1	2 (Active)	0	Common
serv2:80	Inactive	192.168.30.12	80		No	1	2 (Inactive)	0	Common
serv3:80	Active	192.168.30.13	80		No	1	1 (Active)	0	Common
serv4:80	Active	192.168.30.14	80		No	1	1 (Active)	0	Common

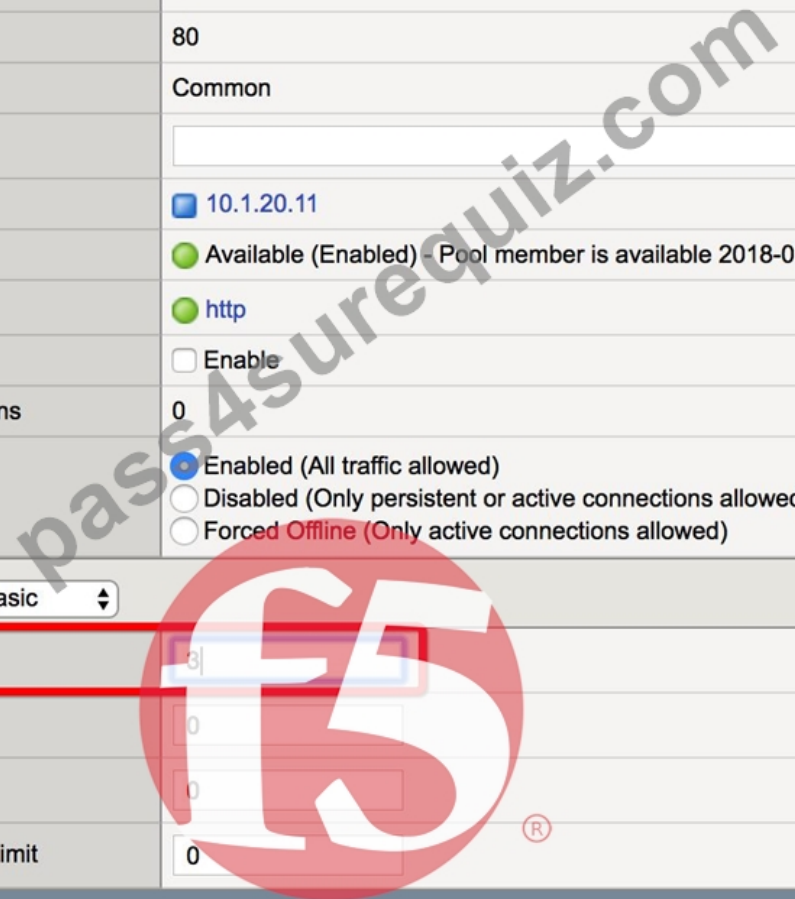


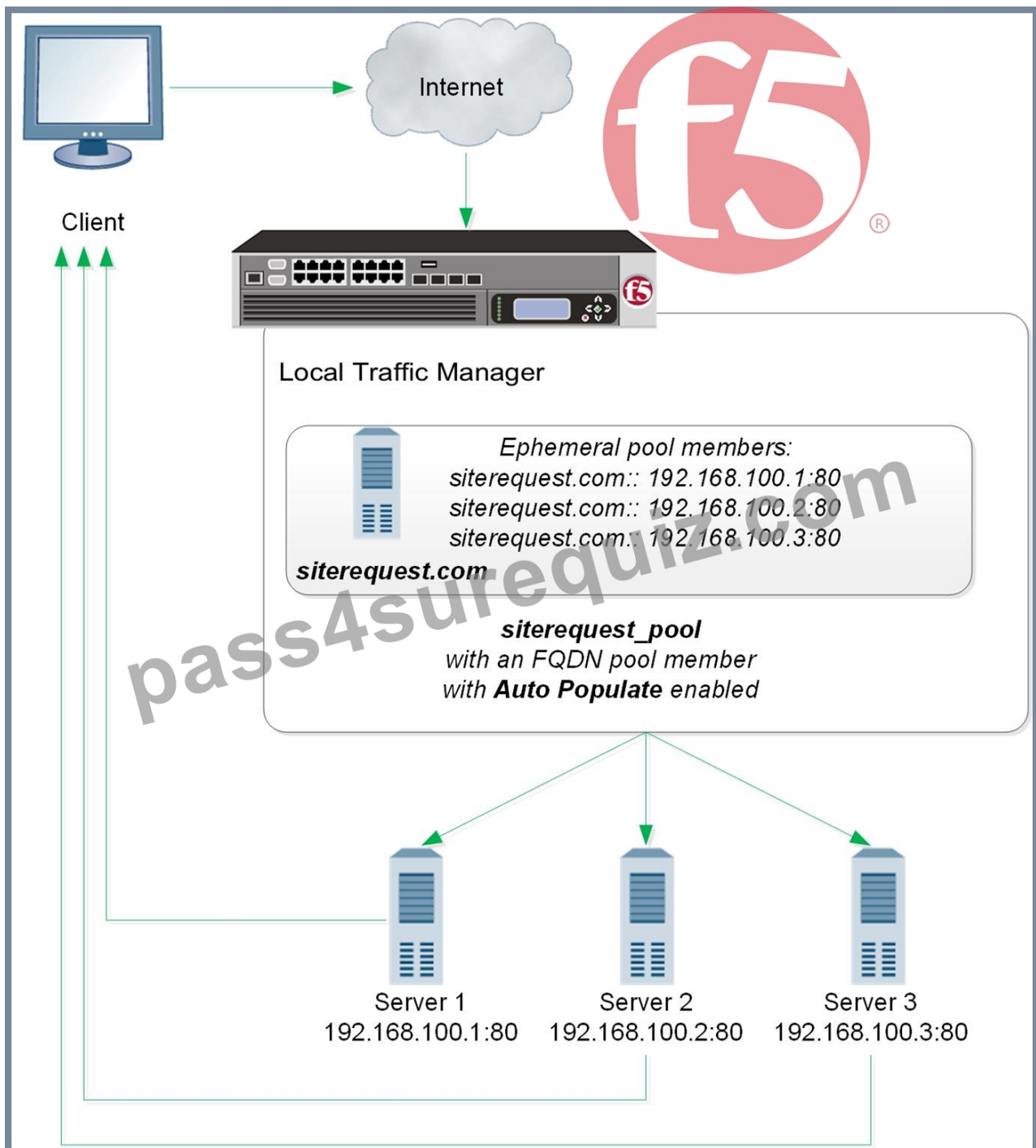
Member Properties

Node Name	10.1.20.11
Address	10.1.20.11
Service Port	80
Partition / Path	Common
Description	
Parent Node	<input checked="" type="checkbox"/> 10.1.20.11
Availability	<input checked="" type="radio"/> Available (Enabled) - Pool member is available 2018-05-29 16:56:28
Health Monitors	<input checked="" type="radio"/> http
Monitor Logging	<input type="checkbox"/> Enable
Current Connections	0
State	<input checked="" type="radio"/> Enabled (All traffic allowed) <input type="radio"/> Disabled (Only persistent or active connections allowed) <input type="radio"/> Forced Offline (Only active connections allowed)

Configuration: Basic

Ratio	3
Priority Group	0
Connection Limit	0
Connection Rate Limit	0





A BIG-IP pool is configured with Priority Group Activation = Less than 2 available members. The pool members have different priority groups and availability states. Which pool members are receiving traffic? (Choose one answer)

- A. serv1, serv2, serv3, serv4
- B. serv1
- C. serv1, serv3, serv4
- D. serv1, serv3

**Answer: C**

Explanation:

Comprehensive and Detailed Explanation From BIG-IP Administration Data Plane Concepts documents:

This question tests understanding of Priority Group Activation (PGA) and how BIG-IP determines which pool members are eligible to receive traffic.

Key BIG-IP Priority Group Concepts:

