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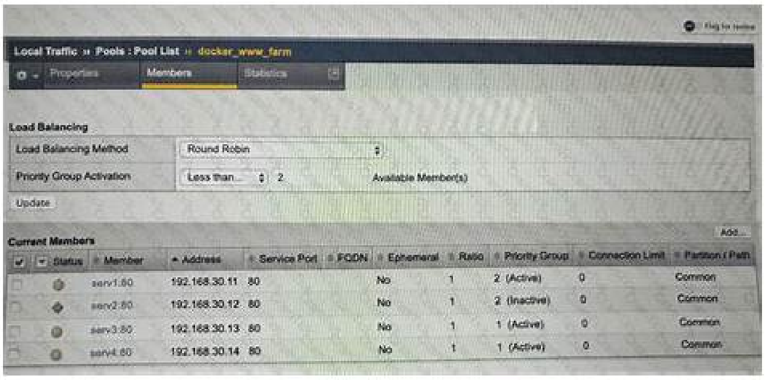

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F5 F5CAB2 Exam Syllabus Topics:

Topic	Details
Topic 1	• 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 2	• Explain high availability (HA) concepts: This domain addresses HA concepts including integrity methods, implementation approaches, and advantages of high availability configurations.
Topic 3	• Explain the relationship between interfaces, trunks, VLANs, self-IPs, routes and
Topic 4	• 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.

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F5 BIG-IP Administration Data Plane Concepts (F5CAB2) Sample Questions (Q15-Q20):

NEW QUESTION # 15

A virtual server is listening at 10.10.1.100:any and has the following iRule associated with it:
when CLIENT_ACCEPTED { if {[TCP::local_port] equals 21 } { pool
ftppool } elseif {[TCP::local_port] equals 23 } { pool telnetpool }
If a user connects to 10.10.1.100 and port 22, which pool will receive the request?

- A. telnetpool
- B. ftppool
- C. None. The request will be dropped.
- D. Unknown. The pool cannot be determined from the information provided.

Answer: D

NEW QUESTION # 16
A BIG-IP Administrator needs to connect a BIG-IP system to two upstream switches to provide external network resilience. The network engineer instructs the administrator to configure interface binding with LACP. Which configuration should the administrator use? (Choose one answer)

- A. A Trunk containing an interface connected to each switch.
- B. A Trunk listing the allowed VLAN IDs and MAC addresses configured on the switches.
- C. A virtual server with an LACP profile and the interfaces connected to the switches as pool members.
- D. A virtual server with an LACP profile and the switches' management IPs as pool members.

Answer: A

Explanation:
In BIG-IP architecture, link aggregation and redundancy at Layer 2 are implemented using Trunks, not virtual servers or pools.
According to BIG-IP Administration Data Plane Concepts:
* Interfaces are the physical network ports on the BIG-IP device
* A Trunk is a logical grouping of multiple interfaces
* Trunks can be configured to use LACP (Link Aggregation Control Protocol) to:
* Provide link redundancy
* Increase aggregate bandwidth
* Allow automatic detection of link failures
* VLANs are then assigned to the trunk, not directly to individual interfaces, once aggregation is in place Correct Design for the Scenario:
To connect BIG-IP to two upstream switches with LACP:
* One physical interface from BIG-IP connects to Switch A
* Another physical interface from BIG-IP connects to Switch B
* Both interfaces are placed into the same trunk
* LACP is enabled on the trunk and on the switches
This configuration allows:
* Traffic to continue flowing if one interface or switch fails
* Proper LACP negotiation between BIG-IP and the upstream switches
* Clean separation of responsibilities (Layer 2 handled by trunking, Layer 4-7 by virtual servers) Why Option D Is Correct:
* A Trunk containing an interface connected to each switch is exactly how BIG-IP implements LACP- based interface binding
* The trunk handles link state, load distribution, and failover at the data plane Why the Other Options Are Incorrect:
* A & B - Virtual servers operate at Layers 4-7 and have nothing to do with physical link aggregation or LACP
* C - VLAN IDs and MAC addresses are not configured inside a trunk definition; trunks aggregate interfaces, and VLANs are applied to trunks Key Data Plane Concept Reinforced:
On BIG-IP systems, LACP is always configured on a Trunk, which aggregates physical interfaces to provide Layer 2 resiliency and bandwidth aggregation. Virtual servers and pools are not involved in physical interface binding.

