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HPE7-A01 exam is intended for candidates who have a strong understanding of wireless networking concepts and experience working with Aruba products. HPE7-A01 Exam covers a range of topics, including ArubaOS, WLAN design, RF fundamentals, and network security. Successful candidates will be able to apply their knowledge to configure and manage Aruba access points, controllers, and other network devices. Aruba Certified Campus Access Professional Exam certification is ideal for IT professionals who work in large-scale wireless deployments and need to maintain the performance and security of their networks.

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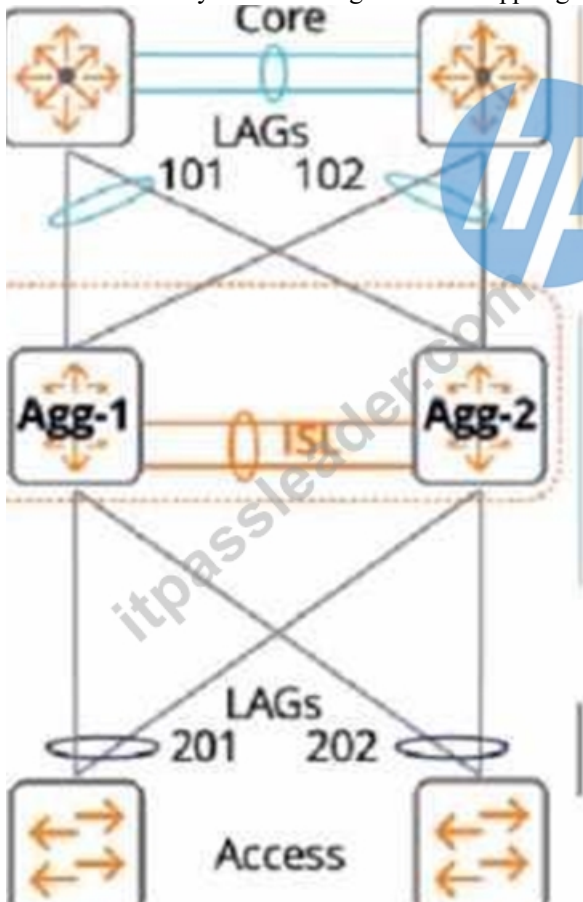
HP Aruba Certified Campus Access Professional Exam Sample Questions

(Q22-Q27):

A customer just upgraded aggregation layer switches and noticed traffic dropping for 120 seconds after the aggregation layer came online again.
What is the best way to avoid having this traffic dropped given the topology below?

- A. Configure the linkup delay timer to 120 seconds, which will allow the right amount of time for the initial phase to sync
- B. Configure the linkup delay timer to 240 seconds to double the amount of lime for the initial phase to sync
- C. Configure the linkup delay timer to exclude LAGS 101 and 102, which will allow time for routing adjacencies to form and to learn upstream routes
- D. Configure the linkup delay timer to include LAGs 101 and 102, which will allow time for routing adjacencies lo form and to learn upstream routes

Answer: D

Explanation:
The reason is that the linkup delay timer is a feature that delays bringing downstream VSX links up, following a VSX device reboot or an ISL flap. The linkup delay timer has two phases: initial synchronization phase and link-up delay phase.
The initial synchronization phase is the download phase where the rebooted node learns all the LACP+MAC+ARP+STP database entries from its VSX peer through ISLP. The initial synchronization timer, which is not configurable, is the required time to download the database information from the peer.
The link-up delay phase is the duration for installing the downloaded entries to the ASIC, establishing router adjacencies with core nodes and learning upstream routes. The link-up delay timer default value is 180 seconds. Depending on the network size, ARP/routing tables size, you might be required to set the timer to a higher value (maximum 600 seconds). When both VSX devices reboot, the link-up delay timer is not used. Therefore, by configuring the linkup delay timer to include LAGs 101 and 102, which are part of the same VSX device as LAG 201, you can ensure that both devices have enough time to synchronize their databases and form routing adjacencies before bringing down their downstream links.

NEW QUESTION # 23
Which statements regarding Aruba NAE agents are true? (Select two)

- A. NAE agents are active at all times
- B. NAE scripts must be reviewed and signed by Aruba before being used
- C. NAE agents will never consume more than 10% of switch processor resources
- D. A single NAE script can be used by multiple NAE agents
- E. A single NAE agent can be used by multiple NAE scripts.