Higher priority group numbers = higher priority

BIG-IP will only send traffic to the highest priority group that meets the Priority Group Activation condition Lower priority groups

are activated only when the condition is met Only available (green) members count toward the activation threshold Configuration from the Exhibit:

Priority Group Activation: Less than 2 available members

Pool Members and Status:

Pool Member Priority Group Status

serv1 2 Active (available)

serv2 2 Inactive (down)

serv3 1 Active (available)

serv4 1 Active (available)

Step-by-Step Traffic Decision:

BIG-IP first evaluates the highest priority group (Priority Group 2)

Priority Group 2 has:

serv1 → available

serv2 → unavailable

Total available members = 1

Activation rule is Less than 2 available members

Condition is true ( $1 < 2$ )

BIG-IP activates the next lower priority group (Priority Group 1)

Traffic is now sent to:

serv1 (Priority Group 2)

serv3 and serv4 (Priority Group 1)

Final Result:

Traffic is distributed to serv1, serv3, and serv4

Why the Other Options Are Incorrect:

A - Ignores activation of the lower priority group

B - serv4 is also active and eligible

C - serv2 is down and cannot receive traffic

Key Data Plane Concept Reinforced:

Priority Group Activation controls when lower-priority pool members are allowed to receive traffic, based strictly on the number of available members in the higher-priority group. In this case, the failure of one high-priority member caused BIG-IP to expand traffic distribution to lower-priority members to maintain availability.

## NEW QUESTION # 44

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