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F5 BIG-IP Administration Data Plane Concepts (F5CAB2) Sample Questions (Q11-Q16):

NEW QUESTION # 11

When using the setup utility to configure a redundant pair, you are asked to provide a "Failover Peer IP". Which address is this?

- A. an address on the current system used to listen for failover messages from the partner BIG-IP
- B. an address of the other system in its management network
- C. an address of the other system in a redundant pair configuration
- D. an address on the current system used to initiate mirroring and network failover heartbeat messages

Answer: C

NEW QUESTION # 12

The BIG-IP Administrator wants to provide quick failover between the F5 LTM devices that are configured as an HA pair with a single-selfip using the MAC Masquerade feature for this quick failover and runs this command: `tmsh modify /cm traffic-group traffic-group-1 mac 02:12:34:56:00:00` However, the Network Operations team has identified an issue with the use of the same MAC address being used within different VLANs. As a result, the administrator decides to implement the Per-VLAN Mac Masquerade in order to have a unique MAC address on each VLAN: `tmsh modify /sys db tm.macmasqaddr_per_vlan value true`. What would be the resulting MAC address on a tagged VLAN of 1501? (Choose one answer)

- A. 02:12:34:56:01:15
- B. 02:12:34:56:05:dd
- C. 02:12:34:56:15:01
- D. 02:12:34:56:dd:05

Answer: B

Explanation:

According to F5 BIG-IP documentation regarding High Availability and MAC Masquerade behavior, the system allows for more granular control over Layer 2 addresses during failover events.

* Standard MAC Masquerade: By default, when a traffic group is assigned a MAC masquerade address (like 02:12:34:56:00:00), the BIG-IP system uses that exact MAC address for all traffic associated with that traffic group across all VLANs. This ensures that upstream switches do not need to relearn ARP entries for the Virtual IP, but it can cause issues in environments where multiple VLANs share the same physical infrastructure or monitoring tools that flag identical MACs across segments.

* Per-VLAN MAC Masquerade: When the system database variable `tm.macmasqaddr_per_vlan` is set to true, the BIG-IP system calculates a unique MAC address for each VLAN. It does this by taking the base MAC masquerade address configured in the traffic group and adding the VLAN ID (tag) to it.

* Calculation Logic:

* Base MAC: 02:12:34:56:00:00

* VLAN ID: 1501

* To find the suffix, the VLAN ID is converted from decimal to hexadecimal:

* \$1501\$ in decimal = 05DD in hex.

* The system then applies this offset to the last two octets of the base MAC address.

* 00:00 + 05:DD = 05:DD.

* Result: The final MAC address for VLAN 1501 becomes 02:12:34:56:05:dd.

This ensures that every VLAN has a unique Layer 2 identity while still reaping the benefits of "gratuitous ARP-less" failover provided by MAC masquerading.

NEW QUESTION # 13

To increase the available bandwidth of an existing trunk, the BIG-IP Administrator plans to add additional interfaces. Which command should the BIG-IP Administrator run from within the bash shell? (Choose one answer)

- A. `tmsh create /sys trunk trunk_A interfaces add {1.3 1.4}`
- B. `tmsh create /net trunk trunk_A interfaces add {1.3 1.4}`

- C. `tmsh modify /sys trunk trunk_A interfaces add {1.3 1.4}`
- D. `tmsh modify /net trunk trunk_A interfaces add {1.3 1.4}`

Answer: D

Explanation:

Comprehensive and Detailed Explanation From BIG-IP Administration Data Plane Concepts documents:

In BIG-IP, a trunk is a Layer 2 network object used to aggregate multiple physical interfaces into a single logical link. This aggregation provides increased bandwidth and link resiliency, commonly in conjunction with LACP.

