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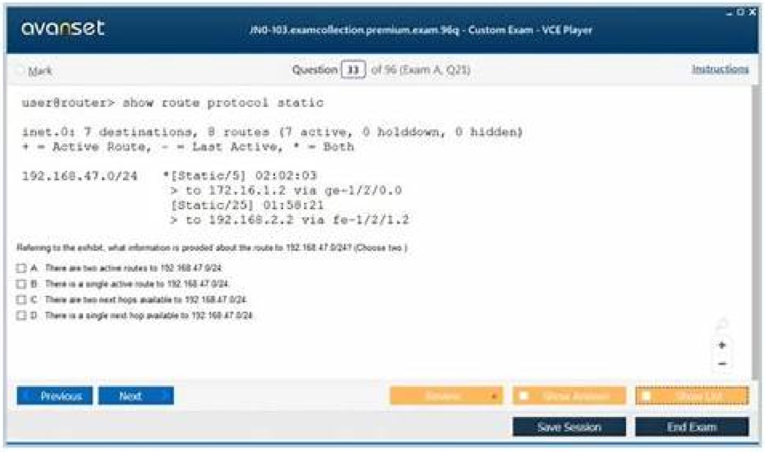

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Juniper Service Provider Routing and Switching, Specialist (JNCIS-SP) Sample Questions (Q34-Q39):

NEW QUESTION # 34
Which IS-IS packet type will establish and maintain neighbor relationships?

- A. partial sequence number PDU
- B. update PDU
- C. link-state PDU
- D. hello PDU

Answer: D

Explanation:
In theIS-IS (Intermediate System to Intermediate System)protocol, communication between routers is performed usingProtocol Data Units (PDUs). To discover neighbors and maintain adjacencies, IS-IS relies on theHello PDU (IIH - IS-IS Hello).
According to Juniper Networks technical documentation, when IS-IS is enabled on an interface, the router begins transmitting Hello PDUs to a multi-destination address (multicast). These PDUs contain essential information such as the router'sSystem ID, its

configuredArea Addresses, and itsLevel capability(Level 1, Level 2, or both). For two routers to become neighbors, they must exchange these Hello PDUs and agree on specific parameters, such as the MTU of the link and the hello/hold timers.
Once an adjacency is established, the Hello PDU serves as a "keepalive" mechanism. If a router stops receiving Hello PDUs from a neighbor for a duration exceeding theHolding Time, it assumes the neighbor is down and flushes the associated Link-State PDUs (LSPs) from its database.
To clarify the other options:
* Link-State PDU (Option A):These are used to distribute actual topology and reachability information, not to form adjacencies.
* Partial Sequence Number PDU (Option C):PSNPs are used on point-to-point links to acknowledge the receipt of LSPs or to request missing LSPs.
* Update PDU (Option D):This is not a standard IS-IS term; in IS-IS, updates are handled via the flooding of LSPs.

NEW QUESTION # 35
What are three extension headers supported by IPv6? (Choose three.)

- A. fragment
- B. hop-by-hop options
- C. destination options
- D. header checksum
- E. protocol

Answer: A,B,C

Explanation:
One of the most significant architectural improvements in IPv6 is the move from a complex, variable-length header (as seen in IPv4) to a streamlined, fixed-length base header of 40 bytes. Additional functionality that was previously handled by "Options" in IPv4 is now moved toExtension Headers, which are inserted between the IPv6 base header and the upper-layer protocol (TCP/UDP).
According to Juniper Networks technical documentation and RFC 8200, the following are valid IPv6 Extension Headers:
* Hop-by-Hop Options (Option B):This header carries optional information that must be examined by every node along the delivery path. It is used for features like the Router Alert and Jumbo Payload options.
* Fragment (Option E):Unlike IPv4, where any router can fragment a packet, in IPv6, fragmentation is performed only by the source node. The Fragment header contains the information necessary for the destination to reassemble the packet (Offset, Identification, and More Fragments flag).
* Destination Options (Option A):This header carries information intended only for the destination node. It can appear twice: once before a routing header and once after.
Why other options are incorrect:
* Protocol (Option C):In IPv4, this was a field in the header. In IPv6, this is replaced by theNext Header field, which identifies the type of the following header (whether it's an extension header or the upper- layer protocol).
* Header Checksum (Option D):This field was entirely removed in IPv6. IPv6 relies on the data link layer (Ethernet) and the transport layer (TCP/UDP) to perform error detection, significantly reducing the processing overhead for routers in the core of a service provider network.

NEW QUESTION # 36
The MPLS Label Information Base (LIB) is stored in which table?

