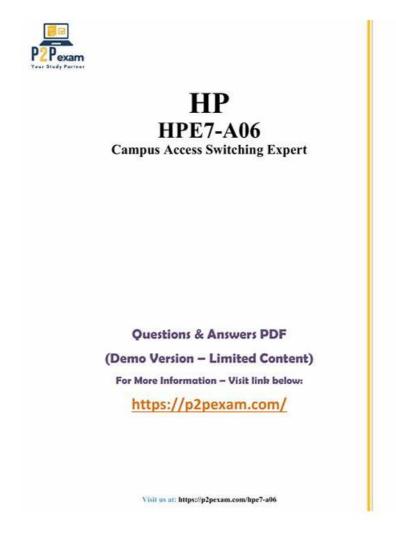
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HPE Campus Access Switching Expert Written Exam Sample Questions

(Q40-Q45):

NEW QUESTION #40

A customer has configured eBGP peering using local AS 65000 with two routers from a CX 6300 VSF stack with the following switch ports:

[ports connecting to router-1 10.10.10.2]



The LAGs are connected to third-party L2 switches, which are used as a transit network for the remote eBGP routers. To optimise the possible BGP peering issues. The AOS-CX switch Is configured with the global settings:



What needs to be done on the AOS CX switch to enable the bidirectional forwarding with the eBGP peers?



- A. Option D
- B. Option C
- C. Option B
- D. Option A

Answer: C

Explanation:

The goal is to enable Bidirectional Forwarding Detection (BFD) for eBGP neighbors 10.10.10.2 and

10.10.20.2 on the AOS-CX VSF stack (AS 65000). Global BFD settings are already configured. We need the specific commands to link BFD state to the BGP neighbor relationship.

- * BFD for BGP Configuration:Requires enabling the fall-over bfd parameter for the specific neighbor within the router bgp <asn> configuration hierarchy.
- * Analyzing the Options (New Image):
- * Option 1 (Top):

router bgp 65000

address-family ipv4 unicast

neighbor 10.10.10.2 fall-over bfd

neighbor 10.10.20.2 fall-over bfd

This enables BFD specifically within the ipv4 unicast address family context for both neighbors. This is a valid configuration location.

* Option 2 (Second):

router bgp 65000

neighbor 10.10.10.2 fall-over bfd

neighbor 10.10.20.2 fall-over bfd

This enables BFD directly under the main neighbor <ip> configuration lines within router bgp 65000. This typically applies BFD to all address families configured for that neighbor relationship (including IPv4 unicast). This is also a valid and common configuration location.

* Option 3 (Third):

int 1/1/1-1/1/2, 2/1/1-2/1/2

fall-over-bfd

Incorrect. Applies BFD configuration under an interface range context, which is not how BFD is linked to BGP sessions.

* Option 4 (Bottom):

interface lag1-2

fall-over bfd

Incorrect. Applies BFD configuration under an interface LAG range context, which is not how BFD is linked to BGP sessions.

- * Comparing Valid Options (1 vs 2):Both Option 1 and Option 2 correctly use the fall-over bfd command under router bgp. Option 1 provides per-address-family granularity, while Option 2 applies it to the neighbor generally. Without a specific requirement to enable BFDonlyfor IPv4, applying it at the neighbor level (Option 2) is often simpler and sufficient. Both achieve the goal for the required IPv4 peering. In many documentation examples, the configuration is shown at the neighbor level unless per- AF control is explicitly needed.
- * Conclusion:Both Option 1 and Option 2 show valid configuration methods. Option 2 is arguably slightly more common/general when BFD is desired for the overall neighbor relationship.

References: AOS-CX BFD Guide, AOS-CX BGP Guide (neighbor commands, fall-over bfd option). This relates to "Routing" (16%) and "Network Resiliency and virtualization" (8%) objectives.

NEW QUESTION #41

Match the AOS-CX switch BGP keepalive and holddown timersto the default.

15 seconds	45 seconds	60 seconds	180 seconds	Answer Area	keepalive timer	
5 minutes	15 minutes		NAVE	Xaiii	holddown timer	
5 minutes	15 minutes	pref	away		holddown timer	

Answer:

Explanation:



15 seconds	45 seconds	60 seconds	180 seconds	Answer Area	keepalive timer	80 seconds
minutes	15 minutes		L Section	13M		
		E	- 16		holddown timer	180 seconds

The question requires matching the default BGP keepalive and hold-down timers on AOS-CX switches to their respective values.

- * Analysis of Options:
- * Keepalive Timer: The keepalive timer determines how often BGP keepalive messages are sent to maintain a session. The default value on AOS-CX switches is 60 seconds.
- * Hold-down Timer: The hold-down timer specifies the maximum time a BGP session can remain active without receiving a keepalive or updatemessage before it is considered down. The default value on AOS-CX switches is 180 seconds.
- * Why This Mapping is Correct:Per BGP standards (RFC 4271) and HPE Aruba Networking AOS-CX documentation, the default BGP keepalive timer is 60 seconds, and the hold-down timer is 180 seconds (three times the keepalive interval). These timers ensure BGP sessions remain stable while allowing timely detection of peer failures. The AOS-CX implementation adheres to these defaults unless explicitly configured otherwise.

