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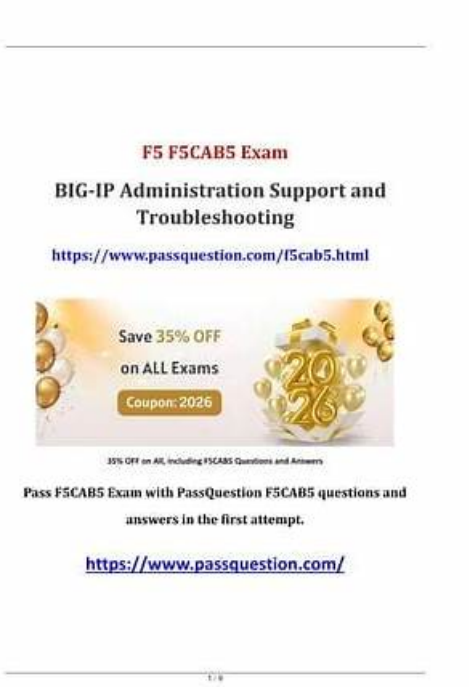

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F5 F5CAB5 Exam Syllabus Topics:

Section	Objectives
Traffic Flow and Load Balancing Troubleshooting	- Virtual server and pool troubleshooting - Load balancing behavior validation
Network Performance Issue Identification	- Identifying network-level performance bottlenecks - Analyzing traffic flow issues
Diagnostics and Root Cause Analysis	- Basic BIG-IP diagnostic workflows - Log interpretation and troubleshooting methods
BIG-IP Operations and Support Fundamentals	- System resource utilization analysis - Interpreting system health and statistics

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F5 BIG-IP Administration Support and Troubleshooting Sample Questions (Q33-Q38):

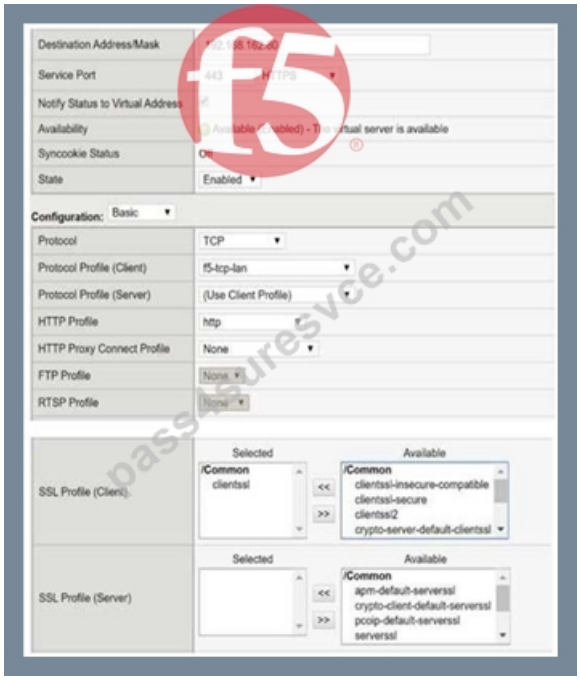
NEW QUESTION # 33
A BIG-IP Administrator is informed that traffic on Interface 1.1 is expected to increase over the maximum bandwidth capacity on the link. There is a single VLAN on the Interface. What should the BIG-IP Administrator do to increase the total available bandwidth?

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

Answer: C

Explanation:
When a physical network link (like Interface 1.1) reaches its maximum capacity, it creates a bottleneck that negatively impacts network-level performance. To overcome the physical limits of a single interface, BIG-IP administrators use "Trunking," which is the F5 term for Link Aggregation (often implemented via LACP). A trunk object bundles multiple physical interfaces into a single logical link. By creating a trunk with two or more interfaces, the BIG-IP can spread the traffic load across all members of the trunk, effectively doubling or tripling the available bandwidth for the associated VLANs. Beyond performance, troubleshooting redundancy often leads to the use of trunks; if one cable in a trunk fails, the others continue to carry traffic, preventing a complete outage. This is a superior solution to simply increasing MTU (which requires end-to-end support) or manually setting media speeds. In a high-availability environment, configuring trunks is a foundational troubleshooting and optimization step to ensure that traffic spikes do not result in packet loss due to link saturation.

NEW QUESTION # 34
Refer to the exhibit.



