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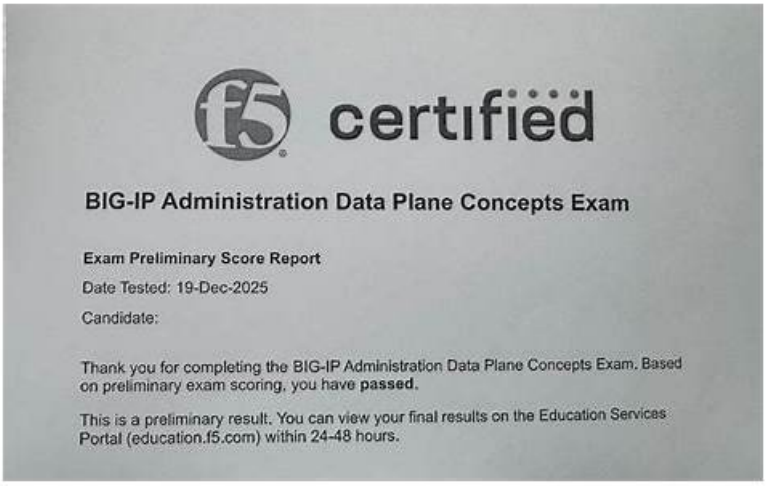

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F5 F5CAB2 Exam Syllabus Topics:

Topic	Details
Topic 1	• Define ADC application objects: This domain covers ADC basics including application objects, load balancing methods, server selection, and key ADC features and benefits.
Topic 2	• Identify the different virtual server types: This domain covers BIG-IP virtual server types: Standard, Forwarding, Stateless, Reject, Performance Layer 4, and Performance HTTP.
Topic 3	• Explain high availability (HA) concepts: This domain addresses HA concepts including integrity methods, implementation approaches, and advantages of high availability configurations.

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F5 BIG-IP Administration Data Plane Concepts (F5CAB2) Sample Questions (Q13-Q18):

NEW QUESTION # 13
What is required for a virtual server to support clients whose traffic arrives on the internal VLAN and pool members whose traffic arrives on the external VLAN?

- A. That support is never available.
- B. The virtual server must be enabled for both VLANs.
- C. The virtual server must be enabled on the internal VLAN.
- D. The virtual server must be enabled on the external VLAN.

Answer: C

Explanation:
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Virtual Servers have a setting calledVLAN and Tunnel Trafficwhich defines where the BIG-IP "listens" for new connections.4849
* Ingress Logic:A virtual server is an entry point. It must be enab50led on the VLAN where theClient resides. If a client is on the "51Internal" VLAN, the Virtual Server must be enabled there to receive the traffic.
* Egress Logic:The BIG-IP system uses theTMM Routing TableandSelf-IPsto reach pool members. It doesnotneed the Virtual Server to be "enabled" on the destination VLAN (External) to send traffic there.
* Default Behavior:By default, Virtual Servers are enabled on "All VLANs." However, if restricted for security, the administrator must ensure the Virtual Server is active on the client-facing (ingress) VLAN.

NEW QUESTION # 14
A BIG-IP Administrator needs to connect a BIG-IP system to two upstream switches to provide external network resilience. The network engineer instructs the administrator to configure interface binding with LACP. Which configuration should the administrator use? (Choose one answer)

- A. A Trunk containing an interface connected to each switch.
- B. A virtual server with an LACP profile and the switches' management IPs as pool members.
- C. A Trunk listing the allowed VLAN IDs and MAC addresses configured on the switches.
- D. A virtual server with an LACP profile and the interfaces connected to the switches as pool members.

Answer: A

Explanation:
Comprehensive and Detailed Explanation From BIG-IP Administration Data Plane Concepts documents:
In BIG-IP architecture, link aggregation and redundancy at Layer 2 are implemented using Trunks, not virtual servers or pools.
According to BIG-IP Administration Data Plane Concepts:
Interfaces are the physical network ports on the BIG-IP device
A Trunk is a logical grouping of multiple interfaces
Trunks can be configured to use LACP (Link Aggregation Control Protocol) to:
Provide link redundancy
Increase aggregate bandwidth
Allow automatic detection of link failures
VLANs are then assigned to the trunk, not directly to individual interfaces, once aggregation is in place Correct Design for the Scenario:
To connect BIG-IP to two upstream switches with LACP:
One physical interface from BIG-IP connects to Switch A
Another physical interface from BIG-IP connects to Switch B
Both interfaces are placed into the same trunk
LACP is enabled on the trunk and on the switches
This configuration allows:
Traffic to continue flowing if one interface or switch fails
Proper LACP negotiation between BIG-IP and the upstream switches
Clean separation of responsibilities (Layer 2 handled by trunking, Layer 4-7 by virtual servers) Why Option D Is Correct:
A Trunk containing an interface connected to each switch is exactly how BIG-IP implements LACP-based interface binding The trunk handles link state, load distribution, and failover at the data plane Why the Other Options Are Incorrect:
A & B - Virtual servers operate at Layers 4-7 and have nothing to do with physical link aggregation or LACP C - VLAN IDs and MAC addresses are not configured inside a trunk definition; trunks aggregate interfaces, and VLANs are applied to trunks Key Data Plane Concept Reinforced:
On BIG-IP systems, LACP is always configured on a Trunk, which aggregates physical interfaces to provide Layer 2 resiliency and bandwidth aggregation. Virtual servers and pools are not involved in physical interface binding.