- * Relevance to Certification Objectives:
- * Routing (16%):Involves designing and troubleshooting BGP routing topologies, including timer configurations.
- * Troubleshooting (10%):Includes diagnosing BGP session issues related to timers.

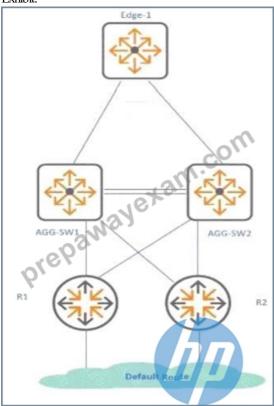
References:

HPE Aruba Networking AOS-CX Configuration Guide: BGP Configuration, detailing default timer values. HPE7-A06Study Guide: Covers BGP session management and timers.

RFC 4271: A Border Gateway Protocol 4 (BGP-4), specifying default keepalive and hold-down timers.

NEW QUESTION #42

Exhibit.



In the given example AGG-SW1 and AGG-SW2 use CX 8325 in VSX and Edge-1 with CX 6200F. You want to avowl sub-optimal path.ng and ISL traffic for the VSX and upstream routers R1 and R2.

What is the HPE Aruba Networkingrecommended solution for me SVIs on the VSX switches connected to R1 and R2?

- A. Configure the VSX SVI using the active-forwarding.
- B. Configure the VSX SVI using the uncast IP.
- C. Configure the VSX SVI using the VRRP virtual-ip.
- D. Configure the VSX SVI using the active-gateway.

Answer: A

Explanation

The scenario involves a VSX pair (AGG-SW1/SW2) connected upstream to routers R1/R2. The goal is to configure the SVIs on the VSX switches facing these upstream routers optimally to avoid suboptimal L3 paths and unnecessary traffic over the VSX Inter-Switch Link (ISL).

- * VSX L3 Interface Options:
- * Active Gateway:Primarily designed for downstream SVIs to provide a redundant default gateway to clients/access switches. Not typically used for upstream routed interfaces.
- * Active Forwarding: Specifically designed for upstream routed interfaces (physical or SVIs) on a VSX pair. It allows both VSX members to actively route traffic arriving on that interface locally, without needing to forward L3 traffic across the ISL. This ensures optimal routing and utilizes both members effectively.
- * Unicast IP (Standard IP): Without specific VSX features, standard routing applies. This could lead to suboptimal paths if, for example, return traffic prefers one VSX switch, but the optimal path requires crossing the ISL.
- * VRRP:Can be run between VSX members but adds complexity and is generally superseded by Active Gateway (downstream) or Active Forwarding (upstream) in VSX designs.

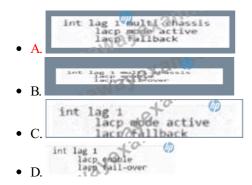
- * Analysis of Options:
- * A. Configure active-forwarding: This enables local L3 forwarding on both VSX members for the upstream SVI, preventing unnecessary ISL traversal for routed traffic. This is the recommended best practice.
- * B. Configure unicast IP: Standard configuration, potentially leading to suboptimal paths/ISL usage.
- * C. Configure VRRP virtual-ip: Not the recommended approach for upstream links in VSX.
- * D. Configure active-gateway: Incorrect, Active Gateway is for downstream SVIs.
- * Conclusion: Using active-forwarding on the SVIs facing the upstream routers (R1/R2) is the HPE Aruba Networking recommended solution to ensure optimal routing and minimize L3 traffic across the ISL.

References: AOS-CX VSX Guide (Active Forwarding feature description and use cases). This relates to

"Network Resiliency and virtualization" (8%) and "Routing" (16%) objectives.

NEW QUESTION #43

With the configuration of two CX 8325 switches in the VSX cluster, how would you prepare a link- aggregation for a 7000 gateway for a zero-touch provision to support protocol-based port redundancy?



Answer: A

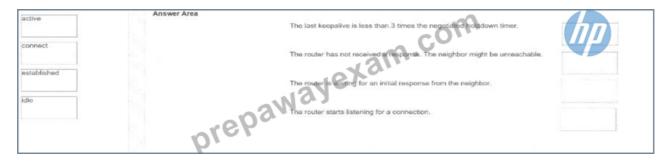
Explanation:

The goal is to configure a Link Aggregation Group (LAG) on a VSX cluster (pair of CX 8325 switches) that connects to an Aruba 7000 series gateway undergoing Zero Touch Provisioning (ZTP). The LAG needs to support "protocol-based port redundancy" (LACP) and allow connectivity during ZTP.

