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Juniper Service Provider Routing and Switching, Specialist (JNCIS-SP) Sample Questions (Q56-Q61):

NEW QUESTION # 56

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

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

Answer: D

Explanation:

In Juniper Networks Junos OS, the Label 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 a full mesh of 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.

NEW QUESTION # 57

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 using VSTP.
- **C. The bridge priority for switch1 is 32k.**
- **D. The switch1 device is the root bridge.**

Answer: C,D

Explanation:

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 that the 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

"DESC" (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 that the 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.

NEW QUESTION # 58

You are using EBGp to connect to two upstream peers in the same AS. You want to make one of the links less preferred for traffic entering your network from the peer's AS. Which feature should you use to achieve this goal?

- A. a route reflector
- B. local preference
- C. origin code
- D. AS-path prepending

Answer: D

Explanation:

In the world of BGP, controlling inbound traffic (traffic entering your network) is significantly more challenging than controlling outbound traffic because it requires influencing a decision made by an external Autonomous System (AS). According to Juniper Networks documentation, when you have multiple links to the same AS or even different ASes, the BGP path selection process is used by the upstream neighbor to decide which path to take to reach your prefixes.

AS-Path Prepending is the standard technique used to make a path appear less attractive to external peers. By artificially lengthening the AS_PATH attribute on the BGP advertisements sent over a specific link, you exploit the BGP best-path algorithm rule that prefers a shorter AS path. When you prepend your own AS number multiple times to the update sent to the "less preferred" peer, that peer's BGP routers will see a longer path compared to the alternative link and will naturally prefer the shorter, unprepended route.

It is important to distinguish why other options are incorrect for this specific goal:

* Local Preference (Option D): This is a well-known discretionary attribute used to influence outbound traffic. It is not advertised to EBGp peers; therefore, your upstream neighbor cannot see your local preference settings.

* Origin Code (Option B): While the origin code (IGP, EGP, or Incomplete) is a tie-breaker in the selection process, it is rarely used for traffic engineering and lacks the granular control provided by prepending.

* Route Reflector (Option A): This is an Internal BGP (IBGP) scaling mechanism used to reduce the need for a full mesh of peers within an AS; it does not directly influence external path selection by an upstream provider.

Junos OS allows you to easily implement prepending via routing policies applied as an "export" policy to the EBGp neighbor. By using the as-path-prepend action within a policy term, you can selectively degrade a path's attractiveness to manage your inbound bandwidth.

NEW QUESTION # 59

Which two statements regarding GRE and IP-IP tunnels are correct? (Choose two.)

- A. These tunnels do not add any overhead to the packets that traverse them.
- B. These tunnels add additional overhead to the packets that traverse them.
- C. These tunnels do not offer encryption mechanisms.
- D. These tunnels offer secure encryption mechanisms.

Answer: B,C

Explanation:

In Juniper Networks Junos OS, Generic Routing Encapsulation (GRE) and IP-in-IP (IP-IP) are common tunneling mechanisms used to transport packets across a network by encapsulating them within another protocol. Understanding the header structure and the limitations of these protocols is essential for proper MTU (Maximum Transmission Unit) management and security design.

Overhead (Option A):

Both GRE and IP-IP tunnels operate by adding an additional IP header to the original packet. An IP-IP tunnel (Protocol 4) adds a 20-byte IPv4 header. A GRE tunnel (Protocol 47) adds the same 20-byte delivery IP header plus a minimum 4-byte GRE header (totaling 24 bytes, which can increase if keys or sequencing are used).

Because these headers are added to the payload, the total size of the packet increases. This "overhead" means that if the original packet was already at the MTU limit (e.g., 1500 bytes), the encapsulated packet will exceed it, potentially leading to fragmentation or the need to adjust the TCP MSS (Maximum Segment Size).

Encryption (Option D):

Crucially, according to Juniper Service Provider documentation, neither GRE nor IP-IP provides native encryption or data confidentiality. They are encapsulation protocols, not security protocols. The payload remains in cleartext and is visible to any device along the path. If security and encryption are required for data traversing these tunnels, they must be combined with IPsec (IP Security). While GRE is often used as the "carrier" for IPsec (to allow multicast or dynamic routing protocols which IPsec alone does not support), the GRE protocol itself remains an unencrypted delivery mechanism. Therefore, statements A and D accurately describe the architectural behavior of these tunnel types.

NEW QUESTION # 60

What prevents routing loops in a single-area OSPF network?

- A. Routing policies
- B. Forwarding policies
- **C. The Dijkstra algorithm**
- D. The Bellman-Ford algorithm

Answer: C

Explanation:

In OSPF, loop prevention within a single area is achieved through the fundamental nature of its link-state architecture. Unlike distance-vector protocols that rely on "routing by rumor," OSPF ensures that every router within an area maintains an identical Link-State Database (LSDB). This database acts as a complete map of the network topology.

Once the LSDB is synchronized, each router independently executes the Shortest Path First (SPF) algorithm, which is formally known as the Dijkstra algorithm. This mathematical process treats the local router as the "root" of a tree and calculates the shortest path to every other node (router) and prefix in the area based on the cumulative interface costs. Because every router uses the same synchronized map (the LSDB) and the same deterministic algorithm, they all arrive at a consistent, loop-free view of the best paths.

According to Juniper Networks technical documentation, the Dijkstra algorithm is superior to the Bellman-Ford algorithm (used by distance-vector protocols like RIP) in this regard. Bellman-Ford is susceptible to

"count-to-infinity" problems and loops because routers only know the distance and direction to a destination provided by their neighbors, rather than the full topology. In OSPF, even if a link fails, the updated Link-State Advertisement (LSA) is flooded rapidly, and the Dijkstra algorithm is re-run to find a new loop-free path.

Routing policies (Option B) are used to manipulate path selection or filter routes but are not the primary mechanism for fundamental loop prevention in OSPF. Similarly, forwarding policies (Option D) govern how traffic is handled at the data plane level rather than determining the control plane's loop-free topology.

NEW QUESTION # 61

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