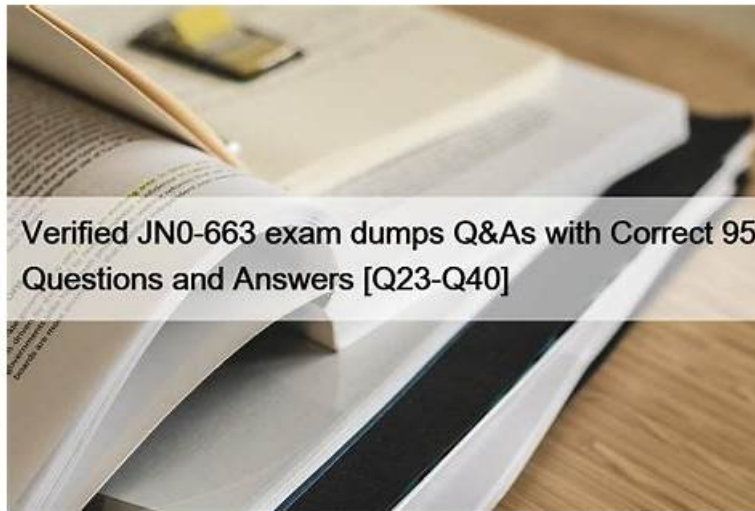


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Juniper Service Provider Routing and Switching, Specialist (JNCIS-SP) Sample Questions (Q65-Q70):

NEW QUESTION # 65

Exhibit:

Referring to the exhibit, you have configured R1, R2, R3, and R4 to be a part of OSPF area 0 and you have connected them to a broadcast segment. Assuming all four routers come online within one minute of each other, which router becomes the DR and which router becomes the BDR?

- A. R4 is the DR and R1 is the BDR
- **B. R1 is the DR and R2 is the BDR**
- C. R1 is the DR and R4 is the BDR
- D. R4 is the DR and R3 is the BDR

Answer: B

Explanation:

In OSPF networks, when multiple routers are connected to a shared multi-access broadcast segment (like an Ethernet switch), they undergo an election process to select a Designated Router (DR) and a Backup Designated Router (BDR). This mechanism is essential for reducing the number of adjacencies and limiting the volume of Link State Advertisement (LSA) flooding on the segment.

The OSPF election process follows a strict hierarchy based on the following criteria:

* **Interface Priority:** The router with the highest OSPF interface priority is elected as the DR. The router with the second-highest priority becomes the BDR. In Junos, the default priority is 128, but it can be manually configured between 0 and 255.

* **Router ID:** If there is a tie in priority, the router with the numerically highest Router ID (RID) wins the election.

Analyzing the configuration provided in the exhibit:

* R1: Priority 200, Router-ID 192.168.1.1

* R2: Priority 100, Router-ID 192.168.1.2

* R3: Priority 50, Router-ID 192.168.1.3

* R4: Priority 90, Router-ID 192.168.1.4

Comparing the priority values, R1 has the highest priority (200) and therefore becomes the DR. The next highest priority value among the remaining routers is 100, which belongs to R2, making it the BDR. Although R4 has a higher Router ID than R2, the priority value is evaluated first and takes precedence.

Since all routers came online within a short window (one minute), they participate in the same election cycle, ensuring the configured priorities dictate the outcome rather than "first-come, first-served" preemption behavior common in OSPF once a DR is already established.

NEW QUESTION # 66

What are three extension headers supported by IPv6? (Choose three.)

- A. hop-by-hop options
- B. fragment
- C. header checksum
- D. protocol
- E. destination options

Answer: A,B,E

Explanation:

One of the most significant architectural improvements in IPv6 is the move from a complex, variable-length header (as seen in IPv4) to a streamlined, fixed-length base header of 40 bytes. Additional functionality that was previously handled by "Options" in IPv4 is now moved to Extension Headers, which are inserted between the IPv6 base header and the upper-layer protocol (TCP/UDP).

According to Juniper Networks technical documentation and RFC 8200, the following are valid IPv6 Extension Headers:

* **Hop-by-Hop Options (Option B):** This header carries optional information that must be examined by every node along the delivery path. It is used for features like the Router Alert and Jumbo Payload options.

* **Fragment (Option E):** Unlike IPv4, where any router can fragment a packet, in IPv6, fragmentation is performed only by the source node. The Fragment header contains the information necessary for the destination to reassemble the packet (Offset, Identification, and More Fragments flag).

* **Destination Options (Option A):** This header carries information intended only for the destination node. It can appear twice: once before a routing header and once after.

Why other options are incorrect:

* **Protocol (Option C):** In IPv4, this was a field in the header. In IPv6, this is replaced by the Next Header field, which identifies the type of the following header (whether it's an extension header or the upper-layer protocol).

* **Header Checksum (Option D):** This field was entirely removed in IPv6. IPv6 relies on the data link layer (Ethernet) and the transport layer (TCP/UDP) to perform error detection, significantly reducing the processing overhead for routers in the core of a service provider network.

NEW QUESTION # 67

Which two statements about graceful restart are correct? (Choose two.)

- A. Graceful restart helper mode is enabled by default.
- B. Graceful restart uses nonstop bridging for forwarding operations.
- C. Graceful restart restarting router mode is not enabled by default.
- D. Graceful restart requires that GRES be enabled.

