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Juniper Service Provider Routing and Switching, Specialist (JNCIS-SP) Sample Questions (Q14-Q19):

NEW QUESTION # 14

You are configuring BGP on a Juniper router to peer with an external provider. After committing the configuration, the BGP session remains in the Idle state. Which configuration issue would prevent the BGP session from progressing beyond the Idle state?

- A. The BGP group type is set to internal instead of external.
- B. The local AS number is higher than the peer's AS number.
- C. The peer is configured with a different router ID.
- D. The peer IP address is unreachable.

Answer: D

Explanation:

In the BGP finite state machine, the Idle state is the "stop" or "start" point of the protocol. When a session is stuck in Idle, it means the BGP process is either administratively disabled or, more commonly, is unable to initiate the underlying TCP connection required for BGP.

According to Juniper Networks Service Provider documentation, the most common reason for a BGP session to remain in Idle is a lack of routing reachability. For BGP to move to the Connect state, the Junos kernel must have a route to the IP address specified in the neighbor statement. If the peer IP address is unreachable (Option A)-meaning there is no route in inet.0 (via OSPF, IS-IS, or static)-the router cannot initiate the TCP three-way handshake on port 179. Consequently, the state machine will never progress.

Analysis of incorrect options:

* Option B: BGP does not care if the local AS is higher or lower than the peer's; it only cares if they match the configuration. AS numbers are identifiers, not priorities.

* Option C: A mismatched Router ID does not prevent a session from leaving the Idle state. It would typically cause the session to reach the OpenConfirm state, and then fail with a "Notification" message due to a collision or identification error.

* Option D: While a mismatched group type (internal vs. external) will cause the session to fail, it usually fails during the Open message exchange (OpenSent state) because the AS numbers provided will not match the expected peer type (IBGP vs. EBGP).

Only the lack of a path to the neighbor (reachability) keeps the session at the very beginning of the process: the Idle state.

NEW QUESTION # 15

You are evaluating BGP between two Juniper routers and the BGP session is stuck in the Idle state. What would cause this behavior?

- A. The BGP group type is set to internal instead of external.
- **B. The peer IP address is incorrect.**
- C. The local AS number is missing.
- D. The BGP hold time is too short.

Answer: B

Explanation:

In the BGP Finite State Machine (FSM), the Idle state is the first stage of any BGP connection. When a BGP session is "stuck" in Idle, it typically indicates that the router is unable to even begin the process of establishing a TCP connection with its neighbor. According to Juniper Networks documentation, before BGP can transition to the ConnectorActive states, it must have a valid route to the neighbor's IP address in the routing table and be able to initiate a three-way TCP handshake on port 179.

If the peer IP address is incorrect (Option D), the router may not have a route to that destination, or it may be attempting to connect to a non-existent or unreachable host. In many Junos configurations, if the underlying IGP (OSPF/IS-IS) or static routing cannot provide reachability to the neighbor address defined in the BGP configuration, the BGP process will remain in the Idle state and periodically retry the connection.

Regarding the other options:

* The local AS number is missing (Option C): In Junos, you cannot commit a BGP configuration if the local autonomous system is not defined at either the [edit routing-options] level or within the BGP group itself. The commit check would fail before the session could even attempt to start.

* The BGP group type (Option B): Having a mismatch in group type (internal vs. external) usually results in the session reaching the OpenSent or OpenConfirm state before failing due to an "unacceptable AS" error in the OPEN message.

* BGP hold time (Option A): Issues with hold timers or keepalives generally cause a session that is already in the Established state to drop; they do not prevent the session from leaving the Idle state.

NEW QUESTION # 16

Which two protocols would be used for dynamic routing in IPv6 environments? (Choose two.)

- **A. IS-IS**
- B. IGMP
- **C. BGP**
- D. OSPFv2

Answer: A,C

Explanation:

The transition to IPv6 requires routing protocols that are capable of carrying 128-bit address information.

Juniper Networks Junos OS supports several "IPv6-ready" protocols for dynamic routing.

1. IS-IS (Option B):

As discussed in previous questions, IS-IS is inherently extensible due to its use of TLVs (Type, Length, Value)

. To support IPv6, the protocol did not need a major rewrite; instead, new TLVs (such as TLV 236 for IPv6 reachability and TLV 232 for IPv6 interface addresses) were added. A single IS-IS process in Junos can simultaneously carry both IPv4 and IPv6 routing information, making it a highly efficient choice for "dual-stack" service provider backbones.