NEW QUESTION # 15

A BIG-IP Administrator is informed that traffic on interface 1.1 is expected to increase beyond the maximum bandwidth capacity of the link. There is a single VLAN on the interface.
What should the BIG-IP Administrator do to increase the total available bandwidth? (Choose one answer)

- A. Increase the MTU on the VLAN using interface 1.1
- B. Create a trunk object with two interfaces
- C. Set the media speed of interface 1.1 manually
- D. Assign two interfaces to the VLAN

Answer: B

Explanation:
Comprehensive and Detailed Explanation (BIG-IP Administration - Data Plane Concepts):
On BIG-IP systems, physical interface bandwidth is fixed by the link speed (for example, 1GbE or 10GbE). When traffic demand exceeds the capacity of a single interface, BIG-IP provides link aggregation through trunks.
Key concepts involved:
Interfaces
A single physical interface (such as 1.1) is limited to its negotiated link speed. You cannot exceed this capacity through software tuning alone.
Trunks (Link Aggregation)
A trunk combines multiple physical interfaces into a single logical interface.
BIG-IP supports LACP and static trunks.
Traffic is distributed across member interfaces, increasing aggregate bandwidth and providing redundancy.
VLANs are then assigned to the trunk, not directly to individual interfaces.
Why option B is correct:
Creating a trunk with two interfaces allows BIG-IP to use both physical links simultaneously.
This increases total available bandwidth (for example, two 10Gb interfaces → up to 20Gb aggregate capacity).
This is the documented and supported method for scaling bandwidth on BIG-IP.
Why the other options are incorrect:
A . Increase the MTU
MTU changes affect packet size and efficiency, not total bandwidth capacity.
C . Assign two interfaces to the VLAN
BIG-IP does not support assigning a VLAN to multiple interfaces directly. VLANs must be associated with one interface or one trunk.
D . Set the media speed manually
Media speed can only be set up to the physical capability of the interface and connected switch port. It cannot exceed the hardware limit.
Conclusion:
To increase total available bandwidth on BIG-IP when a single interface is insufficient, the administrator must create a trunk object with multiple interfaces and move the VLAN onto the trunk. This aligns directly with BIG-IP data plane design and best practices.

NEW QUESTION # 16
A BIG-IP Administrator configures remote authentication and needs to ensure that users can still log in even when the remote authentication server is unavailable. Which action should the BIG-IP Administrator take in the remote authentication configuration to meet this requirement? (Choose one answer)

- A. Set partition access to All
- B. Enable the Fallback to Local option
- C. Configure a second remote user directory
- D. Configure a remote role group

Answer: B

Explanation:
Comprehensive and Detailed Explanation From BIG-IP Administration Data Plane Concepts documents:
Although remote authentication (LDAP, RADIUS, TACACS+) is a control-plane / management-plane feature, it directly affects availability and resiliency of administrative access, which is a critical operational HA consideration.
How BIG-IP Remote Authentication Works:
BIG-IP can authenticate administrators against:
LDAP

RADIUS
TACACS+
When remote authentication is enabled, BIG-IP by default relies on the remote server for user authentication If the remote authentication server becomes unreachable, administrators may be locked out unless fallback is configured Why "Fallback to Local" Is Required:
The Fallback to Local option allows BIG-IP to:
Attempt authentication against the remote authentication server first
If the remote server is unreachable or unavailable, fall back to:
Local BIG-IP user accounts (admin, or other locally defined users)
This ensures:
Continuous administrative access
Safe recovery during:
Network outages
Authentication server failures
Maintenance windows
This behavior is explicitly recommended as a best practice in BIG-IP administration to avoid loss of management access.
Why the Other Options Are Incorrect:
A . Configure a second remote user directory
Provides redundancy only if both directories are reachable
Does not help if remote authentication as a whole is unavailable
B . Configure a remote role group
Maps remote users to BIG-IP roles
Does not affect authentication availability
D . Set partition access to "All"
Controls authorization scope after login
Has no impact on authentication success
Key Availability Concept Reinforced:
To maintain administrative access resiliency, BIG-IP administrators should always enable Fallback to Local when using remote authentication. This prevents lockouts and ensures access even during authentication infrastructure failures.

NEW QUESTION # 17
What type of virtual server should be used to block responses for one IP in a subnet with a virtual server?
(Choose one answer)

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

Answer: D

Explanation:
In the BIG-IP system, when you need to prevent traffic from reaching a specific destination or being processed by the system, you utilize specific Virtual Server types that act as "denial" points.
* Reject Virtual Servers: When a packet matches a Reject virtual server, the BIG-IP system stops the packet from being processed and sends a reset (RST) in the case of TCP, or an ICMP unreachable message in the case of UDP. This is the preferred method for "blocking" specific IPs when you want the sender to receive immediate notification that the connection was refused.
* Drop Virtual Servers: A Drop virtual server simply discards the packet without sending any response back to the source. While effective for "stealthing" a network, it is often less desirable for standard administration unless specifically mitigating a DoS attack.
* Comparison with Standard: A Standard virtual server is used to process and load balance traffic to a pool of members; it does not inherently act as a "blocking" mechanism for a single IP within a subnet unless combined with complex iRules or Packet Filters.
* Context of the Question: To block responses (or connection attempts) for a specific IP while other traffic in the subnet might be handled by more permissive virtual servers, a more specific (higher precedence) Reject virtual server is the standard administrative approach.

NEW QUESTION # 18
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