Answer: A,C

Explanation:

Graceful Restart (GR) is a high-availability mechanism designed to minimize the impact of a routing protocol process (rpd) restart or a Routing Engine (RE) switchover. It allows a router to continue forwarding traffic while the control plane is recovering, provided that the data plane (Packet Forwarding Engine) remains intact.

According to Juniper Networks documentation, Graceful Restart operates in two distinct roles:

* **Restarting Mode:** This is the role of the router that is actually undergoing the restart. In Junos OS, this mode is not enabled by default (Option A). An administrator must explicitly configure graceful-restart under the [edit routing-options] hierarchy to allow the router to signal its neighbors that it is attempting a graceful recovery.

* **Helper Mode:** This is the role of the neighboring routers. When a neighbor sees a router restart, if it is in "helper mode," it will continue to forward traffic toward the restarting router and will not flush the associated routes from its forwarding table for a specified period. In Junos, helper mode is enabled by default (Option B) for most protocols (OSPF, BGP, IS-IS). This means that even if you haven't configured GR on your own router, it will automatically assist its neighbors if they perform a graceful restart.

Why other options are incorrect:

* **Option C:** While GRES (Graceful Routing Engine Switchover) is often used with Graceful Restart to handle hardware-level RE failures, they are independent features. GR can function during a simple software process restart without dual REs or GRES.

* **Option D:** Nonstop Bridging (NSB) is a separate high-availability feature for Layer 2 protocols (like STP). While it shares a similar goal, Graceful Restart is specifically a Layer 3 protocol mechanism (Layer 2 does not use "helper" routers in the same way).

NEW QUESTION # 68

Which statement about RSVP-signaled LSPs is correct?

- A. The paths used by LSPs are always calculated using the SRGB.
- **B. CSPF is used to calculate the path for a traffic-engineered LSP.**
- C. CSPF is not required for LSPs using admin-groups.
- D. The paths used by LSPs are always calculated using the TED.

Answer: B

Explanation:

In a Juniper Networks environment, Resource Reservation Protocol (RSVP) is a signaling protocol used to establish Label-Switched Paths (LSPs). While RSVP handles the actual signaling (requesting labels and reserving bandwidth along a path), it does not inherently know which path to take. This is where Constrained Shortest Path First (CSPF) comes into play.

CSPF is an advanced version of the Dijkstra algorithm used specifically for traffic engineering. Unlike the standard SPF used by IGP, which only considers the shortest metric, CSPF takes into account multiple constraints such as available bandwidth, link coloring (administrative groups), and explicit hop requirements.

According to Juniper technical documentation, when an LSP is configured, the Ingress router uses CSPF to calculate a loop-free path that satisfies all these constraints before RSVP begins signaling. This is why statement B is the correct description of the operational flow.

Statement D is a common distractor. While CSPF uses the Traffic Engineering Database (TED) to perform its calculations, the path is not "calculated by the TED" itself; the TED is merely the repository of link-state information (provided by OSPF or IS-IS extensions). Statement C refers to Segment Routing Global Block (SRGB), which is relevant to Segment Routing (SR-TE), not standard RSVP-signaled LSPs. Finally, statement A is incorrect because admin-groups (link coloring) are actually one of the primary constraints that require CSPF to determine a valid path.

NEW QUESTION # 69

Exhibit:

Referring to the exhibit, which two statements are correct? (Choose two.)

- **A. The bridge priority for switch1 is 32k.**
- B. The switch1 device is using VSTP.
- **C. The switch1 device is the root bridge.**
- D. The ge-0/0/8, ge-0/0/9, and ge-0/0/11 interfaces are using the default interface priority.

Answer: A,C

Explanation:

In the provided exhibit, the output of the command show spanning-tree interface for switch1 reveals critical details about the Spanning Tree Protocol (STP) operational state.

The first correct statement is that the switch1 device is the root bridge (Option B). This is determined by comparing the "Port ID" column with the "Designated port ID" column, as well as checking the "Designated bridge ID". In the exhibit, for every interface listed (from ge-0/0/6.0 to ge-0/0/13.0), the Port ID and the Designated port ID are identical. Furthermore, every port is in the "FWD" (Forwarding) state with the

"DESIG" (Designated) role. In a Spanning Tree topology, the root bridge is the only device where all active participating interfaces serve as designated ports, as it has no need for a "Root" port role (which points toward a root bridge).

The second correct statement is that the bridge priority for switch1 is 32k (Option D). Looking at the "Designated bridge ID" column, we see the value 32768.0019e2552481. In Junos and general networking standards, the Bridge ID is composed of a bridge priority and the device's MAC address. The default priority for most Spanning Tree variants (STP, RSTP, MSTP) is 32,768, which is commonly referred to in shorthand as "32k".

Regarding the incorrect options:

* Option A: There is no evidence of VSTP (VLAN Spanning Tree Protocol); the output shows "instance 0," which is typical for IEEE standard RSTP or STP.

* Option C: The Port IDs for ge-0/0/8, ge-0/0/9, and ge-0/0/11 all start with "32" (e.g., 32:521), whereas the default port priority is typically 128 (as seen in ge-0/0/6.0 with 128:519). This indicates that the interface priorities for these specific ports have been manually tuned to a non-default value.

NEW QUESTION # 70

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