A BIG-IP Administrator needs to deploy an application on the BIG-IP system to performSSL offload and re-encrypt the traffic to pool members. During testing, users are unable to connect to the application.
What must the BIG-IP Administrator do to resolve the issue? (Choose one answer)

- A. Configure an SSL Profile (Server)
- B. Configure Protocol Profile (Server) as splitsession-default-tcp
- C. Enable Forward Proxy in the SSL Profile (Client)
- D. Remove the configured SSL Profile (Client)

Answer: A

Explanation:
To successfully perform SSL offload and re-encryptionon a BIG-IP system, the virtual server must be configured withboth a Client SSL profile and a Server SSL profile. The Client SSL profile enables BIG-IP to decrypt inbound HTTPS traffic from clients, while the Server SSL profile is required tore-encrypt traffic before forwarding it to the pool members.
From the exhibit, the virtual server has aClient SSL profile configured, which allows BIG-IP to accept HTTPS connections from clients. However, there isno Server SSL profile attached, meaning BIG-IP attempts to sendunencrypted HTTP trafficto pool members listening on HTTPS (port 443). This protocol mismatch causes the server-side SSL handshake to fail, resulting in users being unable to connect to the application.
This behavior is well documented in BIG-IP SSL troubleshooting guides: when backend servers expect HTTPS, a Server SSL profile is mandatory to establish a secure connection from BIG-IP to the pool members.

NEW QUESTION # 35
A BIG-IP Administrator uses backend servers to host multiple services per server. There are multiple virtual servers and pools defined, referencing the same backend servers. Which load balancing algorithm is most appropriate to have an equal number of connections on each backend server?

- A. Predictive (member)
- B. Least Connections (member)
- C. Predictive (node)
- D. Least Connections (node)

Answer: D

Explanation:
When load balancing is not working as expected and connections appear skewed across physical hardware, the administrator must distinguish between "member" and "node" level balancing. A
"member" refers to a specific IP and Port combination (e.g., 10.1.1.1:80), whereas a "node" refers to the underlying IP address (10.1.1.1) regardless of the port. If a single server hosts multiple services (Web, FTP, API) across different pools, using "Least Connections (member)" would only balance connections within each individual pool. This could lead to a scenario where one server is overwhelmed because it is winning the "least connections" count in three different pools simultaneously. By selecting "Least Connections (node)," the BIG-IP tracks the total number of concurrent connections to the physical IP address across all pools it belongs to. This ensures that the administrator can maintain an equal distribution of work across the hardware, preventing performance degradation on backend servers that host multiple application services.

NEW QUESTION # 36
Which log file is most commonly used to troubleshoot LTM-related issues in F5 BIG-IP?

- A. /var/log/boot.log
- B. /var/log/ltm
- C. /var/log/secure
- D. /var/log/audit

Answer: B

Explanation:
This log contains Local Traffic Manager (LTM) events, such as pool member status and traffic issues.

NEW QUESTION # 37
Which two methods should the BIG-IP Administrator troubleshoot a Pool-member that's been marked "DOWN" by its Health Monitor? (Pick the 2 correct responses below)

- A. Collect a TCPdump packet capture for the "DOWN" Pool-member.
- B. Enable Monitor Logging for the Pool-member that's "DOWN".
- C. Review the BIG-IP's routing table using "netstat -rn" to show all routes.
- D. Review the Pool & Pool-member Statistics table for error data.

Answer: A,B

Explanation:
When a health monitor marks a member "Down," the goal is to determine if the issue is at the network level or the application level.
Monitor Logging (Option A): In the Pool Member configuration, an administrator can enable "Monitor Logging". This generates a detailed text file in /var/log/monitors/ that shows the exact "Send" string sent by the BIG-IP and the exact "Receive" string (or lack thereof) returned by the server.
TCPdump (Option C): This is the most definitive way to see if the monitor traffic is even leaving the BIG-IP and if the server is responding with a TCP RST (reset) or an ICMP unreachable message. A command such as tcpdump -ni <vlan> host <member_ip> and port <member_port> is standard for this task.
Why not others? While the routing table (Option B) is useful for general connectivity, if other members in the same subnet are "Up," the routing is likely fine. Statistics (Option D) show that it is down but rarely why it is down at a protocol level.

NEW QUESTION # 38
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