- * VSX Requirement:Since the LAG connects to two separate physical switches operating as a VSX pair, the LAG must be configured as a Multi-Chassis LAG (MC-LAG) on the switches. This allows the gateway to form a single LAG across both upstream devices. The command multi-chassis under the interface lag <id>context enables this.
- * Protocol Redundancy Requirement: "Protocol-based port redundancy" indicates that Link Aggregation Control Protocol (LACP) should be used to dynamically negotiate and manage the LAG bundle between the switches and the gateway. The command lacp mode active enables LACP in active negotiation mode.
- * ZTP Requirement:During ZTP, the gateway might not have its full configuration, including LACP settings, enabled immediately. To ensure the gateway can establish basic IP connectivity for ZTP (e.g., reach Activate/Central via DHCP/DNS), the switch ports should allow traffic even if LACP negotiation hasn't completed. The lacp fallback feature enables this, allowing individual LAG member ports to become active if LACP PDUs are not received from the peer.
- * Analyzing the Options:
- * A)Configures lacp mode active and lacp fallback butlacksthe multi-chassis command required for VSX.
- * B)Correctly configures the LAG as multi-chassis, enables lacp mode active, and enables lacp fallback. This meets all requirements.
- * C)Configures multi-chassis but uses potentially older or less standard syntax lacp enable and lacp fail-over instead of lacp mode active and lacp fallback.
- * D)Lacks the multi-chassis command and uses potentially older/less standard syntax.
- * Conclusion:Option B provides the complete and correct configuration using standard AOS-CX syntax to create an MC-LAG on the VSX pair with LACP enabled for redundancy and LACP fallback enabled to support gateway connectivity during ZTP. References:AOS-CX VSX Guide (MC-LAG configuration), AOS-CX Link Aggregation Guide (LACP, LACP Fallback commands and usage), ArubaGateway ZTP documentation. This relates to "Network Resiliency and virtualization" (8%), "Switching" (19%), and "Connectivity" (9%) objectives.

NEW QUESTION #44

Match the BGP connection states to the conditions that could have caused that state.



Answer:

Explanation:			
active	Answer Area		
1		The last keepalive is less than 3 times the negotiated holddown timer.	established
			1
connect			
- 1		The router has not received a response. The neighbor might be unreachable.	active
		10	
established			
		The router is waiting for an initial response from the neighbor.	connect
idle			
		A The courter starts listening for a connection	lidle
		The router starts asterning for a confinedtion.	icirc
		The router starts listening for a connection.	

Explanation:

The last keepalive is less than 3 times the negotiated holddown timer. -->established The router has not received a response. The neighbor might be unreachable. -->active The router is waiting for an initial response from the neighbor. -->connect The router starts listening for a connection. -->idle This question requires matching specific BGP connection states from the BGP Finite State Machine (FSM) to descriptions of the router's activity or condition in those states.

- * Idle:This is the starting state. The BGP process is administratively up but is not actively trying to connect. It refuses all incoming BGP connection attempts but listens for a start event (like configuration or operator initiation) or potentially listens for incoming connections if configured for passive peering.
- * Matches: "The router starts listening for a connection." (This describes the passive aspect of the Idle state before active attempts begin).
- * Connect:In this state, BGP is actively trying to establish a TCP connection with the peer. It has initiated the TCP three-way handshake and is waiting for it to complete, or it is waiting for a remote peer to initiate the TCP connection.
- * Matches: "The router is waiting for an initial response from the neighbor." (Specifically, waiting for the TCP handshake to complete).
- * Active:If the TCP connection attempt in the Connect state fails (e.g., timeout), the router transitions to the Active state. In this state, it will periodically retry establishing the TCP connection while also listening for an incoming connection from the peer. This state indicates repeated failures to establish TCP connectivity.
- * Matches: "The router has not received a response. The neighbor might be unreachable." (This reflects the condition in the Active state where connection attempts fail, suggesting the neighbor is unreachable at the TCP level).
- * Established:This is the final, operational state where the TCP connection is up, BGP session parameters have been successfully negotiated via OPEN messages, and KEEPALIVE messages are being exchanged. Routing information (UPDATEs) can be exchanged. The condition described implies the session is healthy and timers are being maintained.
- * Matches:"The last keepalive is less than 3 times the negotiated holddown timer." (While phrased slightly unusually, this indicates the holddown timer hasnotexpired because keepalives are being received within the expected window (Holddown Timer = \sim 3 * Keepalive Interval). This confirms the session is alive, which is true in the Established state).

References:RFC 4271 (BGP4 Specification - Section 8, Finite State Machine), BGP configuration and troubleshooting guides for AOS-CX. This relates to the "Routing" (16%) and "Troubleshooting" (10%) objectives.

NEW QUESTION #45

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