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F5 BIG-IP Administration Data Plane Concepts (F5CAB2) Sample Questions (Q24-Q29):

NEW QUESTION # 24

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 undone when Auto-Sync propagates the config to the Standby 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 propagated next time a configuration change is made on the Active device.

Answer: A

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 # 25

Which statement is true concerning cookie persistence?

- A. Cookie persistence allows persistence even if the data are encrypted from client to pool member.
- B. Cookie persistence uses a cookie that stores the virtual server, pool name, and member IP address in clear text.
- C. **Cookie persistence allows persistence independent of IP addresses.**
- D. If a client's browser accepts cookies, cookie persistence will always cause a cookie to be written to the client's file system.

Answer: C

Explanation:

Cookie Persistence is a Layer 7 persistence method that leverages an HTTP cookie to track a user session.

* IP Independence: Unlike "Source Address Affinity" (which relies on the client's IP), Cookie persistence identifies the session based on a unique token provided by the BIG-IP system. This is crucial for environments where many users share a single gateway (NAT) or where a client's IP might change mid-session.

* Encryption and Decryption: For the BIG-IP to insert or read a cookie, it must be able to see the HTTP header. If the traffic is encrypted end-to-end (SSL Pass-through), the BIG-IP cannot use cookie persistence. SSL must be terminated at the BIG-IP (Option B is false).

* Security: By default, BIG-IP cookies are encoded, not clear text. Modern versions allow for easy encryption of these cookies to prevent information leakage (Option C is false).

* Memory vs. Disk: The default behavior is "session-based" (In-memory). A cookie is only written to the client's file system (disk) if an Expiration is configured in the persistence profile (Option D is false).

NEW QUESTION # 26

Refer to the exhibit above.



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

Answer: B

Explanation:

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 # 27

Which three iRule events are likely to be seen in iRules designed to select a pool for load balancing? (Choose three.)

- A. CLIENT_ACCEPTED
- B. HTTP_RESPONSE
- C. SERVER_SELECTED
- D. CLIENT_DATA
- E. HTTP_REQUEST
- F. SERVER_DATA
- G. SERVER_CONNECTED

Answer: A,D,E

Explanation:

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In the BIG-IP system, pool selection must occur on the client-side of the connection, before the system attempts to connect to a pool member. The events listed are the primary entry points for making these decisions:

- * CLIENT_ACCEPTED (E): This is a Layer 4 event triggered when the BIG-IP accepts a TCP connection. It is the earliest point where a pool can be assigned based on the client's source IP address or the destination port.
- * CLIENT_DATA (A): This event is triggered when the system receives a "chunk" of data on the client-side. It is often used for non-HTTP protocols (like custom TCP protocols) to inspect the payload and select a pool based on its contents.
- * HTTP_REQUEST (C): This is a Layer 7 event. It occurs once the BIG-IP has fully parsed the HTTP headers. This is the most common event for pool selection, allowing the administrator to route traffic based on the URI, Host header, or cookies.

Events like SERVER_SELECTED or SERVER_CONNECTED occur after the load balancing decision has already been made, and HTTP_RESPONSE or SERVER_DATA occur after the server has already started communicating back, making them too late for initial pool selection.

NEW QUESTION # 28

Which virtual server type is being configured in the screenshot? (Choose one answer.)

- A. Standard
- B. Performance Layer 4
- C. Forwarding IP

Answer: B

Explanation:

The configuration shown matches a Performance Layer 4 virtual server because it is explicitly using a FastL4 profile:

* The screenshot shows Protocol: TCP and Protocol Profile (Client): fastL4. In BIG-IP data plane terms, FastL4 is the hallmark of a Performance (Layer 4) virtual server, designed to process connections at Layer 4 with minimal overhead (high throughput/low latency) compared to full proxy L7 processing.

* The screenshot also shows HTTP Profile (Client): None (and HTTP server profile effectively not in use). A Standard virtual server commonly uses full-proxy features and frequently includes L7 profiles (like HTTP) when doing HTTP-aware load balancing, header manipulation, cookie persistence, etc. In contrast, a Performance L4 virtual server typically does not use an HTTP profile because it is not doing HTTP-aware (Layer 7) processing.

* It is not a Forwarding IP virtual server: A Forwarding (IP) virtual server is used to route/forward packets (often without load balancing to pool members in the same way as Standard/Performance VS) and is selected by choosing a forwarding type. The presence of a TCP protocol with a FastL4 client profile aligns with a Layer 4 load-balancing style virtual server, not a packet-forwarding virtual server type.

Conclusion: Because the configuration is TCP-based and explicitly uses fastL4 with no HTTP profile, the expected BIG-IP virtual server type is Performance Layer 4 (Option C).

NEW QUESTION # 29

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