Answer: C,D

Explanation:
Explanation
The statements that are true regarding Aruba NAE agents are A and C.
A: A single NAE script can be used by multiple NAE agents. This means that you can create different instances of the same script with different parameters or settings. For example, you can use the same script to monitor different VLANs or interfaces on the switch1.
C: NAE agents will never consume more than 10% of switch processor resources. This is a built-in safeguard that prevents the agents from affecting the switch performance or stability. If an agent exceeds the 10% limit, it will be automatically disabled and an alert will be generated2.
The other options are incorrect because:
B: NAE agents are not active at all times. They can be enabled or disabled by the user, either manually or based on a schedule. They can also be disabled automatically if they encounter an error or exceed the resource limit1.
D: NAE scripts do not need to be reviewed and signed by Aruba before being used. You can create your own custom scripts using Python and upload them to the switch or Aruba Central. You can also use the scripts provided by Aruba or other sources, as long as they are compatible with the switch firmware version1.
E: A single NAE agent cannot be used by multiple NAE scripts. An agent is an instance of a script that runs on the switch. Each agent can only run one script at a time1.

NEW QUESTION # 24
A new network design is being considered to minimize client latency in a high-density environment.
The design needs to do this by eliminating contention overhead by dedicating subcamers to clients.
Which technology is the best match for this use case?

- A. MU-MIMO
- B. QWMM
- C. OFDMA
- D. Channel Bonding

Answer: C

Explanation:
OFDMA (Orthogonal Frequency Division Multiple Access) is a technology that can minimize client latency in a high-density environment by eliminating contention overhead by dedicating subcarriers to clients. OFDMA allows multiple clients to transmit simultaneously on different subcarriers within the same channel, reducing contention and increasing efficiency. MU-MIMO (Multi-User Multiple Input Multiple Output) is a technology that allows multiple clients to transmit simultaneously on different spatial streams within the same channel, but it does not eliminate contention overhead.
QWMM (Quality of Service Wireless Multimedia) is a technology that prioritizes traffic based on four access categories, but it does not eliminate contention overhead. Channel Bonding is a technology that combines two adjacent channels into one wider channel, increasing bandwidth but not eliminating contention overhead.
References:
https://www.arubanetworks.com/assets/ds/DS_AP510Series.pdf
https://www.arubanetworks.com/assets/wp/WP_WiFi6.pdf

NEW QUESTION # 25
Match the topics of an AOS10 Tunneled mode setup between an AP and a Gateway. (Options may be used more than once or not at all.)

Answer:

Explanation:

NEW QUESTION # 26

In AOS 10. which session-based ACL below will only allow ping from any wired station to wireless clients but will not allow ping from wireless clients to wired stations"? The wired host ingress traffic arrives on a trusted port.

- A. ip access-list session pingFromWired any user any permit
- B. ip access-list session pingFromWired user any svc-icmp deny any any svc-icmp permit
- C. ip access-list session pingFromWired any any svc-icmp permit user any svc-icmp deny
- D. ip access-list session pingFromWired any any svc-icmp deny any user svc-icmp permit

Answer: D

Explanation:
A). ip access-list session pingFromWired any user any permit
This will allow all traffic from any source to wireless clients (user). Not what we want.
B). ip access-list session pingFromWired user any svc-icmp deny any any svc-icmp permit
The first rule denies ICMP (ping) from wireless clients (user) to any destination.
The second rule permits ICMP from any source to any destination. However, since the deny rule is processed first, pings from wireless clients will be blocked.
This option looks correct based on the rules provided.
C). ip access-list session pingFromWired any any svc-icmp permit user any svc-icmp deny The first rule permits ICMP from any source to any destination. This includes wireless clients pinging wired stations.
The second rule denies ICMP from wireless clients to any destination. However, since it comes after the permit rule, it will never be processed.
This doesn't match the desired behavior.
D). ip access-list session pingFromWired any any svc-icmp deny any user svc-icmp permit The first rule denies ICMP from any source to any destination. Since this is the first rule, it will block all ICMP traffic.
This option will not allow the desired behavior.
Given the explanations above, the correct answer is:
B). ip access-list session pingFromWired user any svc-icmp deny any any svc-icmp permit

NEW QUESTION # 27

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