

# 2026 Sample F5CAB3 Exam - Trustable F5 F5CAB3 Exam Simulator Fee: BIG-IP Administration Data Plane Configuration



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## F5 BIG-IP Administration Data Plane Configuration Sample Questions (Q37-Q42):

### NEW QUESTION # 37

Refer to the exhibit.

□

A BIG-IP Administrator needs to configure health monitors for a newly configured server pool named Pool\_B. Which health monitor settings will ensure that all pool members will be accurately marked as available or unavailable? (Choose one answer)

- A. HTTPS, HTTP, FTP, and SSH with the Availability Requirement of all health monitors
- B. HTTP, HTTPS, FTP, and ICMP with the Availability Requirement of at least one health monitor
- **C. HTTPS, HTTP, FTP, and SSH with the Availability Requirement of at least one health monitor**
- D. HTTPS, HTTP, FTP, and SSH with the Availability Requirement of all health monitors

**Answer: C**

Explanation:

From the exhibit, the pool contains different applications on different service ports (for example, HTTP/80, FTP/21, HTTPS/443, SSH/22). To mark pool members correctly, BIG-IP must be able to verify the actual service running on each member's port.

In BIG-IP Administration: Data Plane Configuration, monitor behavior is described as follows:

- \* When multiple monitors are assigned to a pool, the Availability Requirement controls how monitor results are evaluated:
- \* At least one = the pool member is marked up if any one of the assigned monitors succeeds.
- \* All = the pool member is marked up only if every assigned monitor succeeds.
- \* For pools containing members with different services/ports, using All can incorrectly mark members down because monitors intended for other services will fail on the wrong port.

Why C is correct:

- \* Assigning HTTPS, HTTP, FTP, and SSH covers the actual services shown in the pool.
- \* Setting the Availability Requirement to at least one ensures that each pool member is considered available when its appropriate service monitor succeeds, without being forced to pass unrelated service monitors.

Why the other options are incorrect:

- \* A / D (Availability Requirement = all): would cause members to be marked down when unrelated monitors fail (e.g., SSH monitor against an HTTP member).
- \* B (includes ICMP): ICMP can indicate the host is reachable even if the application service is down, which does not "accurately" reflect service availability.

Therefore, the best choice is HTTPS, HTTP, FTP, and SSH with Availability Requirement of at least one health monitor.

#### NEW QUESTION # 38

Which type of Virtual Server requires the use of a FastL4 profile?

- A. Standard
- **B. Performance (Layer 4)**
- C. Stateless
- D. Performance (HTTP)

**Answer: B**

Explanation:

Performance (Layer 4) virtual servers rely on FastL4 profiles to provide high-speed L4 processing without full proxy overhead.

Below is BATCH 2 (next 10 questions) extracted only from your uploaded document that are clearly related to BIG-IP

Administration: Data Plane Configuration topics.

#As requested, I have strictly excluded questions related to:

- \* Licensing
- \* HA / Device Trust / Sync-only
- \* Logging destinations
- \* User roles
- \* Hardware, EUD, support processes
- \* System-only administration

Source: Your uploaded TMOS Administration v2.0 document

#### NEW QUESTION # 39

In a pool there are 2 pool members out of the 5 members that are older servers. The number of connections these can handle is less than the other 3 pool members. Which load balancing method would allow more traffic to be directed to the newer servers? (Choose one answer)

- A. Least Connections (member)
- B. Round Robin
- **C. Weighted Least Connections (member)**
- D. Global Availability

**Answer: C**

Explanation:

When a pool contains servers with heterogeneous hardware capabilities (differing CPU, RAM, or connection limits), a static load balancing method like Round Robin is ineffective because it distributes requests equally, regardless of the server's capacity. To optimize traffic distribution for newer, more powerful servers, a dynamic or weighted method is required.

\* Weighted Least Connections (member): This is the ideal method for this scenario. It combines two factors:

\* Least Connections: It first checks the current active connection count to ensure traffic goes to the least busy server.

\* Weight (Ratio): It allows the administrator to assign a "Ratio" value to each pool member. Newer servers can be assigned a higher ratio (e.g., 3) while older servers are assigned a lower ratio (e.g.,

1). The BIG-IP system uses these weights to disproportionately favor the newer servers even when connection counts are similar.

\* Why other options are incorrect:

\* Global Availability: This is primarily a GSLB (Global Server Load Balancing) or specific LTM priority group concept where traffic is sent to the first available member in a list until it fails, then moves to the next. It does not load balance based on capacity.

\* Round Robin: This passes each new connection request to the next server in line, treating the old and new servers exactly the same.

\* Least Connections (member): While this sends traffic to the server with the fewest active connections, it assumes all servers are equal. If an old server and a new server both have 10 connections, they are treated as equally capable of taking the 11th, which is not true in this scenario.

#### **NEW QUESTION # 40**

A BIG-IP Administrator adds new pool members into a highly utilized pool. Users report application failures.

Which pool-level setting should be checked?

- **A. Slow Ramp Time**
- B. Action On Service Down
- C. Availability Requirement
- D. Allow SNAT

**Answer: A**

Explanation:

Slow Ramp Time prevents new pool members from receiving full traffic immediately, avoiding overload.

#### **NEW QUESTION # 41**

During high-demand traffic events, the BIG-IP Administrator needs to limit new connections per second.

What should be applied?

- A. Connection limit
- B. HTTP Compression profile
- C. OneConnect profile
- **D. Connection rate limit**

**Answer: D**

Explanation:

Connection rate limiting controls how many new connections per second are accepted, protecting backend resources.

#### **NEW QUESTION # 42**

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