Key concepts that apply here:

Trunks are managed under the `/net trunk tmsh` hierarchy

Physical interfaces are added or removed using the `modify` command

The `create` command is used only when defining a brand-new trunk, not when updating an existing one Because the trunk already exists and the goal is to add interfaces, the correct operation is:

`tmsh modify /net trunk trunk_A interfaces add {1.3 1.4}`

This command:

Modifies the existing trunk named `trunk_A`

Adds interfaces 1.3 and 1.4 to the trunk

Immediately increases available bandwidth and redundancy

Why the Other Options Are Incorrect

B uses the `/sys` hierarchy, which is not used for trunks

C attempts to create a trunk that already exists

D uses an incorrect hierarchy and an incorrect operation

NEW QUESTION # 14

The network architecture for a BIG-IP consists of an external VLAN and an internal VLAN with two interfaces connected to the upstream switch. The design requires fault tolerance in the case that one of the interfaces is down. Which deployment architecture meets these requirements? (Choose one answer)

- A. One network trunk with both VLANs and LACP enabled, and both VLANs configured as untagged
- B. Two network trunks each with one VLAN and LACP disabled, and one VLAN configured as tagged and one VLAN configured as untagged
- C. Two network trunks each with one VLAN and LACP enabled, and both VLANs configured as tagged
- D. One network trunk with both VLANs and LACP enabled, and both VLANs configured as tagged

Answer: D

Explanation:

To meet the requirement of fault tolerance when one interface goes down, BIG-IP must use link aggregation so that loss of a single physical link does not isolate the VLAN(s).

How the objects relate (data plane view)

* Interfaces = physical links.

* Trunk (LACP) = bundles multiple interfaces into one logical link that provides redundancy (and possibly bandwidth aggregation).

* VLANs are assigned to interfaces or trunks. If you need multiple VLANs on the same trunk, they must use 802.1Q tagging (because you can only have one untagged VLAN per interface/trunk).

* Self IPs are then placed on the VLANs to provide BIG-IP presence and routing/ARP functions, but self IPs are not what provides link resiliency-the trunk does.

Why Option D is correct

* You have two physical interfaces and you want resiliency if one fails # put both interfaces into one trunk with LACP enabled.

* You need both external and internal VLANs on those same two links # both VLANs should be configured as tagged on that trunk, so they can coexist on the same aggregated link.

* If either physical interface fails, the trunk remains up via the remaining interface, keeping both VLANs operational.

Why the other options are incorrect

* A: Two VLANs cannot both be untagged on the same trunk/interface. Only one untagged VLAN is possible; additional VLANs must be tagged.

* B: Two trunks "each with one VLAN" would typically mean splitting VLANs across separate trunks.

With only two interfaces total, that becomes one interface per trunk-if one interface goes down, the VLAN on that interface is down (no redundancy for that VLAN).

* C: Same redundancy problem as B, and disabling LACP removes the negotiated aggregation behavior expected when the switch engineer specifically requested LACP.

NEW QUESTION # 15

A BIG-IP system receives UDP traffic from a specific source. The administrator wants the traffic to be forwarded, not dropped or rejected. Which virtual server type should be used? (Choose one answer)

- A. Reject
- B. Block
- C. Drop
- **D. Standard**

Answer: D

Explanation:

Comprehensive and Detailed Explanation From BIG-IP Administration Data Plane Concepts documents:

BIG-IP virtual server types define how traffic is handled at the data plane when it matches a virtual server's destination address and service port.

According to BIG-IP Administration Data Plane Concepts:

Standard virtual server

The default and most commonly used type

Accepts client connections and forwards traffic to pool members

Supports both TCP and UDP traffic

Allows full use of profiles (UDP, FastL4, persistence, etc.) and iRules Required when the goal is to process and pass traffic through BIG-IP Drop virtual server Silently discards matching traffic No response is sent to the client Reject virtual server Actively rejects traffic by sending an error response For UDP, BIG-IP may send an ICMP unreachable message Block virtual server Used to block traffic at the virtual server level Traffic is neither forwarded nor processed by pools In this scenario:

The administrator explicitly wants the UDP traffic to be forwarded

Only a Standard virtual server forwards traffic to a pool or next-hop destination Why the Other Options Are Incorrect:

A . Drop - Traffic is silently discarded

B . Reject - Traffic is actively rejected

C . Block - Traffic is blocked and not forwarded

Key Data Plane Concept Reinforced:

When traffic must be accepted and forwarded-regardless of whether it is TCP or UDP-the BIG-IP administrator must use a Standard virtual server, which is the only virtual server type designed for normal application traffic processing.

NEW QUESTION # 16

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