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F5 BIG-IP Administration Data Plane Concepts (F5CAB2) Sample Questions (Q33-Q38):

NEW QUESTION # 33

An ecommerce company is experiencing latency issues with online shops during Black Friday's peak season. The BIG-IP Administrator detects an overall high CPU load on the BIG-IP device and wants to move the top utilized Virtual Servers to a dedicated BIG-IP device. Where should the BIG-IP Administrator determine the problematic Virtual Servers? (Choose one answer)

- A. Local Traffic > Network Map
- B. System > Platform
- C. Local Traffic > Virtual Servers > Virtual Server List
- D. Statistics > Module Statistics > Local Traffic > Virtual Servers

Answer: D

Explanation:

Comprehensive and Detailed Explanation From BIG-IP Administration Data Plane Concepts documents:

When troubleshooting performance and latency issues on BIG-IP, especially under peak load conditions, it is critical to identify which Virtual Servers are consuming the most resources. This is a core data plane analysis task.

BIG-IP provides multiple views of configuration and status, but only certain areas expose real-time and historical traffic statistics that correlate directly with CPU usage and throughput.

Why Option C Is Correct:

Statistics > Module Statistics > Local Traffic > Virtual Servers provides:

Real-time and cumulative statistics per Virtual Server

Metrics such as:

Bits in / Bits out

packets in / Packets out

Current connections

Connection rate

Total requests

The ability to identify high-traffic or high-connection Virtual Servers, which are the most likely contributors to elevated CPU utilization. These statistics allow the administrator to objectively determine which Virtual Servers are the top consumers of system resources and therefore good candidates for migration to a dedicated BIG-IP device.

Why the Other Options Are Incorrect:

A . Local Traffic > Virtual Servers > Virtual Server List

Primarily a configuration view

Does not provide sufficient performance or utilization statistics to identify CPU-heavy Virtual Servers

B . System > Platform Displays hardware-level information such as CPU cores, memory, disk, and platform type

Does not break down utilization by Virtual Server

C . Local Traffic > Network Map Provides a logical topology view of Virtual Servers, pools, and pool members

Useful for understanding relationships, but not for identifying high-utilization Virtual Servers

Key Data Plane Concept Reinforced: To diagnose performance problems and plan traffic redistribution, BIG-IP administrators must rely on Module and object-level

statistics, not configuration screens. The Virtual Server statistics view is the authoritative location for identifying traffic hotspots that

directly impact CPU and latency during peak events such as Black Friday.

NEW QUESTION # 34

When upgrading a BIG-IP redundant pair, what happens when one system has been updated but the other has not?

- A. This is not possible since both systems are updated simultaneously.
- B. The older system will issue SNMP traps indicating a communication error with the partner.
- **C. Syncing should not be performed.**
- D. The first system to be updated will assume the Active role.

Answer: C

Explanation:

The F5 BIG-IP upgrade process for HA pairs requires a specific "staggered" approach to maintain uptime.

* Version Mismatch: When one unit is upgraded to a newer version of TMOS (e.g., from 15.1 to 16.1), it enters a26 "Version Mismatch" 27state with its peer.

* Configuration Sync: Because the configuration schemas between different versions are often incompatible, ConfigSync should not be performed. Attempting to sync a newer configuration to an older system (or vice-versa) can cause configuration corruption or system instability.

* Failover Capability: Generally, a pair with a version mismatch can still fail over to ensure traffic continuity during the upgrade window, but administrative changes and syncs must be paused until both units are on the same version.

NEW QUESTION # 35

A BIG-IP system receives a client connection destined to 1.0.0.10:8080. Multiple virtual servers are configured on the system. Which virtual server will process the connection? (Choose one answer)

- **A. A virtual server configured with destination 1.0.0.10:8080 and is available (green)**
- B. A virtual server configured with 0.0.0.0:8080
- C. A forwarding virtual server configured with 1.0.0.10:any (port 0)
- D. A forwarding virtual server configured with 0.0.0.0:any

Answer: A

Explanation:

Comprehensive and Detailed Explanation From BIG-IP Administration Data Plane Concepts documents:

BIG-IP uses a virtual server matching and precedence algorithm to determine which virtual server processes an incoming connection. This decision is made entirely in the data plane and is based on how specifically a virtual server matches the destination IP address and port.

