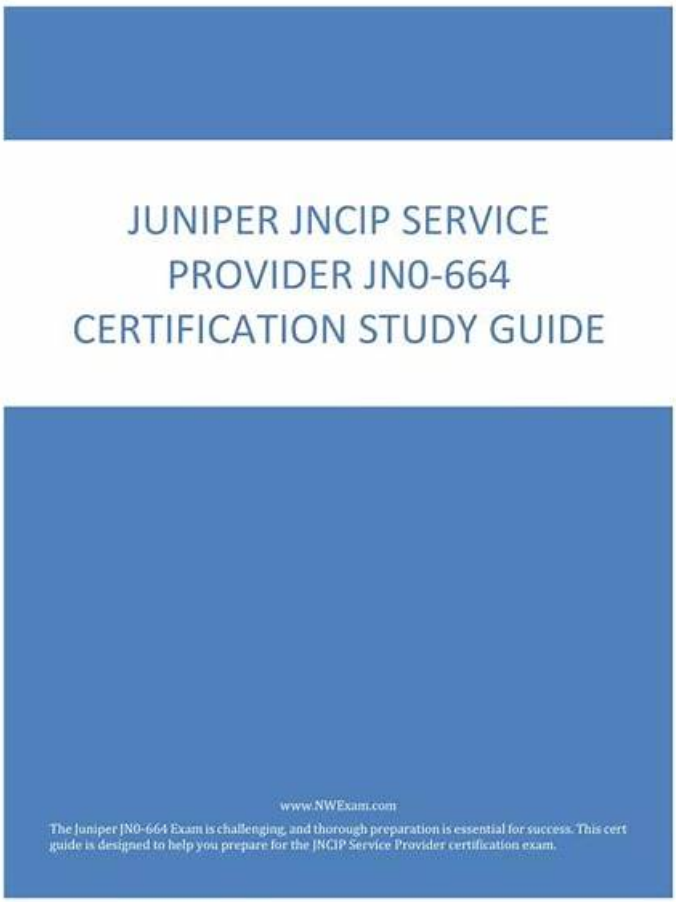
Juniper JN0-364日本語認定、JN0-364勉強の資料



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>> Juniper JN0-364日本語認定 <<

Juniper JN0-364勉強の資料、JN0-364無料過去問

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Juniper Service Provider Routing and Switching, Specialist (JNCIS-SP) 認定 JN0-364 試験問題 (Q45-Q50):

質問 # 45
By default, which routing table contains a list of all ingress LSPs?

- A. inet.1
- B. inet.3
- C. inet.2
- D. inet.0

正解：B

解説：
In the Juniper Networks Junos operating system, the management of routing information is partitioned into several distinct routing tables (RIBs), each serving a specific architectural purpose. When dealing with Multiprotocol Label Switching (MPLS), understanding the distinction between inet.0 and inet.3 is fundamental for troubleshooting and traffic engineering.
Theinet.3routing table is specifically designed to store the egress IPv4 addresses ofLabel-Switched Paths (LSPs). When an ingress router successfully establishes an LSP (via RSVP or LDP), it places the host address of the egress router (the tail-end) into the inet.3 table. This table is not used for general packet forwarding; instead, it is primarily used by theBorder Gateway Protocol (BGP)for next-hop resolution. When BGP receives a route, it checks both inet.0 and inet.3 to resolve the next hop. If a matching entry exists in inet.3, the router knows it can reach that destination via an MPLS tunnel, allowing for the encapsulation of BGP traffic within MPLS.
In contrast,inet.0is the default unicast routing table used for standard IPv4 forwarding and contains routes learned via IGPs (OSPF, IS-IS) or static routing.inet.1is utilized for multicast forwarding (MBGP), andinet.2 is typically used for Multicast Source Discovery Protocol (MSDP) or RPF checks in multicast environments.
By isolating LSP egress points in inet.3, Junos prevents MPLS-specific paths from interfering with standard IGP path selection unless the administrator explicitly chooses to merge them (e.g., using the traffic- engineering bgp-igp command). Therefore, by default, the ingress router maintains its list of reachable LSP endpoints in inet.3.

質問 # 46
What are two types of BGP messages exchanged while in the Established state? (Choose two.)

- A. request
- B. update
- C. open
- D. notification

正解：B、D

解説：
In theBorder Gateway Protocol (BGP)finite state machine (FSM), theEstablishedstate is the final and functional stage of a BGP peering session. According to Juniper Networks technical documentation, once a session reaches this state, the two peers have successfully exchanged Open messages and agreed upon session parameters (such as AS numbers, hold timers, and BGP identifiers). Only after the session is "Established" can the routers begin the actual exchange of network layer reachability information (NLRI).
The most frequent message type exchanged in the Established state is theUPDATEmessage. These messages are the heart of BGP operations; they are used to advertise new feasible routes to a peer or to withdraw routes that are no longer reachable. An UPDATE message contains path attributes (like AS-Path, Next-Hop, and Local Preference) and the associated prefixes. In a stable network, UPDATE messages are only sent when there is a change in the topology, adhering to BGP's incremental update philosophy.
The second message type that can be exchanged in this state is theNOTIFICATIONmessage. While ideally, a session stays established, any detected error-such as a hold timer expiration, a malformed update, or a manual "clear" command-will trigger the transmission of a NOTIFICATION message. This message informs the peer of the specific error code and immediately causes the BGP session to transition back to the Idle state, tearing down the TCP connection.
It is important to note thatOPENmessages (Option A) are only used during the session initialization phase to transition from the OpenConfirm state to Established.REQUEST(Option B) is not a valid BGP message type defined in the standard (RFC 4271); the closest equivalent in functionality would be a Route-Refresh message, which is a separate extension. Therefore, in the context of standard BGP operations within the Established state, Updates and Notifications are the correct answers.