NEW QUESTION # 17
A BIG-IP system receives UDP traffic from a specific source. The administrator wants the traffic to be forwarded, not dropped or rejected. Which virtual server type should be used? (Choose one answer)

- A. Drop
- B. Standard
- C. Block

- D. Reject

Answer: B

Explanation:
BIG-IP virtual server types define how traffic is handled at the data plane when it matches a virtual server's destination address and service port.
According to BIG-IP Administration Data Plane Concepts:
* Standard virtual server
* The default and most commonly used type
* Accepts client connections and forwards traffic to pool members
* Supports both TCP and UDP traffic
* Allows full use of profiles (UDP, FastL4, persistence, etc.) and iRules
* Required when the goal is to process and pass traffic through BIG-IP
* Drop virtual server
* Silently discards matching traffic
* No response is sent to the client
* Reject virtual server
* Actively rejects traffic by sending an error response
* For UDP, BIG-IP may send an ICMP unreachable message
* Block virtual server
* Used to block traffic at the virtual server level
* Traffic is neither forwarded nor processed by pools
In this scenario:
* The administrator explicitly wants the UDP traffic to be forwarded
* Only a Standard virtual server forwards traffic to a pool or next-hop destination Why the Other Options Are Incorrect:
* A. Drop - Traffic is silently discarded
* B. Reject - Traffic is actively rejected
* C. Block - Traffic is blocked and not forwarded
Key Data Plane Concept Reinforced:
When traffic must be accepted and forwarded-regardless of whether it is TCP or UDP-the BIG-IP administrator must use a Standard virtual server, which is the only virtual server type designed for normal application traffic processing.

NEW QUESTION # 18
The BIG-IP Administrator wants to provide quick failover between the F5 LTM devices that are configured as an HA pair with a single-selfip using the MAC Masquerade feature for this quick failover and runs this command: tmsh modify /cm traffic-group traffic-group-1 mac 02:12:34:56:00:00 However, the Network Operations team has identified an issue with the use of the same MAC address being used within different VLANs. As a result, the administrator decides to implement the Per-VLAN Mac Masquerade in order to have a unique MAC address on each VLAN: tmsh modify /sys db tm.macmasqaddr_per_vlan value true. What would be the resulting MAC address on a tagged VLAN of 1501? (Choose one answer)

- A. 02:12:34:56:15:01
- B. 02:12:34:56:01:15
- C. 02:12:34:56:dd:05
- D. 02:12:34:56:05:dd

Answer: D

Explanation:
According to F5 BIG-IP documentation regarding High Availability and MAC Masquerade behavior, the system allows for more granular control over Layer 2 addresses during failover events.
* Standard MAC Masquerade: By default, when a traffic group is assigned a MAC masquerade address (like 02:12:34:56:00:00), the BIG-IP system uses that exact MAC address for all traffic associated with that traffic group across all VLANs. This ensures that upstream switches do not need to relearn ARP entries for the Virtual IP, but it can cause issues in environments where multiple VLANs share the same physical infrastructure or monitoring tools that flag identical MACs across segments.
* Per-VLAN MAC Masquerade: When the system database variable tm.macmasqaddr_per_vlan is set to true, the BIG-IP system calculates a unique MAC address for each VLAN. It does this by taking the base MAC masquerade address configured in the traffic group and adding the VLAN ID (tag) to it.
* Calculation Logic:
* Base MAC: 02:12:34:56:00:00

* VLAN ID: 1501
* To find the suffix, the VLAN ID is converted from decimal to hexadecimal:
* 1501 in decimal = 05DD in hex.
* The system then applies this offset to the last two octets of the base MAC address.
* 00:00 + 05:DD = 05:DD.
* Result: The final MAC address for VLAN 1501 becomes 02:12:34:56:05:dd.
This ensures that every VLAN has a unique Layer 2 identity while still reaping the benefits of "gratuitous ARP-less" failover provided by MAC masquerading.

NEW QUESTION # 19
What type of virtual server will have a destination IP address of 0.0.0.0 and listen on a specific VLAN for requests?

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

Answer: B

Explanation:
In BIG-IP LTM, aWildcardvirtual server is defined by using a destination IP address of 0.0.0.0. These virtual servers are designed to handle traffic that does not match any more specific Virtual Server destination address.
* 0.0.0.0 Destination:This address acts as a "catch-all" for IP traffic.
* VLAN Specificity:While the destination address is generic, a Wildcard virtual server is typically restricted to a specificVLAN(such as the Internal VLAN) to process outbound traffic from backend servers.
* Service Ports:A wildcard virtual server can be configured for a specific port (e.g., 0.0.0.0:80) or for all ports (0.0.0.0:0).
* Data Plane Usage:It is commonly used for transparently intercepting outbound traffic for the purpose of Source NAT (SNAT), bandwidth shaping, or directing traffic to a gateway pool.

NEW QUESTION # 20
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