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## Pass Guaranteed Quiz Newest F5CAB5 - Updated BIG-IP Administration Support and Troubleshooting CBT

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## F5 BIG-IP Administration Support and Troubleshooting Sample Questions (Q50-Q55):

### NEW QUESTION # 50

Which menu should you use on the BIG-IP Configuration Utility to generate a QKView support file? (Choose one answer)

- A. System > Logs
- B. System > Archive
- C. System > Configuration
- **D. System > Support**

**Answer: D**

Explanation:

A QKView is the primary diagnostic file used by F5 Support to analyze BIG-IP system health, configuration, performance, and logs. It collects a wide range of data, including running configuration, license details, module provisioning, hardware status, logs, statistics, and diagnostic command output. Generating a QKView is a standard first step when troubleshooting issues or opening a support case with F5.

In the BIG-IP Configuration Utility (GUI), the correct location to generate a QKView is System > Support (Option C). This menu is specifically designed for support and troubleshooting activities. From this section, administrators can create QKView files, upload them directly to F5 iHealth, or download them locally for later analysis or submission to F5 Support.

The other options are incorrect:

System > Configuration (Option A) is used for system-wide settings such as device name, NTP, and DNS.

System > Archive (Option B) is used to create UCS backups, not diagnostic QKViews.

System > Logs (Option D) is used to view and manage log files, not to generate support bundles.

This workflow is clearly documented in BIG-IP Administration and Support guides and is considered a best practice for efficient troubleshooting and support engagement.

### NEW QUESTION # 51

A BIG-IP Administrator notices that one of the servers that runs an application is NOT receiving any traffic. The BIG-IP Administrator examines the configuration status of the application and observes the displayed monitor configuration and affected pool member status.

What is the possible cause of this issue? (Choose one answer)

- A. The node health monitor is NOT responding.
- B. HTTP 1.1 is NOT appropriate for monitoring purposes.
- C. The application is NOT responding with the expected Receive String.
- D. The BIG-IP device is NOT able to reach the pool.

**Answer: A**

Explanation:

The key clue in the exhibit is the pool member's availability showing "Offline (Enabled) - Parent down". In BIG-IP terminology, a pool member inherits the status of its parent node. If the node is marked down (for example, by a node-level monitor or a default "node is down" condition), then all pool members using that node IP will also be marked down and will not receive any traffic, even if the application service on the member port might be healthy.

While the HTTPS monitor configuration (send/receive strings) is displayed, the status specifically indicates a node (parent) failure, not a service-level failure. If the problem were the application not matching the receive string, you would typically see the member down due to the member's monitor failing (and the status would reflect monitor failure details), rather than "parent down." Option D is too broad; BIG-IP can generally reach the subnet (other servers work), and this symptom points to a specific node condition.

Option C is incorrect because HTTP/1.1 is commonly used for monitoring and is valid when properly formatted (especially with a Host header). Therefore, the most likely cause is that the node health monitor is not responding, causing the node-and consequently the member-to be marked down.

### NEW QUESTION # 52

A BIG-IP Administrator adds new Pool Members into an existing, highly utilized pool. Soon after, there are reports that the application is failing to load for some users. What pool level setting should the BIG-IP Administrator check?

- A. Allow SNAT
- B. Action On Service Down
- C. Slow Ramp Time
- D. Availability Requirement

**Answer: C**

Explanation:

When adding new members to an active, high-traffic pool, the Slow Ramp Time setting is critical for maintaining application stability.

\* Mechanism: The Slow Ramp Time feature (located in the Pool properties) allows the BIG-IP system to gradually increase the number of connection requests sent to a newly added or recently enabled pool member.

\* The Issue: In a highly utilized pool, if Slow Ramp Time is set to 0 (the default), the BIG-IP immediately begins sending a proportional share of traffic to the new members. If the application requires a "warm-up" period (e.g., to build local caches or establish database connection pools), the sudden influx of traffic can overwhelm the new server, causing it to drop requests or fail to load content for users.

\* Recommendation: F5 recommends setting a non-zero Slow Ramp Time (measured in seconds) to allow the new member to scale up its processing capacity incrementally.

### NEW QUESTION # 53

A Virtual Server uses an iRule to send traffic to pool members depending on the URI. The BIG-IP Administrator needs to modify the pool member in the iRule. Which event declaration does the BIG-IP Administrator need to change to accomplish this?

- A. HTTP\_RESPONSE
- B. SERVER\_CONNECTED
- C. HTTP\_REQUEST
- D. CLIENT\_ACCEPTED

**Answer: C**

Explanation:

In F5 TMOS administration, the traffic flow is processed through specific event huddles w3ithin iRules. To troubleshoot or m4odify traffic based on a URI (Uniform Resource Identifier), the BIG-IP system must first parse the application-layer data. The HTTP\_REQUEST event is triggered when the system has fully received and parsed the HTTP request headers from the client5. This is the correct point to implement logic that selects a pool or pool member based on the path or file requested (e.g., /images or /api). Using CLIENT\_ACCEPTED would be too early in the troubleshooting process because that event triggers at the L4 (TCP) connection establishment phase, before any URI information is available6. Conversely, HTTP\_RESPONSE occurs during the return traffic from the server, which is too late to make a load balancing decision7. For troubleshooting virtual server behavior where URIs are involved, ensuring the iRule is attached to a Virtual Server with an HTTP profile and using the HTTP\_REQUEST event is essential for proper traffic steering and inspection.

### NEW QUESTION # 54

Refer to the exhibit.

A user with IP address 192.168.162.70 is unable to connect to an HTTP application. What is a possible cause within the Virtual Server configuration?

- A. The Destination Address is configured as 192.168.162.80
- B. The Virtual Server is configured as a Standard Type
- C. The Source Address is configured as 10.128.10.0/24
- D. The Service Port is configured as 0 \*All Ports

**Answer: C**

Explanation:

The failure to connect is caused by a restrictive Source Address filter configured on the Virtual Server.

\* Source Address Filtering: In the BIG-IP system, the Source Address field on a Virtual Server acts as an implicit Access Control List (ACL). Only traffic originating from a client IP address that matches the specified network range will be accepted and processed by the Virtual Server.

\* Analyzing the Exhibit: The provided configuration for vs\_http shows the Source Address is set to 10.128.10.0/24. This means the Virtual Server will only accept connections from the subnet ranging from 10.128.10.1 to 10.128.10.254.

\* Identifying the Conflict: The user trying to connect has the IP address 192.168.162.70. Since 192.168.162.70 does not fall within the allowed 10.128.10.0/24 range, the BIG-IP system will not match this traffic to the Virtual Server, effectively blocking the connection attempt.

\* Evaluation of Other Options:

\* All Ports (Option A): Configuring a Virtual Server for "All Ports" (port 0) allows it to handle traffic for any destination port, which would not block a standard HTTP application.

\* Destination Address (Option B): The destination address 192.168.162.80 is the Virtual IP (VIP) users should be connecting to; this is a standard configuration and not the cause of the failure for a user reaching out to it.

\* Standard Type (Option C): A "Standard" Virtual Server is the most common type used for HTTP applications as it allows for Layer 7 profiles and full proxy capabilities.

### NEW QUESTION # 55

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