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**Exam Code:** F5 101

**Exam Name:** Application Delivery Fundamentals

**Version:** Demo

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## F5 BIG-IP Administration Support and Troubleshooting Sample Questions (Q27-Q32):

### NEW QUESTION # 27

Which two methods should the BIG-IP Administrator use to troubleshoot a pool member that has been marked DOWN by its health monitor? (Choose two answers)

- A. Collect a TCPdump packet capture for the DOWN pool member.
- B. Review the BIG-IP routing table using netstat -rn to show all routes.
- C. Review the pool and pool-member statistics table for error data.
- D. Enable monitor logging for the pool member that is DOWN.

**Answer: A,D**

Explanation:

When a pool member is marked DOWN, it indicates that the configured health monitor is failing. The most effective troubleshooting approach is to focus on the monitor behavior and the actual traffic between BIG-IP and the pool member.

Enabling monitor logging (Option B) is a recommended first step. Monitor logging provides detailed information about why the health check is failing, such as timeouts, connection refusals, incorrect responses, or unexpected status codes. This directly correlates with BIG-IP troubleshooting best practices and allows administrators to confirm whether the failure is due to application behavior, incorrect monitor configuration, or network reachability.

Collecting a TCPdump packet capture (Option D) is also a highly effective method. A packet capture allows the administrator to verify whether the monitor probes are being sent, whether responses are received, and whether packets are being dropped, reset, or malformed. This is especially valuable when diagnosing firewall issues, SSL problems, or application-level failures.

Reviewing pool statistics (Option C) is useful for general monitoring but does not explain why a health monitor is failing. Reviewing the routing table (Option A) is typically unnecessary unless there is evidence of a broader routing issue affecting multiple destinations.

### NEW QUESTION # 28

A BIG-IP Administrator receives reports from users that SSL connections to the BIG-IP device are failing. Upon checking the log files, the administrator notices: SSL transaction (TPS) rate limit reached. stats show a maximum of 1200 client-side SSL TPS and 800 server-side SSL TPS. What is the minimum SSL license required to handle this peak?

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

**Answer: A**

Explanation:

Troubleshooting failed SSL handshakes involves interpreting the resource limits defined by the system's license8888. The log message SSL transaction (TPS) rate limit reached indicates the BIG-IP is dropping SSL connections because it has exceeded its licensed "Transactions Per Second" capacity. When analyzing stats to determine the correct license level, the administrator must focus on "Client-side" SSL TPS. This represents the initial encrypted handshakes between users and the BIG-IP virtual servers91. In this scenario, the peak client-side demand is 1200 TPS. While the 800 server-side transactions represent re-encryption toward the backend, F5's primary SSL TPS license limits typically apply to the client-facing side of the traffic flow. Therefore, to resolve the intermittent connectivity issues and ensure the virtual server works reliably during peaks, the license must be upgraded to at least 1200 TPS949596969696. 9798Confirming this peak via statistics and comparing it to the current license is a standard troubleshooting step for SSL performance issues.

### NEW QUESTION # 29

In the BIG-IP Configuration Utility, a user requests a single screen view to determine the status of all Virtual Servers and associated pool members, as well as any iRules in use. Where should the BIG-IP Administrator instruct the user to find this view?32

- A. Local Traffic > Network Map
- B. Local Traffic > Virtual Servers
- C. Statistics
- D. Local Traffic > Monitors

### Answer: A

Explanation:

Comprehensive and Detailed Explanation From BIG-IP Administration Support and Troubleshooting documents: To confirm functionality across a complex environment, the "Network Map" is the most efficient troubleshooting tool in the Configuration Utility43. It provides a hierarchical, visual representation of the traffic management objects44. A single glance allows the administrator to see the status of a Virtual Server (Green/Red/Yellow), the status of its associated pool, the health of individual pool members, and which iRules are currently attached45. This view is superior to the standard "Virtual Server List" for troubleshooting because it maps the dependencies between objects46. For example, if a Virtual Server is "Red," the Network Map will show if that status is inherited from a failed pool or a specific monitor failing on a pool member. Reviewing these basic stats in the Network Map helps the administrator quickly isolate whether a failure is at the service level (Virtual Server), the logic level (iRule), or the hardware level (Pool Member).

### NEW QUESTION # 30

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?17

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

### Answer: A

Explanation:

Comprehensive and Detailed Explanation From BIG-IP Administration Support and Troubleshooting documents: When load balancing is not working as expected and connections appear skewed across physical hardware, the administrator must distinguish between "member"24 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 port25. If a single server hosts multiple services (Web, FTP, API) across different pools, using "Least Connections (member)" would only balance connections within each individual pool26. 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 to27. 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 # 31

A set of servers is used for an FTP application as well as an HTTP website via separate BIG-IP Pools. The server support team reports that some servers are receiving a lot more traffic than others. Which Load Balancing Method should the BIG-IP Administrator apply to even out the connection count?

- A. Ratio (Node)
- B. Ratio (Member)
- C. Least Connections (Node)
- D. Least Connections (Member)

### Answer: C

Explanation:

When load balancing is not working as expected across hardware hosting multiple services, the administrator must distinguish between "member" and "node" level algorithms102102102102. A "member" is a specific IP and port (e.g., 10.1.1.1:80), while a "node" is the physical server's IP (10.1.1.1) regardless of the port103. If servers host both FTP and HTTP services in separate pools, using "Least Connections (Member)" only balances connections within each individual pool. This can lead to a skewed distribution where one server is selected for a new HTTP connection because it has the fewest HTTP connections, even if it is currently overloaded with hundreds of FTP connections. By applying "Least Connections (Node)," the BIG-IP tracks the total number of connections to the physical hardware across all ports and pools106106106106. This ensures that the administrator can maintain an even distribution of the total workload across the server fleet, resolving the reports of uneven traffic distribution reported by the server support team

## NEW QUESTION # 32

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