F5CAB2 Valid Exam Pdf & Valid F5CAB2 Test Syllabus

Linux Foundation Certified Kubernetes Security Specialist (CKS) Sample Questions (Q30-Q35):

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F5 F5CAB2 Exam Syllabus Topics:

Topic	Details
Topic 1	• Explain the relationship between interfaces, trunks, VLANs, self-IPs, routes and their status • statistics: This domain covers BIG-IP networking components including interfaces, trunks, VLANs, self-IPs, and routes, their dependencies and status, plus predicting traffic paths and egress IPs.
Topic 2	• Define ADC application objects: This domain covers ADC basics including application objects, load balancing methods, server selection, and key ADC features and benefits.
Topic 3	• Determine expected traffic behavior based on configuration: This domain focuses on predicting traffic behavior based on persistence, processing order, object status, egress IPs, and connection • rate limits.

Topic 4	• Explain high availability (HA) concepts: This domain addresses HA concepts including integrity methods, implementation approaches, and advantages of high availability configurations.
Topic 5	• Identify the different virtual server types: This domain covers BIG-IP virtual server types: Standard, Forwarding, Stateless, Reject, Performance Layer 4, and Performance HTTP.

Quiz F5 - Reliable F5CAB2 Valid Exam Pdf

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F5 BIG-IP Administration Data Plane Concepts (F5CAB2) Sample Questions (Q23-Q28):

NEW QUESTION # 23
The BIG-IP Administrator needs to ensure that if a pool member is marked down by the monitor, the BIG-IP system sends existing connections to another available pool member. Which task should the BIG-IP Administrator perform to meet this goal?

- A. Enable mirroring within the persistence profile
- B. Set Action on Service Down setting under the pool configuration to reselect
- C. Set Action on Service Down setting under the Virtual Server configuration to reselect
- D. Reconfigure the pool monitor to mark the member as UP

Answer: B

Explanation:
By default, when a pool member is marked "down" by a monitor, the BIG-IP system stops sendingnew connections to that member, but it typically allows existing connections to time out naturally (or resets them depending on profile settings).
* Action on Service Down:This setting is configured at thePoollevel.
* Reselect:When set toReselect, if a pool member is marked down, the BIG-IP system will immediately attempt to pick a different available pool member for any existing, active connections associated with the failed member.
* Client Experience:This is used to maintain the user session by transparently moving the traffic to a healthy server without the client needing to re-establish the connection to the Virtual Server.

NEW QUESTION # 24
When using the setup utility to configure a redundant pair, you are asked to provide a "Failover Peer IP". Which address is this?

- A. an address of the other system in its management network
- B. an address on the current system used to initiate mirroring and network failover heartbeat messages
- C. an address on the current system used to listen for failover messages from the partner BIG-IP
- D. an address of the other system in a redundant pair configuration

Answer: D

NEW QUESTION # 25
To increase the available bandwidth of an existing trunk, the BIG-IP Administrator plans to add additional interfaces. Which command should the BIG-IP Administrator run from within the bash shell? (Choose one answer)

- A. tmsh modify /net trunk trunk_A interfaces add {1.3 1.4}
- B. tmsh create /net trunk trunk_A interfaces add {1.3 1.4}
- C. tmsh create /sys trunk trunk_A interfaces add {1.3 1.4}

- D. tmsh modify /sys trunk trunk_A interfaces add {1.3 1.4}

Answer: A

Explanation:
In BIG-IP, a trunk is a Layer 2 network object used to aggregate multiple physical interfaces into a single logical link. This aggregation provides increased bandwidth and link resiliency, commonly in conjunction with LACP.
Key concepts that apply here:
* Trunks are managed under the /net trunk tmsh hierarchy
* Physical interfaces are added or removed using the modify command
* The create command is used only when defining a brand-new trunk, not when updating an existing one Because the trunk already exists and the goal is to add interfaces, the correct operation is:
tmsh modify /net trunk trunk_A interfaces add {1.3 1.4}
This command:
* Modifies the existing trunk named trunk_A
* Adds interfaces 1.3 and 1.4 to the trunk
* Immediately increases available bandwidth and redundancy
Why the Other Options Are Incorrect
* B uses the /sys hierarchy, which is not used for trunks
* C attempts to create a trunk that already exists
* D uses an incorrect hierarchy and an incorrect operation

NEW QUESTION # 26
Which virtual server type is being configured in the screenshot? (Choose one answer.)

- A. Performance Layer 4
- B. Standard
- C. Forwarding IP

Answer: A

Explanation:
The configuration shown matches a Performance Layer 4 virtual server because it is explicitly using a FastL4 profile:
* The screenshot shows Protocol: TCP and Protocol Profile (Client): fastL4.In BIG-IP data plane terms, FastL4 is the hallmark of a Performance (Layer 4) virtual server, designed to process connections at Layer 4 with minimal overhead (high throughput/low latency) compared to full proxy L7 processing.
* The screenshot also shows HTTP Profile (Client): None (and HTTP server profile effectively not in use).A Standard virtual server commonly uses full-proxy features and frequently includes L7 profiles (like HTTP) when doing HTTP-aware load balancing, header manipulation, cookie persistence, etc. In contrast, a Performance L4 virtual server typically does not use an HTTP profile because it is not doing HTTP-aware (Layer 7) processing.
* It is not a Forwarding IP virtual server:A Forwarding (IP) virtual server is used to route/forward packets (often without load balancing to pool members in the same way as Standard/Performance VS) and is selected by choosing a forwarding type. The presence of a TCP protocol with a FastL4 client profile aligns with a Layer 4 load-balancing style virtual server, not a packet-forwarding virtual server type.
Conclusion: Because the configuration is TCP-based and explicitly uses fastL4 with no HTTP profile, the expected BIG-IP virtual server type is Performance Layer 4 (Option C).

NEW QUESTION # 27
Which two statements describe differences between the active and standby systems? (Choose two.)

- A. Virtual server addresses are hosted only by the active system.
- B. Failover triggers only cause changes on the active system.
- C. Monitors are performed only by the active system.
- D. Configuration changes can only be made on the active system. (Incorrect)
- E. Floating self-IP addresses are hosted only by the active system.3536

Answer: A,E

Explanation:

The primary distinction between Activ41e and Standby units revolves around which unit is currently processing traffic.
* Traffic Objects (C & E): The unit in the 43Active state is the only one that answers ARP requests for Virtual Server addresses and Floating Self-IPs. The Standby unit remains "quiet" for these addresses to avoid IP conflicts on the network.
* Monitors (A - False): Both the Active and Standby units perform health monitors on pool members by default. This ensures that the Standby unit is ready to take over with an up-to-date view of the pool's health.
* Failover (B - False): A failover trigger (like a VLAN fail-safe) causes the Active unit to go Standby and the Standby unit to go Active; it affects both.
* Management (D - False): Configuration changes can technically be made on either unit (though it is best practice to make them on the Active unit) and then synchronized to the peer.

NEW QUESTION # 28
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