

New F5CAB2 Test Sample & Exam F5CAB2 Torrent

The image displays three vertically stacked screenshots of a network configuration interface, likely from a F5 BIG-IP system. The top and bottom screenshots show the 'Network > Self IPs' and 'Network > VLANs : VLAN List' sections respectively, while the middle screenshot shows the 'Network > VLANs : VLAN List' section in more detail.

Top Screenshot (Network > Self IPs):

Configuration	
Name	self_vlan1033
Partition / Path	Common
IP Address	10.10.20.1
Netmask	255.255.255.0
VLAN / Tunnel	vlan_1033
Port Lockdown	Allow None
Traffic Group	<input type="checkbox"/> Inherit traffic group from current partition / path traffic-group-local-only (non-floating)
Service Policy	None

Middle Screenshot (Network > VLANs : VLAN List):

General Properties	
Name	vlan_1033
Partition / Path	Common
Description	
Tag	1033

Bottom Screenshot (Network > Self IPs):

Configuration	
Name	self_vlan1033
Partition / Path	Common
IP Address	10.10.20.1
Netmask	255.255.255.0
VLAN / Tunnel	vlan_1033
Port Lockdown	Allow None
Traffic Group	<input type="checkbox"/> Inherit traffic group from current partition / path traffic-group-local-only (non-floating)
Service Policy	None

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F5 BIG-IP Administration Data Plane Concepts (F5CAB2) Sample Questions (Q26-Q31):

NEW QUESTION # 26

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

Answer: D

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 # 27

Which statement is true concerning cookie persistence?

- A. If a client's browser accepts cookies, cookie persistence will always cause a cookie to be written to the client's file system.
- B. Cookie persistence uses a cookie that stores the virtual server, pool name, and member IP address in clear text.
- C. Cookie persistence allows persistence even if the data are encrypted from client to pool member.
- D. **Cookie persistence allows persistence independent of IP addresses.**

Answer: D

Explanation:

Cookie Persistence is a Layer 7 persistence method that leverages an HTTP cookie to track a user session.

* IP Independence: Unlike "Source Address Affinity" (which relies on the client's IP), Cookie persistence identifies the session based on a unique token provided by the BIG-IP system. This is crucial for environments where many users share a single gateway (NAT) or where a client's IP might change mid-session.

* Encryption and Decryption: For the BIG-IP to insert or read a cookie, it must be able to see the HTTP header. If the traffic is encrypted end-to-end (SSL Pass-through), the BIG-IP cannot use cookie persistence. SSL must be terminated at the BIG-IP (Option B is false).

* Security: By default, BIG-IP cookies are encoded, not clear text. Modern versions allow for easy encryption of these cookies to prevent information leakage (Option C is false).

* Memory vs. Disk: The default behavior is "session-based" (In-memory). A cookie is only written to the client's file system (disk) if an Expiration is configured in the persistence profile (Option D is false).

NEW QUESTION # 28

An application is configured so that the same pool member must be used for an entire session, and this behavior must persist across HTTP and FTP traffic. A user reports that a session terminates and must be restarted after the active BIG-IP device fails over to the standby device.

Which configuration settings should the BIG-IP Administrator verify to ensure proper behavior when BIG-IP failover occurs?
(Choose one answer)

- A. Cookie persistence and session timeout
- B. SYN-cookie insertion threshold and connection low-water mark
- C. Stateful failover and Network Failover detection
- D. **Persistence mirroring and Match Across Services**

Answer: D

Explanation:

These are DoS / SYN flood protection settings, unrelated to persistence or HA behavior.

Explanation:

Comprehensive and Detailed Explanation (BIG-IP Administration - Data Plane Concepts):

This scenario combines session continuity, multiple protocols (HTTP and FTP), and HA failover behavior, which directly implicates persistence handling across devices and services.

Key Requirements Breakdown

Same pool member for entire session

Session must survive failover

Session must span multiple services (HTTP and FTP)

Why Persistence Mirroring + Match Across Services Is Required

Persistence Mirroring

Ensures persistence records are synchronized from the active BIG-IP to the standby BIG-IP.

Without mirroring:

After failover, the standby device has no persistence table

Clients are load-balanced again

Sessions break, forcing users to restart

Persistence mirroring is essential for session continuity during failover Match Across Services Allows a single persistence record to

be shared across multiple virtual servers / protocols Required when:

HTTP and FTP must use the same pool member

Multiple services are part of a single application session

Together, these settings ensure:

Persistence survives device failover

Persistence is honored across HTTP and FTP

Why the Other Options Are Incorrect

A . Cookie persistence and session timeout

Cookie persistence only applies to HTTP and does not address FTP or failover synchronization.

B . Stateful failover and Network Failover detection

Stateful failover applies to connection state, not persistence records, and does not link HTTP and FTP sessions.

NEW QUESTION # 29

Which two statements describe differences between the active and standby systems? (Choose two.)

- A. Monitors are performed only by the active system
- B. Configuration changes can only be made on the active system. (Incorrect)
- C. Failover triggers only cause changes on the active system
- D. Floating self-IP addresses are hosted only by the active system 3536
- E. Virtual server addresses are hosted only by the active system

Answer: D,E

Explanation:

The primary distinction between Active and Standby units revolves around which unit is currently processing traffic.

* Traffic Objects (C & E): The unit in the Active state is the only one that answers ARP requests for Virtual Server addresses and Floating Self-IPs. The Standby unit remains "quiet" for these addresses to avoid IP conflicts on the network.

* Monitors (A - False): Both the Active and Standby units perform health monitors on pool members by default. This ensures that the Standby unit is ready to take over with an up-to-date view of the pool's health.

* Failover (B - False): A failover trigger (like a VLAN fail-safe) causes the Active unit to go Standby and the Standby unit to go Active; it affects both.

* Management (D - False): Configuration changes can technically be made on either unit (though it is best practice to make them on the Active unit) and then synchronized to the peer.

NEW QUESTION # 30

Which of the following lists the order of preference from most preferred to least preferred when BIG-IP processes and selects a virtual server? (Choose one answer)

- A. Source host address # Service port # Destination host address
- B. Service port # Destination host address # Source host address
- C. Destination host address # Source host address # Service port

Answer: C

Explanation:

The BIG-IP system uses a specific precedence algorithm to determine which virtual server (listener) should process an incoming packet when multiple virtual servers might match the criteria. Since BIG-IP version

11.3.0, the system evaluates three primary factors in a fixed order of importance:

* Destination Address: The system first looks for the most specific destination match. A "Host" address (mask /32) is preferred over a "Network" address (mask /24, /16, etc.), which is preferred over a "Wildcard" (0.0.0.0/0).

* Source Address: If multiple virtual servers have identical destination masks, the system then evaluates the source address criteria. Again, a specific source host match is preferred over a source network or a wildcard source.

* Service Port: Finally, if both destination and source specifications are equal, the system checks the port. A specific port match (e.g., 80) is preferred over a wildcard port (e.g., or 0).

Following this logic, a virtual server configured with a specific destination host, a specific source host, and a specific service port represents the highest level of specificity and thus the highest preference.

NEW QUESTION # 31

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