

Exam JN0-281 Collection Pdf & Reliable JN0-281 Test Tips

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Question: 1

Leaf and spine data centers are used to better accommodate which type of traffic?

- A. north-east
- B. east-west
- C. north-west
- D. south-east

Answer: B

Explanation:

In modern data centers, the shift toward leaf-spine architectures is driven by the need to handle increased east-west traffic, which is traffic between servers within the same data center. Unlike traditional hierarchical data center designs, where most traffic was "north-south" (between users and servers), modern applications often involve server-to-server communication (east-west) to enable services like distributed databases, microservices, and virtualized workloads.

Leaf-Spine Architecture:

Leaf Layer: This layer consists of switches that connect directly to servers or end-host devices. These switches serve as the access layer.

Spine Layer: The spine layer comprises high-performance switches that provide interconnectivity between leaf switches. Each leaf switch connects to every spine switch, creating a non-blocking fabric that optimizes traffic flow within the data center.

East-West Traffic Accommodation:

In traditional three-tier architectures (core, aggregation, access), traffic had to traverse multiple layers, leading to bottlenecks when servers communicated with each other. Leaf-spine architectures address this by creating multiple equal-cost paths between leaf switches and the spine. Since each leaf switch connects directly to every spine switch, the architecture facilitates quick, low-latency communication between servers, which is essential for east-west traffic flows.

Juniper's Role:

Juniper Networks provides a range of solutions that optimize for east-west traffic in a leaf-spine architecture, notably through:

QFX Series Switches: Juniper's QFX series switches are designed for the leaf and spine architecture, delivering high throughput, low latency, and scalability to accommodate the traffic demands of modern data centers.

EVPN-VXLAN: Juniper uses EVPN-VXLAN to create a scalable Layer 2 and Layer 3 overlay network across the data center. This overlay helps enhance east-west traffic performance by enabling network segmentation and workload mobility across the entire fabric.

Key Features That Support East-West Traffic:

Equal-Cost Multipath (ECMP): ECMP enables the use of multiple paths between leaf and spine switches, balancing the traffic and preventing any one path from becoming a bottleneck. This is crucial in handling the high volume of east-west traffic.

Low Latency: Spine switches are typically high-performance devices that minimize the delay between

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Juniper Data Center, Associate (JNCIA-DC) Sample Questions (Q68-Q73):

NEW QUESTION # 68

Which two statements are correct about EVPN-VXLAN overlay networking? (Choose two.)

- A. An encapsulation of the original packet is required to transport the packet across the network.
- B. BGP provides the control plane within the overlay network.
- C. OSPF provides the control plane within the overlay network.
- D. It is the only option to provide reachability between servers that reside in the same network segment in a data center.

Answer: A,B

Explanation:

EVPN-VXLAN is an overlay technology used in data center networks to extend Layer 2 services over a Layer 3 network.

Step-by-Step Breakdown:

BGP Control Plane:

BGP (Border Gateway Protocol) is used as the control plane for EVPN-VXLAN. BGP advertises MAC addresses and IP address reachability information across the VXLAN network, enabling efficient multi-tenant Layer 2 connectivity over a Layer 3 infrastructure.

Encapsulation:

VXLAN (Virtual Extensible LAN) encapsulates Layer 2 frames into Layer 3 packets. This encapsulation allows Layer 2 traffic to be transported across a Layer 3 network, effectively creating a tunnel for Ethernet frames.

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Reference: EVPN-VXLAN Configuration: Juniper supports EVPN-VXLAN with BGP as the control plane, allowing scalable Layer 2 connectivity over a routed infrastructure in modern data centers.

NEW QUESTION # 69

Exhibit:

Referring to the exhibit, which behavior does this configuration enable on the ge-0/0/1.0 interface?

- A. This configuration enables the interface to learn and remember MAC addresses, until the device is rebooted.
- B. This configuration enables the device to place a MAC address that persistently causes network errors into a special protected VLAN.
- C. This configuration enables the device to shut down the interface when a particular MAC address persistently sends broadcast traffic.
- D. This configuration enables a MAC address learned on the interface to be persistently retained in the Ethernet-switching table, even after a reboot.

Answer: D

Explanation:

The configuration in the exhibit shows the persistent-learning feature enabled on interface ge-0/0/1.0.

Step-by-Step Breakdown:

Persistent Learning:

Persistent-learning ensures that the MAC addresses learned on the interface are retained in the Ethernet-switching table, even after a device reboot. This prevents the need to re-learn MAC addresses after the device restarts, improving stability and reducing downtime.

Use Case:

This feature is particularly useful in environments where the re-learning of MAC addresses could cause temporary disruptions or delays in communication, such as in critical Layer 2 network segments.

Command Example:

```
set switch-options interface ge-0/0/1.0 persistent-learning
```

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Reference: Persistent MAC Learning: In Junos, enabling persistent-learning ensures that learned MAC addresses are not lost during reboots, contributing to smoother network operations in environments where stability is crucial.

NEW QUESTION # 70

What is the function of the 'Weight' attribute in BGP, and where is it used in the route selection process?

- A. It is used to prioritize routes received from different EBGp peers and is considered before the AS_PATH attribute.
- **B. It is a Cisco-specific attribute used to prefer paths from one BGP speaker over another, evaluated before the Local Preference.**
- C. It determines the stability of a route and is checked after the Local Preference attribute.
- D. It is used to balance load among multiple links and is considered after the MED attribute.

Answer: B

NEW QUESTION # 71

Which two statements are correct about rules for EBGp and IBGP? (Choose two.)

- **A. EBGp peers have a TTL of 1, while IBGP peers have a TTL of 255.**
- B. EBGp peers have a TTL of 255, while IBGP peers have a TTL of 1.
- **C. EBGp routes are more preferred than IBGP routes.**
- D. IBGP routes are more preferred than EBGp routes.

Answer: A,C

Explanation:

EBGP (External BGP) and IBGP (Internal BGP) operate with different rules due to the nature of their relationships.

Step-by-Step Breakdown:

TTL Differences:

EBGP: By default, EBGp peers have a TTL of 1, meaning they must be directly connected, or the TTL needs to be manually increased for multihop EBGp.

IBGP: IBGP peers within the same AS have a TTL of 255, as they are expected to communicate over multiple hops within the AS.

Preference for EBGp Routes:

Routes learned via EBGp are typically preferred over IBGP routes. This is because EBGp routes are considered more reliable since they originate outside the AS, while IBGP routes are internal.

Juniper Reference:

BGP Configuration: The different handling of TTL and route preferences between EBGp and IBGP ensures proper route selection and security within Junos-based networks.

NEW QUESTION # 72

What are two consequences of having all network devices in a single collision domain? (Choose two.)

- **A. The chance of packet collision is increased.**
- B. The chance of packet collision is decreased.
- **C. The amount of network resource consumption is increased.**
- D. The amount of network resource consumption does not change.

Answer: A,C

Explanation:

A collision domain is a network segment where data packets can "collide" with one another when being sent on the same network medium.

Step-by-Step Breakdown:

Increased Collision Probability:

If all devices are in a single collision domain, the likelihood of packet collisions increases as more devices attempt to send packets simultaneously, leading to network inefficiencies.

Increased Resource Consumption:

More collisions result in increased network resource consumption as devices need to retransmit packets, causing higher utilization of bandwidth and slowing down network performance. Juniper Reference: Collision Domains: Proper network segmentation using switches reduces collision domains, thereby improving network performance and reducing packet collisions.

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