BIG-IP Virtual Server Selection Rules (Simplified):

When multiple virtual servers could match a packet, BIG-IP selects the most specific match, using the following precedence:

Exact IP address and exact port

Exact IP address with wildcard port (port 0 / any)
Wildcard IP address with exact port
Wildcard IP address and wildcard port
Applying the Rules to This Scenario:
Incoming traffic destination: 1.0.0.10:8080
Option C: 1.0.0.10:8080
Exact IP match

Exact port match
Highest possible specificity
If the virtual server is available (green), it wins the match

Option B: 1.0.0.10:any
Exact IP match, but wildcard port
Lower priority than an exact IP + exact port match

Option D: 0.0.0.0:8080
Wildcard IP, exact port
Lower priority than an exact IP match

Option A: 0.0.0.0:any
Wildcard IP and wildcard port
Lowest priority, used only if no more specific virtual server exists

Final Determination:
Because a virtual server configured with destination 1.0.0.10:8080 exactly matches both the IP address and port of the incoming connection-and is available-it will always be selected to process the traffic.

Key Data Plane Concept Reinforced:
BIG-IP always processes traffic using the most specific matching virtual server. Exact destination IP and port matches take precedence over any wildcard or forwarding virtual server definitions.

NEW QUESTION # 36

An organization needs to deploy an HTTP application on a BIG-IP system. The requirements specify hardware acceleration to enhance performance, while HTTP optimization features are not required.

What type of virtual server and associated protocol profile should be used to meet these requirements?
(Choose one answer)

- A. Type: Standard Protocol Profile: tcp-wan-optimized
- B. Type: Performance (Layer 4) Protocol Profile: fastL4
- C. Type: Stateless Protocol Profile: fastL4
- D. Type: Performance (HTTP) Protocol Profile: fasthttp

Answer: B

Explanation:

To select the correct virtual server type, an administrator must balance the need for L7 intelligence versus raw throughput and hardware offloading.

* Performance (Layer 4) Virtual Server: This type is designed for maximum speed. It uses the fastL4 profile, which allows the BIG-IP system to leverage the ePVA (Embedded Packet Velocity Accelerator) hardware chip. When a Performance (L4) virtual server is used, the system processes packets at the network layer (L4) without looking into the application payload (L7). This fulfills the requirement for hardware acceleration and avoids the overhead of HTTP optimization features, which are not needed in this scenario.

* Performance (HTTP) Virtual Server: While fast, this type uses the fasthttp profile to provide some L7 awareness and optimization (like header insertion or small-scale multiplexing). Since the requirement specifically states HTTP optimization is not required, the L4 variant is more efficient.

* Standard Virtual Server: This is a full-proxy type. While it offers the most features (SSL offload, iRules, Compression), it processes traffic primarily in the TMOS software layer (or via high-level hardware assistance), which is "slower" than the pure hardware switching path of the Performance (L4) type.

* Stateless Virtual Server: This is typically used for specific UDP/ICMP traffic where the system does not need to maintain a connection table. It is not appropriate for standard HTTP (TCP) applications requiring persistent sessions or stateful load balancing. By choosing Performance (Layer 4) with the fastL4 profile, the organization ensures that the traffic is handled by the hardware acceleration chips, providing the lowest latency and highest throughput possible for their HTTP application.

NEW QUESTION # 37

What type of virtual server has a destination of 0.0.0.0 and listens on a specific VLAN? (Choose one answer)

- A. Forwarding (Layer 2)
- **B. Wildcard**
- C. Standard
- D. Forwarding (IP)

Answer: B

Explanation:

In the F5 BIG-IP system, virtual servers are categorized based on their destination address and mask. The system distinguishes between three primary destination scopes:

* Host Virtual Server: A virtual server that has a specific IP address (e.g., 10.10.10.50) and a /32 mask.

* Network Virtual Server: A virtual server that has a destination address representing a subnet (e.g., 192.168.10.0) and a specific mask (e.g., /24).

* Wildcard Virtual Server: A virtual server that has a destination address of 0.0.0.0 (or :: for IPv6) and a mask of 0.0.0.0 (or /0). While a "Forwarding (IP)" virtual server (Option D) is the Type (behavioral configuration) often used to route traffic without load balancing, the term Wildcard (Option C) is the specific administrative term used to define the "type" of virtual server based on the 0.0.0.0 destination address.

A common architectural use case is to create a Wildcard Virtual Server that listens only on an internal VLAN to act as a default gateway for outbound traffic (Internet access) for back-end servers. This ensures the BIG-IP system can process and forward traffic that does not match any other specific virtual server configuration.

NEW QUESTION # 38

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