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F5 F5CAB3 Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none">Apply procedural concepts required to modify and manage virtual servers: This domain covers managing virtual servers including applying persistence, encryption, and protocol profiles, identifying iApp objects, reporting iRules, and showing pool configurations.
Topic 2	<ul style="list-style-type: none">Apply procedural concepts required to modify and manage pools: This domain addresses managing server pools including health monitors, load balancing methods, priority groups, and service port configurations.

>> F5CAB3 Labs <<

The Best F5 F5CAB3 exam practice questions and answers

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F5 BIG-IP Administration Data Plane Configuration Sample Questions (Q35-Q40):

NEW QUESTION # 35

Where in the configuration utility should the BIG-IP Administrator verify the pool member currently assigned to a pool is on port 80?

- A. Local Traffic > Nodes: Node List. Select the node in question, view the Health Monitor next to Configuration.
- B. Local Traffic > Pools: Pool List. Select the pool in question, select Members tab, view the configured Health Monitor.
- C. Local Traffic > Pools: Pool List. Select the pool in question, select the Members tab, view the configured Service Port.

Answer: C

Explanation:

The BIG-IP Configuration Utility (GUI) organizes information hierarchically to allow for granular management of application objects.

A Pool is a collection of backend servers (pool members) that provide the same service. To verify the specific network parameters—such as the IP address and the service port—of the servers within a pool, the administrator must navigate to the specific pool's configuration.

The standard procedural path to verify this is Local Traffic > Pools: Pool List, where the administrator selects the specific pool name. Once inside the pool's configuration, the Members tab displays a list of all IP addresses and service ports associated with that pool. Under the "Service Port" column, the administrator can confirm if the member is listening on port 80 (HTTP).

Options A and B are incorrect for this specific verification task. While Nodes (Option A) show the health of a physical server, a node represents only an IP address and does not have a "Service Port" associated with it until it is defined as a pool member.

Verifying the Health Monitor (Option B) would tell the administrator how the system is checking the member's status, but it does not definitively show the port on which the member is actually receiving application traffic. In a BIG-IP environment, a pool member is uniquely identified by the combination of its Node IP and its Service Port, and the Members tab is the primary interface for managing and auditing these specific member attributes.

NEW QUESTION # 36

Refer to the exhibit.

DNS queries from two internal DNS servers are being load-balanced to external DNS servers via a virtual server on a BIG-IP device. The DNS queries originate from:

192.168.10.100

192.168.10.200

and target:

192.168.2.150

All DNS queries destined for the external DNS servers fail.

Which property change should the BIG-IP Administrator make in the Virtual Server to resolve this issue? (Choose one answer)

- A. Protocol profile (Client) to DNS_OPTIMIZED
- B. Type to Performance (HTTP)
- C. Source Address to 192.168.10.0/24
- **D. Protocol to UDP**

Answer: D

Explanation:

DNS traffic is primarily transported using UDP port 53. In the exhibit, the Virtual Server is configured with the Protocol set to TCP, which prevents standard DNS queries from being processed correctly. BIG-IP Virtual Servers must be configured with the correct Layer 4 protocol to match the application traffic they are handling.

According to the BIG-IP Administration: Data Plane Configuration documentation:

The Protocol setting on a Virtual Server defines whether traffic is processed as TCP, UDP, or another supported transport protocol. Standard DNS queries and responses use UDP, while TCP is only required for DNS zone transfers (AXFR) or exceptionally large responses.

When a DNS Virtual Server is incorrectly configured with TCP, UDP-based DNS queries are dropped, causing all requests to fail.

Why the other options are incorrect:

A . Protocol profile (Client) to DNS_OPTIMIZED

A DNS profile enhances DNS functionality but does not correct an incorrect transport protocol configuration.

B . Type to Performance (HTTP)

Performance (HTTP) Virtual Servers are designed for HTTP traffic and are not suitable for DNS services.

C . Source Address to 192.168.10.0/24

The existing source IPs already fall within the allowed range, so this setting does not address the failure.

Correct Resolution:

Changing the Protocol to UDP aligns the Virtual Server with standard DNS transport requirements, allowing DNS queries to be successfully processed and load-balanced.

NEW QUESTION # 37

A BIG-IP Administrator creates a new Virtual Server. The end user is unable to access the page. During troubleshooting, the administrator learns that the connection between the BIG-IP system and server is NOT set up correctly. What should the administrator do to solve this issue? (Choose one answer)

- **A. Set Address Translation to SNAT and have a self-IP configured in the same subnet as the servers**
- B. Disable Address Translation

- C. Set Address Translation to Auto Map, configure a SNAT pool, and have pool members in the same subnet as the servers
- D. Set Address Translation to SNAT and configure a specific translation address

Answer: A

Explanation:

The issue described is a classic symptom of asymmetric routing, which frequently occurs when the BIG-IP system and the back-end servers reside on the same subnet (often referred to as a "one-arm" deployment).

* The Routing Problem: By default, the BIG-IP system preserves the original client source IP address when forwarding traffic to a pool member. If the server is in the same subnet as the client or if the server's default gateway is not the BIG-IP, the server will attempt to send its response directly back to the client's IP address, bypassing the BIG-IP.

* Stateful Failure: Since the BIG-IP is a Full Proxy, it maintains a state table. Because the response packet never returns through the BIG-IP, the system cannot complete the three-way handshake or manage the application session, resulting in a connection failure for the user.

* The Solution (SNAT): Enabling Source Network Address Translation (SNAT) solves this by changing the source IP address of the request to an IP address owned by the BIG-IP (typically a self-IP).

* Requirement for Subnet Alignment: To ensure the server sends the response back to the BIG-IP, the translation address must be reachable. By using a self-IP configured in the same subnet as the servers, the BIG-IP ensures that the server sees the request coming from a local "neighbor." The server will then naturally send the response back to that self-IP, allowing the BIG-IP to translate the packet back and forward it to the client.

Why other options are incorrect:

* A: Disabling address translation would ensure the server-side traffic uses the client IP, making asymmetric routing inevitable in this scenario.

* B: This is technically contradictory; "Auto Map" specifically uses existing self-IPs and does not require or use a "SNAT pool" configuration.

* C: While using a specific translation address can work, it does not inherently guarantee the Layer 2

/Layer 3 reachability mentioned in the scenario as effectively as ensuring the self-IP is correctly placed in the server's subnet.

NEW QUESTION # 38

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? (Choose one answer)

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

Answer: D

Explanation:

In this scenario, each backend node (server) hosts multiple services and is referenced by multiple pools and virtual servers. The goal is to ensure an equal number of total connections per backend server, regardless of how many pool members (services/ports) exist on that server.

According to the BIG-IP Administration: Data Plane Configuration documentation:

Least Connections (node) tracks the total number of active connections to a node across all pool members and services.

This algorithm ensures load distribution is balanced at the server level, not just at the individual service (member) level.

It is specifically recommended when:

Multiple pool members exist on the same backend server

Multiple virtual servers reference the same backend servers

Why the other options are incorrect:

B . Predictive (member)

Predictive algorithms are advanced and traffic-pattern based, but they operate at the member level and do not guarantee equal connections per server.

C . Least Connections (member)

This balances connections per pool member, which can overload a server hosting multiple members while still appearing "balanced" per member.

D . Predictive (node)

Although node-aware, predictive algorithms are less deterministic and not the best choice when strict equality of connections is

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