質問 # 47
During OSPF neighbor establishment, which packet type is used to describe the contents of the link-state database?

- A. Database Description (DBD)
- B. Link-State PDU (LSP)
- C. Link-State Request (LSR)
- D. Hello packet

正解：A

解説：
In theOSPF (Open Shortest Path First)protocol, ensuring that all routers within an area have a synchronized Link-State Database (LSDB)is fundamental to building a consistent loop-free topology. During the adjacency formation process-specifically when transitioning from theExStartstate to theExchangestate- routers must determine what information they are missing from their neighbors without sending the entire database at once, which would be highly inefficient.
TheDatabase Description (DBD)packet, also known as a DDP, is the mechanism used for this summary exchange. According to Juniper Networks technical documentation, the DBD packet does not contain full Link-State Advertisements (LSAs). Instead, it contains only theLSA headers, which include the LSA type, the ID of the advertising router, and the sequence number.
By exchanging these headers, a Juniper router can compare the neighbor's database summary against its own local LSDB. If the router identifies a header in the DBD packet that represents a newer or missing entry, it records that LSA in its "Link-State Request List." This collaborative "handshake" ensures that only the necessary, updated information is requested in the subsequentLink-State Request (LSR)phase. It is important to distinguish this from theLink-State PDU (LSP)mentioned in Option D, which is actually the term used in the IS-IS protocol, not OSPF. In OSPF, the functional unit is the LSA, and the transport vehicle for the initial summary is the DBD packet. This methodical synchronization is what allows OSPF to scale effectively in large service provider environments.

質問 # 48
Referring to the exhibit, which protocol would automatically create a full mesh of label-switched paths between MPLS-enabled routers?

- A. BFD
- B. LDP
- C. BGP
- D. RSVP

正解：B

解説：
In Juniper Networks Junos OS, theLabel Distribution Protocol (LDP)is specifically designed to automate the creation of Label Switched Paths (LSPs) based on the information provided by the underlying Interior Gateway Protocol (IGP), such as OSPF or IS-IS. When LDP is enabled on a set of interfaces within an OSPF area (as shown in the exhibit with Area 0.0.0.0), it automatically discovers neighbors and exchanges label mappings for all known unicast routes in the routing table.
The defining characteristic of LDP in this context is its "topology-driven" nature. Unlike RSVP (Resource Reservation Protocol), which typically requires the manual configuration of each LSP ingress point and destination, LDP follows the IGP's shortest path tree to automatically build afull meshof LSPs between all participating routers. This means that every Provider Edge (PE) and Provider (P) router in the exhibit-PE1, PE2, PE3, P1, P2, and P3-will establish label-switched connectivity to every other router without the administrator having to define individual tunnels.
LDP accomplishes this through a downstream-unsolicited label distribution mode by default in Junos. Each router assigns a local label for its loopback address and other prefixes and advertises these to its neighbors.
Because every router is performing this action for every reachable prefix in the OSPF domain, a complete fabric of label-switched paths is formed. While RSVP is more robust for traffic engineering and bandwidth reservation, LDP is the preferred protocol for creating a simple, scalable full mesh of LSPs for applications like Layer 3 VPNs or internal BGP tunneling where complex path manipulation is not required. BFD is a failure detection protocol, and BGP is used for service signaling, making LDP the only correct choice for automatic mesh creation.

質問 # 49
Exhibit:
Referring to the exhibit, which two statements are correct? (Choose two.)

- A. The ge-0/0/8, ge-0/0/9, and ge-0/0/11 interfaces are using the default interface priority.
- B. The switch1 device is the root bridge.
- C. The bridge priority for switch1 is 32k.
- D. The switch1 device is using VSTP.

正解：B、C

解説：
In the provided exhibit, the output of the command show spanning-tree interface for switch1 reveals critical details about the Spanning Tree Protocol (STP) operational state.
The first correct statement is thatthe switch1 device is the root bridge(Option B). This is determined by comparing the "Port ID" column with the "Designated port ID" column, as well as checking the "Designated bridge ID". In the exhibit, for every interface listed (from ge-0/0/6.0 to ge-0/0/13.0), the Port ID and the Designated port ID are identical. Furthermore, every port is in the "FWD" (Forwarding) state with the
"DESG" (Designated) role. In a Spanning Tree topology, the root bridge is the only device where all active participating interfaces serve as designated ports, as it has no need for a "Root" port role (which points toward a root bridge).
The second correct statement is thatthe bridge priority for switch1 is 32k(Option D). Looking at the "Designated bridge ID" column, we see the value 32768.0019e2552481. In Junos and general networking standards, the Bridge ID is composed of a bridge priority and the device's MAC address. The default priority for most Spanning Tree variants (STP, RSTP, MSTP) is 32,768, which is commonly referred to in shorthand as "32k".
Regarding the incorrect options:
* Option A:There is no evidence of VSTP (VLAN Spanning Tree Protocol); the output shows "instance 0," which is typical for IEEE standard RSTP or STP.
* Option C:The Port IDs for ge-0/0/8, ge-0/0/9, and ge-0/0/11 all start with "32" (e.g., 32:521), whereas the default port priority is typically 128 (as seen in ge-0/0/6.0 with 128:519). This indicates that the interface priorities for these specific ports have been manually tuned to a non-default value.

質問 # 50
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