2. BGP (Option D):

BGP was updated to support multiple protocols through Multiprotocol Extensions (MP-BGP), defined in RFC 4760. By using Address Family Identifiers (AFI) and Subsequent Address Family Identifiers (SAFI), a single BGP session can exchange NLRI (Network Layer Reachability Information) for IPv4 unicast, IPv6 unicast, and even VPNv4/VPNv6 routes. In Junos, this is configured under the family inet6 unicast hierarchy within the BGP protocols configuration.

Why other options are incorrect:

* IGMP (Option A): This is a management protocol for IPv4 multicast (Internet Group Management Protocol). Its IPv6 equivalent is MLD (Multicast Listener Discovery).

* OSPFv2 (Option C): OSPF version 2 is strictly for IPv4. To run OSPF in an IPv6 environment, OSPFv3 must be used, as it was specifically redesigned to handle the IPv6 address space and link-local communication.

NEW QUESTION # 17

What prevents routing loops in a single-area OSPF network?

- A. The Dijkstra algorithm
- B. The Bellman-Ford algorithm
- C. Routing policies
- D. Forwarding policies

Answer: A

Explanation:

In OSPF, loop prevention within a single area is achieved through the fundamental nature of its link-state architecture. Unlike distance-vector protocols that rely on "routing by rumor," OSPF ensures that every router within an area maintains an identical Link-State Database (LSDB). This database acts as a complete map of the network topology.

Once the LSDB is synchronized, each router independently executes the Shortest Path First (SPF) algorithm, which is formally known as the Dijkstra algorithm. This mathematical process treats the local router as the "root" of a tree and calculates the shortest path to every other node (router) and prefix in the area based on the cumulative interface costs. Because every router uses the same synchronized map (the LSDB) and the same deterministic algorithm, they all arrive at a consistent, loop-free view of the best paths.

According to Juniper Networks technical documentation, the Dijkstra algorithm is superior to the Bellman-Ford algorithm (used by distance-vector protocols like RIP) in this regard. Bellman-Ford is susceptible to

"count-to-infinity" problems and loops because routers only know the distance and direction to a destination provided by their neighbors, rather than the full topology. In OSPF, even if a link fails, the updated Link-State Advertisement (LSA) is flooded rapidly, and the Dijkstra algorithm is re-run to find a new loop-free path.

Routing policies (Option B) are used to manipulate path selection or filter routes but are not the primary mechanism for fundamental loop prevention in OSPF. Similarly, forwarding policies (Option D) govern how traffic is handled at the data plane level rather than determining the control plane's loop-free topology.

NEW QUESTION # 18

What information is determined by using the AS path attribute included in the BGP update message? (Choose two.)

- A. the total number of next-hop devices to reach a prefix
- B. the presence of a routing loop
- C. the shortest AS path to reach a prefix
- D. the origin of a route from IGP or EGP

Answer: B,C

Explanation:

The AS_PATH attribute is a "well-known mandatory" attribute in BGP, meaning it must be present in every BGP Update message exchanged between External BGP (eBGP) peers. It records the sequence of Autonomous System numbers that a route has traversed. Per Juniper Networks Service Provider documentation, this attribute serves two fundamental purposes:

1. Loop Prevention (Option B):

This is the most critical function of the AS_PATH. When a BGP router receives an update from an eBGP peer, it scans the AS_PATH attribute for its own AS number. If the router finds its local AS number already listed in the path, it concludes that the route has already passed through its network and has "looped" back. To prevent an infinite routing loop, the router will immediately discard the update. This mechanism is the cornerstone of BGP's stability as a path-vector protocol.

2. Path Selection / Shortest Path Determination (Option C):

BGP uses a complex "tie-breaking" algorithm to select the best path among multiple candidates. One of the highest-ranking criteria in this algorithm (after Weight, Local Preference, and AS_PATH length) is the length of the AS_PATH. A shorter AS_PATH (fewer AS numbers listed) is generally preferred over a longer one, as it typically represents a more direct path through the internet hierarchy.

Why other options are incorrect:

* Option A: The "origin" of a route (IGP, EGP, or Incomplete) is determined by the ORIGIN attribute, which is a separate well-known mandatory attribute.

* Option D: BGP does not count individual "next-hop devices" (which would be an IGP metric like hop count in RIP); it only tracks Autonomous Systems. A single AS in the path might contain hundreds of internal routers (next-hops), but BGP only sees it as one "hop" in the AS_PATH.

NEW QUESTION # 19

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