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F5 BIG-IP Administration Support and Troubleshooting Sample Questions (Q40-Q45):

NEW QUESTION # 40

A BIG-IP Administrator uses backend servers to host multiple services per server. There are multiple virtual servers and pools defined, referencing the same backend servers. Which load balancing algorithm is most appropriate to have an equal number of connections on each backend server?

- A. Predictive (node)
- B. Predictive (member)
- **C. Least Connections (node)**
- D. Least Connections (member)

Answer: C

Explanation:

Comprehensive and Detailed Explanation From BIG-IP Administration Support and Troubleshooting documents: When load balancing is not working as expected and connections appear skewed across physical hardware, the administrator must distinguish between "member" and "node" level balancing. A "member" refers to a specific IP and Port combination (e.g., 10.1.1.1:80), whereas a "node" refers to the underlying IP address (10.1.1.1) regardless of the port. If a single server hosts multiple services (Web, FTP, API) across different pools, using "Least Connections (member)" would only balance connections within each individual pool. This could lead to a scenario where one server is overwhelmed because it is winning the "least connections" count in three different pools simultaneously. By selecting "Least Connections (node)," the BIG-IP tracks the total number of concurrent connections to the physical IP address across all pools it belongs to. This ensures that the administrator can maintain an equal distribution of work across the hardware, preventing performance degradation on backend servers that host multiple application services.

NEW QUESTION # 41

A BIG-IP Administrator makes a configuration change to a Virtual Server on the Standby device of an HA pair. The HA pair is currently configured with Auto-Sync Enabled. What effect will the change have on the HA pair configuration?

- A. The change will be undone next time a configuration change is made on the Active device.
- B. The change will be undone when Auto-Sync propagates the config to the HA pair.
- **C. The change will take effect when Auto-Sync propagates the config to the HA pair.**
- D. The change will be propagated next time a configuration change is made on the Active device.

Answer: C

Explanation:

Understanding High Availability (HA) synchronization behavior is critical for maintaining a stable environment. In a device group where "Auto-Sync" is enabled, the BIG-IP system monitors the management plane for any configuration updates across all members. While best practices often suggest making changes on the "Active" device, TMOS allows changes on any device within the group. When a change is made on the "Standby" device, the system detects a configuration mismatch and, because Auto-Sync is enabled, it automatically pushes those changes to the other devices in the sync group, including the current Active member. To troubleshoot if this is working correctly, the administrator should review the "Sync Status" stats in the Configuration Utility. If the changes do not propagate, it suggests a breakdown in the HA trust relationship or network connectivity issues on the failover VLAN. Proper interpretation of this scenario confirms that the HA functionality is operating correctly, ensuring that both devices have a consistent set of virtual servers and pools, which is vital for seamless failover.

NEW QUESTION # 42

A set of servers is used for an FTP application as well as an HTTP website via separate BIG-IP Pools. The server support team reports that some servers are receiving a lot more traffic than others. Which Load Balancing Method should the BIG-IP Administrator apply to even out the connection count?

- **A. Least Connections (Node)**
- B. Ratio (Node)
- C. Ratio (Member)
- D. Least Connections (Member)

Answer: A

Explanation:

When load balancing is not working as expected across hardware hosting multiple services, the administrator must distinguish between "member" and "node" level algorithms¹⁰²¹⁰³¹⁰⁴¹⁰⁵¹⁰⁶. A "member" is a specific IP and port (e.g., 10.1.1.1:80), while a "node" is the physical server's IP (10.1.1.1) regardless of the port¹⁰³. If servers host both FTP and HTTP services in separate pools, using "Least Connections (Member)" only balances connections within each individual pool. This can lead to a skewed distribution where one server is selected for a new HTTP connection because it has the fewest HTTP connections, even if it is currently overloaded with hundreds of FTP connections. By applying "Least Connections (Node)," the BIG-IP tracks the total number of connections to the physical hardware across all ports and pools¹⁰⁶¹⁰⁷¹⁰⁸¹⁰⁹¹¹⁰. This ensures that the administrator can maintain an even distribution of the total workload across the server fleet, resolving the reports of uneven traffic distribution reported by the server support team

NEW QUESTION # 43

A BIG-IP Administrator needs to determine why only one pool member is showing connections from the virtual server, resulting in uneven load balancing.

What two reasons would cause uneven load balancing? (Choose two answers)

- A. Monitors have marked down multiple pool members.
- B. The virtual server is marked down.
- C. The pool has a persistence profile configured.
- D. All pool members are marked down.

Answer: A,C

Explanation:

Uneven load balancing on a BIG-IP system typically occurs when traffic is not distributed evenly across all available pool members. One common reason is that monitors have marked down multiple pool members (Option B). When health monitors fail for specific pool members, BIG-IP automatically removes those members from load-balancing decisions. As a result, traffic is sent only to the remaining healthy member, creating the appearance that load balancing is not functioning correctly. This behavior is expected and aligns with BIG-IP's design to ensure traffic is sent only to healthy resources.

Another frequent cause is the presence of a persistence profile on the pool or virtual server (Option C). Persistence (such as source address or cookie persistence) forces subsequent client connections to be sent to the same pool member for session continuity.

While persistence is critical for certain applications, it can override the load-balancing algorithm and cause most or all traffic to be directed to a single pool member, especially during low traffic volumes or testing scenarios.

The other options are incorrect because a virtual server marked down (Option A) would not pass traffic at all, and all pool members marked down (Option D) would result in no connections rather than uneven distribution. This analysis follows standard BIG-IP troubleshooting methodology using pool status, monitor results, and persistence configuration review.

NEW QUESTION # 44

Some users who connect to a busy Virtual Server have connections reset by the BIG-IP system. Pool member resources are NOT a factor in this behavior. What is a possible cause for this behavior?

- A. The Connection Rate Limit is set too high
- B. The Rewrite Profile has NOT been configured.
- C. The Connection Limit is set too low.
- D. The server SSL Profile has NOT been reconfigured.

Answer: C

Explanation:

Comprehensive and Detailed Explanation From BIG-IP Administration Support and Troubleshooting documents: When troubleshooting intermittent connection resets on a "busy" Virtual Server, the administrator must examine the configured thresholds⁶². A "Connection Limit" is a hard cap on the number of concurrent connections a Virtual Server or pool member can handle⁶³. If this limit is set too low, the BIG-IP will reset any new connection attempts once the threshold is reached⁶⁴. The key indicator in this scenario is that the problem only affects "some users" and happens when the server is "busy," suggesting that the system is hitting a capacity ceiling rather than suffering from a persistent configuration error⁶⁵. Unlike a missing SSL profile, which would likely cause all connections to fail, or a "Connection Rate Limit," which throttles how fast connections arrive, a "Connection Limit" focuses on the total volume⁶⁶. Identifying this as the cause requires reviewing the Virtual Server's statistics to see if the

"Current Connections" count is consistently peaking at the configured limit value.

NEW QUESTION # 45

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