- A. inet.0
- B. mpls.0
- C. inet.3
- D. inet6.0

Answer: B

Explanation:
In Junos OS, the Routing Engine maintains several different tables to manage various types of reachability and forwarding information. When a router is running MPLS, it must track both IP routes and label-to-label mappings.
Thempls.0table is the primary repository for theLabel Information Base (LIB)and theLabel Forwarding Information Base (LFIB).
According to Juniper Networks documentation, mpls.0 is used by transit and egress routers to perform label lookups. When a labeled packet arrives at an interface, the router looks at the top label and references the mpls.0 table to determine the next action.
This table stores the mapping of incoming labels to their corresponding operations:Pop(remove the label),Swap(replace the label), orPush(add an additional label).

It is crucial to understand the roles of the other tables to avoid confusion:
* inet.0 (Option D):This is the default unicast routing table for IPv4, used for standard IP-to-IP forwarding.
* inet.3 (Option C):This is theMPLS Path Table. It stores the egress loopback addresses of LSPs and is used by BGP for next-hop resolution to determine if a destination can be reached via an MPLS tunnel.
While inet.3 knowsaboutLSPs, the actual label-switching instructions reside in mpls.0.
* inet6.0 (Option A):This is the default unicast routing table for IPv6.
Therefore, for the specific purpose of storing the label base used for transit switching operations,mpls.0is the correct and only table used in the Junos architecture.

NEW QUESTION # 37
In OSPF, which three fields must match between neighbors before forming an adjacency? (Choose three.)

- A. designated router
- B. dead interval
- C. network mask
- D. router priority
- E. hello interval

Answer: B,C,E

Explanation:
For OSPF routers to transition from the "Init" state to a full adjacency, they must agree on several parameters exchanged within theirHello packets. If these parameters do not match, the routers will refuse to form a neighbor relationship, a common point of failure in service provider networks.
According to Juniper Networks documentation, the following fields are mandatory matches:
* Hello Interval (Option B):The frequency at which Hello packets are sent. Default is 10 seconds on broadcast networks.
* Dead Interval (Option D):The time a router waits without receiving a Hello before declaring a neighbor down. Default is 4 times the Hello interval.
* Network Mask (Option C):On broadcast and NBMA (Non-Broadcast Multi-Access) segments, the subnet masks must match because OSPF uses the mask to determine the network boundaries for the link-state advertisements.
* Area ID:Routers must belong to the same logical OSPF area.
* Authentication:If configured, the type and password/key must be identical.
Why other options are incorrect:
* Router Priority (Option A):This is used to influence the election of the Designated Router (DR). It doesnotneed to match; in fact, different priorities are often used to ensure a specific router becomes the DR.
* Designated Router (Option E):The DR is theresultof an election that happens after the initial Hello exchange. It is not a field that must match beforehand to start the process.
By ensuring the Hello/Dead timers and the Subnet Mask are synchronized, OSPF guarantees a stable and predictable environment for the subsequent exchange of Link-State Advertisements (LSAs).

NEW QUESTION # 38
In an OSPF network, what is a purpose of a designated router?

- A. to reduce OSPF traffic on the OSPF segment
- B. to forward traffic within the configured subnet
- C. to flood routes to all other OSPF devices in the entire domain
- D. to assign an OSPF router ID to all routers in the OSPF segment

Answer: A

Explanation:
On multi-access network segments, such asEthernet, OSPF could potentially face a scalability issue. If every router on a segment formed a full adjacency with every other router, the number of adjacencies would follow the formula $n(n-1)/2$. In a segment with 10 routers, this would result in 45 adjacencies, each generating redundant flooding of Link-State Advertisements (LSAs) and excessive Hello traffic.
To solve this, OSPF elects aDesignated Router (DR)and aBackup Designated Router (BDR). According to Juniper Networks documentation, the primary purpose of the DR is to act as a central point of contact for the segment, therebyreducing OSPF traffic (Option C).
Instead of every router syncing with every other router, they all form aFull adjacencyonly with the DR and BDR. When a router (a

DR-Other) has an update, it sends it to the multicast address224.0.0.6(All DR Routers). The DR then acknowledges the update and floods it to all other routers on the segment using the multicast address224.0.0.5(All OSPF Routers). This "hub-and-spoke" signaling model within the local segment significantly minimizes the bandwidth consumed by protocol overhead and reduces the CPU load on the participating routers.
It is important to note that the DR's scope is limited to the local segment; it does not "assign IDs" (Option A) nor does it flood routes to the "entire domain" (Option D), as that is the responsibility of individual routers within their respective areas.

NEW QUESTION # 39
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