

Practice 156-587 Exam, Test 156-587 Pdf

Certs Exam Checkpoint - 156-587

Question #1
What does CMI stand for in relation to the Access Control Policy?
A. Context Manipulation Interface
B. Context Management Infrastructure
C. Content Management Interface
D. Content Matching Infrastructure

Answer: B

Explanation
CMI stands for Context Management Infrastructure, which is a component of the Access Control Policy that enables the Security Gateway to inspect traffic based on the context of the connection. Context includes information such as user identity, application, location, time, and device. CMI allows the Security Gateway to apply different security rules and actions based on the context of the traffic, and to dynamically update the context as it changes. CMI consists of three main elements: Unified Policy, Identity Awareness, and Context Awareness.

Question #2
Your users have some issues connecting with Mobile Access VPN to your gateway. How can you debug the tunnel establishment?
A. run vpn debug traceon
B. in the file SVPND9R.conf/httpd.conf change the line LogLevel To LogLevel debug and run vpn restart
C. in the file SCVPN9H1.conf/httpd.conf change the line LogLevel To LogLevel debug and run vpn restart
D. run fw cli debug -m svpn all

Answer: C

Question #3
Like a Site-to-Site VPN between two Security Gateways, a Remote Access VPN relies on the Internet Key Exchange (IKE) what types of keys are generated by IKE during negotiation?
A. Produce a symmetric key on both sides
B. Produce an asymmetric key on both sides
C. Symmetric keys based on pre-shared secret

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CheckPoint 156-587 Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none">Advanced Gateway Troubleshooting: This section of the exam measures the skills of Check Point Network Security Engineers and addresses troubleshooting techniques specific to gateways. It includes methods for diagnosing connectivity issues and optimizing gateway performance.
Topic 2	<ul style="list-style-type: none">Advanced Access Control Troubleshooting: This section of the exam measures the skills of Check Point System Administrators in demonstrating expertise in troubleshooting access control mechanisms. It involves understanding user permissions and resolving authentication issues.

Topic 3	<ul style="list-style-type: none"> Advanced Management Server Troubleshooting: This section of the exam measures the skills of Check Point System Administrators and focuses on troubleshooting management servers. It emphasizes understanding server architecture and diagnosing problems related to server performance and connectivity.
Topic 4	<ul style="list-style-type: none"> Advanced Site-to-Site VPN Troubleshooting: This section of the exam measures the skills of Check Point System Administrators and covers troubleshooting site-to-site VPN connections.
Topic 5	<ul style="list-style-type: none"> Advanced Identity Awareness Troubleshooting: This section of the exam measures the skills of Check Point Security Consultants and focuses on troubleshooting identity awareness systems.
Topic 6	<ul style="list-style-type: none"> Advanced Client-to-Site VPN Troubleshooting: This section of the exam measures the skills of Check Point System Administrators and focuses on troubleshooting client-to-site VPN issues.
Topic 7	<ul style="list-style-type: none"> Advanced Firewall Kernel Debugging: This section of the exam measures the skills of Check Point Network Security Administrators and focuses on kernel-level debugging for firewalls. Candidates will learn how to analyze kernel logs and troubleshoot firewall-related issues at a deeper level.
Topic 8	<ul style="list-style-type: none"> Advanced Troubleshooting with Logs and Events: This section of the exam measures the skills of Check Point Security Administrators and covers the analysis of logs and events for troubleshooting. Candidates will learn how to interpret log data to identify issues and security threats effectively.

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CheckPoint Check Point Certified Troubleshooting Expert - R81.20 Sample Questions (Q38-Q43):

NEW QUESTION # 38

What is the name of the VPN kernel process?

- A. VPND
- **B. FWK**
- C. VPNK
- D. CVPND

Answer: B

NEW QUESTION # 39

Which of these packet processing components stores Rule Base matching state-related information?

- A. Observers
- B. Classifiers
- **C. Handlers**
- D. Manager

Answer: C

Explanation:

While specific Check Point CCTE R81.20 official documentation that explicitly singles out "Handlers" from the given options as the sole component for storing Rule Base matching state-related information is not readily available in the provided search snippets,

CCTE exam preparation materials consistently point to "Handlers" as the correct answer for this question. In the broader context of Check Point's packet processing and Unified Policy architecture, several components are involved in rule base matching:

According to Check Point's sk120964 - ATRG: Unified Policy (relevant for R81.20):

Connection/Transaction: This logical entity "Saves rulebase matching state and classification objects (CLOBs)." Manager: This component acts as a "Mediator between other components. Responsible for the whole rule base execution process. Creates connection/transactions, as required. Sends logs." Classifiers: These are "CMI_LOADER applications" (e.g., Network, Identity, Application Control) that provide classification data (CLOBs) used in the matching process.

Observers: An "Observer is a unit collecting CLOBs for classification refinement."

