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## Free PDF Quiz 2026 Juniper JN0-351: Fantastic Dumps Enterprise Routing and Switching, Specialist (JNCIS-ENT) Discount

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## Juniper Enterprise Routing and Switching, Specialist (JNCIS-ENT) Sample Questions (Q51-Q56):

### NEW QUESTION # 51

Which two statements about BGP facilitate the prevention of routing loops between two autonomous systems? (Choose two.)

- A. EBGP routers will drop routes that contain their own AS number in the AS\_PATH
- B. EBGP routers will append their AS number when advertising routes to their neighbors.
- C. EBGP routers will only accept routes that contain their own AS number in the AS\_PATH.
- D. EBGP routers will prepend their AS number when advertising routes to their neighbors

Answer: A,B

Explanation:

When an EBGP router advertises a route to a neighbor in a different AS, it appends its own AS number to the AS\_PATH attribute. This helps other routers recognize the path the route has taken and prevents routing loops. If an EBGP router receives a route advertisement that already contains its own AS number in the AS\_PATH attribute, it will drop the route. This prevents the router from accepting a route that would create a routing loop.

#### NEW QUESTION # 52

You need to configure a LAG between your switches. In this scenario, which two statements are correct? (Choose two.)

- A. Member links are required to be contiguous ports.
- B. Duplex and speed settings are not required to match on both participating devices.
- C. Duplex and speed settings are required to match on both participating devices.
- D. Member links are not required to be contiguous ports.

**Answer: C,D**

Explanation:

B is correct because duplex and speed settings are required to match on both participating devices. According to the Juniper Networks documentation<sup>1</sup>, all the interfaces in a LAG must have the same speed and be in full-duplex mode. This ensures that the LAG can operate as a single logical link without any performance or compatibility issues.

C is correct because member links are not required to be contiguous ports. According to the Juniper Networks documentation<sup>2</sup>, you can group any Ethernet interfaces on a switch into a LAG, regardless of their physical location or slot number. This provides flexibility and scalability for configuring LAGs on switches.

#### NEW QUESTION # 53

Which two statements are correct about VRRP? (Choose two.)

- A. The VRRP group number must be unique on all participating devices
- B. The virtual IP address must be unique on all participating devices
- C. The virtual IP address must match on all participating devices
- D. The VRRP group number must match on all participating devices

**Answer: C,D**

Explanation:

The virtual IP address must match on all participating devices - All routers in the same VRRP group must be configured with the same virtual IP address to provide redundancy.

The VRRP group number must match on all participating devices - All routers in the same VRRP group must have the same group number to identify the VRRP group.

#### NEW QUESTION # 54

Which three protocols support BFD? (Choose three.)

- A. OSPF
- B. RSTP
- C. BGP
- D. LACP
- E. FTP

**Answer: A,C,D**

Explanation:

Explanation

BFD is a protocol that can be used to quickly detect failures in the forwarding path between two adjacent routers or switches. BFD can be integrated with various routing protocols and link aggregation protocols to provide faster convergence and fault recovery.

According to the Juniper Networks documentation, the following protocols support BFD on Junos OS devices<sup>1</sup>:

BGP: BFD can be used to monitor the connectivity between BGP peers and trigger a session reset if a failure is detected. BFD can be configured for both internal and external BGP sessions, as well as for IPv4 and IPv6 address families<sup>2</sup>.

OSPF: BFD can be used to monitor the connectivity between OSPF neighbors and trigger a state change if a failure is detected. BFD can be configured for both OSPFv2 and OSPFv3 protocols, as well as for point-to-point and broadcast network types3.

LACP: BFD can be used to monitor the connectivity between LACP members and trigger a link state change if a failure is detected. BFD can be configured for both active and passive LACP modes, as well as for static and dynamic LAGs4.

Other protocols that support BFD on Junos OS devices are:

IS-IS: BFD can be used to monitor the connectivity between IS-IS neighbors and trigger a state change if a failure is detected. BFD can be configured for both level 1 and level 2 IS-IS adjacencies, as well as for point-to-point and broadcast network types.

RIP: BFD can be used to monitor the connectivity between RIP neighbors and trigger a route update if a failure is detected. BFD can be configured for both RIP version 1 and version 2 protocols, as well as for IPv4 and IPv6 address families.

VRRP: BFD can be used to monitor the connectivity between VRRP routers and trigger a priority change if a failure is detected.

BFD can be configured for both VRRP version 2 and version 3 protocols, as well as for IPv4 and IPv6 address families.

The protocols that do not support BFD on Junos OS devices are:

RSTP: RSTP is a spanning tree protocol that provides loop prevention and rapid convergence in layer 2 networks. RSTP does not use BFD to detect link failures, but relies on its own hello mechanism that sends BPDU packets every 2 seconds by default.

FTP: FTP is an application layer protocol that is used to transfer files between hosts over a TCP connection. FTP does not use BFD to detect connection failures, but relies on TCP's own retransmission and timeout mechanisms.

References:

1: [Configuring Bidirectional Forwarding Detection] 2: [Configuring Bidirectional Forwarding Detection for BGP] 3: [Configuring Bidirectional Forwarding Detection for OSPF] 4: [Configuring Bidirectional Forwarding Detection for Link Aggregation Control Protocol] : [Configuring Bidirectional Forwarding Detection for IS-IS] : [Configuring Bidirectional Forwarding Detection for RIP] : [Configuring Bidirectional Forwarding Detection for VRRP] : [Understanding Rapid Spanning Tree Protocol] : [Understanding FTP]

## NEW QUESTION # 55

Which two mechanisms are part of building and maintaining a Layer 2 bridge table? (Choose two.)

- A. listening
- B. flooding
- C. blocking
- D. learning

**Answer: B,D**

Explanation:

Option B is correct. Flooding is a mechanism used in Layer 2 bridging where the switch sends incoming packets to all its ports except for the port where the packet originated1. This is done when the switch doesn't know the destination MAC address or when the packet is a broadcast or multicast1.

Option C is correct. Learning is another mechanism used in Layer 2 bridging where the switch learns the source MAC addresses of incoming packets and associates them with the port on which they were received23. This information is stored in a MAC address table, also known as a bridge table23.

Option A is incorrect. Blocking is a state in Spanning Tree Protocol (STP) used to prevent loops in a network2. It's not a mechanism used in building and maintaining a Layer 2 bridge table2.

Option D is incorrect. Listening is also a state in Spanning Tree Protocol (STP) where the switch listens for BPDUs to make sure no loops occur in the network before transitioning to the learning state2. It's not a mechanism used in building and maintaining a Layer 2 bridge table2.

## NEW QUESTION # 56

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