"Handlers" in a general firewall architecture are typically components (which can be kernel modules or processes) responsible for managing active connections and their progression through policy enforcement. As such, they would inherently be involved in maintaining and accessing state information related to rule base matching for those connections. The "Connection/Transaction" objects, which store the rule base matching state, are created by the Manager and would be managed by such Handlers during the lifecycle of a connection.

Therefore, in the context of the CCTE R81.20 exam, "Handlers" are understood to be the packet processing components that store this Rule Base matching state-related information. The state itself is conceptually saved within Connection/Transaction objects, which are orchestrated by the Manager and utilized by various processing components often referred to as Handlers.

Reference (based on Unified Policy component roles from official Check Point documentation):

Check Point Support Center sk120964: ATRG: Unified Policy. (Last Modified: 2024-12-29, relevant for R81.20). "Connection/Transaction. Saves rulebase matching state and classification objects (CLOBs)."

"Manager. Mediator between other components. Responsible for the whole rule base execution process. Creates connection/transactions, as required.

NEW QUESTION # 40

Which of the following inputs is suitable for debugging HTTPS inspection issues?

- A. fw ctl debug -m fw + conn drop cptls
- B. vpn debug cptls on
- C. fw diag debug tls enable
- D. fw debug tls on TDERROR_ALL_ALL=5

Answer: D

Explanation:

The input that is suitable for debugging HTTPS inspection issues is fw debug tls on TDERROR_ALL_ALL=5. This input will enable the TLS debug mode and set the debug level to 5, which is the highest level of verbosity. The fw debug command is used to control the debug features of the firewall modules, such as TLS, CPTLS, HTTP, etc. The tls option will enable the debug mode for the TLS module, which is responsible for handling the HTTPS inspection feature. The TDERROR_ALL_ALL environment variable will set the debug level to 5, which will generate the most detailed and comprehensive debug output. The debug output will be written to the \$FWDIR/log/tls.elg file, which can be collected and analyzed with the TLSView tool to see the details of the HTTPS inspection process, such as certificate validation, SSL/TLS negotiation, encryption/decryption, etc. The other options are incorrect because: fw ctl debug -m fw + conn drop cptls will enable the kernel debug mode for the firewall module, with the flags conn, drop, and cptls. The kernel debug mode will generate the kdebug.txt file in the \$FWDIR/log directory, which contains information about the firewall traffic processing in the kernel. The kernel debug mode is useful for troubleshooting issues related to policy, NAT, routing, and inspection, but not for issues related to HTTPS inspection, which is handled by the TLS module in the user space2.

vpn debug cptls on will enable the IKE debug mode for the CPTLS module, which is a component of the VPN module. The IKE debug mode will generate the ike.elg and ikev2.xml files in the \$FWDIR/log directory, which contain information about the IKE negotiation, authentication, and key exchange between the VPN peers. The CPTLS module is responsible for handling the SSL/TLS encryption/decryption for the VPN traffic, but not for the HTTPS inspection traffic3.

fw diag debug tls enable is not a valid command and will not enable the TLS debug mode. The fw diag command is used to control the diagnostic features of the firewall, such as packet capture, core dump, etc. The debug option is not a valid option for the fw diag command, and the tls option is not a valid option for the debug option. Reference:

How to use the TLSView tool

How to debug the Firewall kernel (fw) module

How to debug VPN issues on Quantum Spark (SMB) Appliances

[fw diag - Check Point CLI Reference Card]

NEW QUESTION # 41

After kernel debug with "fw ctl debug" you received a huge amount of information. It was saved in a very large file that is difficult to open and analyze with standard text editors. Suggest a solution to solve this issue.

- A. Use "fw ctl zdebug" because of 1024KB buffer size
- B. Divide debug information into smaller files. Use "fw ctl kdebug -f -o "filename" -m 25 - s "1024"
- C. Use Check Point InfoView utility to analyze debug output
- D. Reduce debug buffer to 1024KB and run debug for several times

Answer: B

Explanation:

One possible solution to solve the issue of having a very large file that is difficult to open and analyze with standard text editors is to divide the debug information into smaller files. This can be done by using the fw ctl kdebug command with the -f, -o, -m, and -s options. The -f option means to write the debug output to a file instead of the screen. The -o option specifies the name of the output file. The -m option sets the maximum number of files to be created. The -s option sets the maximum size of each file in KB. For example, the command fw ctl kdebug -f -o debug -m 25 -s 1024 will create up to 25 files named debug.0, debug.1, ..., debug.24, each with a maximum size of 1024KB. This way, the debug information can be split into more manageable chunks that can be opened and analyzed more easily with standard text editors.

Reference:

- 1: How to use "fw ctl kdebug" command
- 2: How to debug Check Point firewalls
- 3: Check Point CLI Reference Card

NEW QUESTION # 42

What is the proper command for allowing the system to create core files?

- A. SFWDIR/scripts/core-dump-enable.sh
- B. service core-dump start
- C. # set core-dump enable
save config
- D. set core-dump enable
>save config

Answer: D

NEW QUESTION # 43

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