

Juniper - JN0-351 - Unparalleled Enterprise Routing and Switching, Specialist (JNCIS-ENT) Training Solutions



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Juniper JN0-351 Exam Syllabus Topics:

Topic	Details

Topic 1	<ul style="list-style-type: none"> Tunnels: The fundamentals of IP tunneling are emphasized, highlighting their requirements and functionalities. Mastery in configuring, monitoring, and troubleshooting tunnels equips professionals to meet the demands of the JN0-351 exam.
Topic 2	<ul style="list-style-type: none"> Layer 2 Switching or VLANs: This topic deepens the understanding of Layer 2 switching operations within the Junos OS, including VLAN concepts and benefits. Experienced networking professionals gain insights into configuration, monitoring, and troubleshooting techniques essential for network segmentation and efficiency.
Topic 3	<ul style="list-style-type: none"> BGP: This topic focuses on the operational and conceptual elements of BGP, a cornerstone in enterprise networks.
Topic 4	<ul style="list-style-type: none"> IS-IS: Aspiring Juniper networking professionals enhance their understanding of IS-IS routing protocols. This topic equips candidates with the knowledge to configure and monitor IS-IS systems, addressing specific exam challenges and practical applications.
Topic 5	<ul style="list-style-type: none"> High Availability: This topic covers the importance and application of high availability within Junos OS environments. Knowledge in configuring and managing these components is critical for ensuring robust and uninterrupted network operations, aligning with exam expectations.
Topic 6	<ul style="list-style-type: none"> Protocol Independent Routing: An essential domain for understanding routing components outside protocol dependencies, this topic enhances expertise in configuring, monitoring, and troubleshooting critical elements.

Juniper Enterprise Routing and Switching, Specialist (JNCIS-ENT) Sample Questions (Q22-Q27):

NEW QUESTION # 22

Refer to the exhibit.

Referring to the output shown in the exhibit, which statement is correct?

- A. The state is normal for a DR neighbor.
- B. An MTU mismatch exists between the OSPF neighbors.
- C. The state is normal for a DRother neighbor**
- D. An area ID mismatch exists between the OSPF neighbors

Answer: C

Explanation:

Explanation

In OSPF, the state of the neighbor relationship is determined by the exchange of OSPF packets between routers1. The state "2Way" as shown in the exhibit indicates that bi-directional communication has been established between the two OSPF routers1. This is the normal state for a neighbor that is not the Designated Router (DR) or Backup Designated Router (BDR) on a broadcast, non-broadcast multi-access (NBMA), or point-to-multipoint network1. These neighbors are often referred to as "DRothers"1. Therefore, option B is correct.

NEW QUESTION # 23

Which two statements are correct about tunnels? (Choose two.)

- A. IP-IP tunnels are stateful.
- B. Tunnel endpoints must have a valid route to the remote tunnel endpoint.**
- C. BFD cannot be used to monitor tunnels.
- D. Tunnels add additional overhead to packet size.**

Answer: B,D

Explanation:

Explanation

A tunnel is a connection between two computer networks, in which data is sent from one network to another through an encrypted link. Tunnels are commonly used to secure data communications between two networks or to connect two networks that use different protocols.

Option B is correct, because tunnel endpoints must have a valid route to the remote tunnel endpoint. A tunnel endpoint is the device that initiates or terminates a tunnel connection. For a tunnel to be established, both endpoints must be able to reach each other over the underlying network. This means that they must have a valid route to the IP address of the remote endpoint¹.

Option D is correct, because tunnels add additional overhead to packet size. Tunnels work by encapsulating packets: wrapping packets inside of other packets. This means that the original packet becomes the payload of the surrounding packet, and the surrounding packet has its own header and trailer. The header and trailer of the surrounding packet add extra bytes to the packet size, which is called overhead. Overhead can reduce the efficiency and performance of a network, as it consumes more bandwidth and processing power².

Option A is incorrect, because BFD can be used to monitor tunnels. BFD is a protocol that can be used to quickly detect failures in the forwarding path between two adjacent routers or switches. BFD can be integrated with various routing protocols and link aggregation protocols to provide faster convergence and fault recovery.

BFD can also be used to monitor the connectivity of tunnels, such as GRE, IPsec, or MPLS.

Option C is incorrect, because IP-IP tunnels are stateless. IP-IP tunnels are a type of tunnels that use IP as both the encapsulating and encapsulated protocol. IP-IP tunnels are simple and easy to configure, but they do not provide any security or authentication features. IP-IP tunnels are stateless, which means that they do not keep track of the state or status of the tunnel connection. Stateless tunnels do not require any signaling or negotiation between the endpoints, but they also do not provide any error detection or recovery mechanisms.

References:

1: What is Tunneling? | Tunneling in Networking 2: What Is Tunnel In Networking, Its Types, And Its Benefits? : [Configuring Bidirectional Forwarding Detection] : [IP-IP Tunneling]

NEW QUESTION # 24

You implemented the MAC address limit feature with the shutdown action on all interfaces on your switch.

In this scenario, which statement is correct when a violation occurs?

- A. By default, the violation will automatically be cleared after 300 seconds and the interface will resume sending and receiving traffic for all learned devices.
- B. By default, the interface will continue to send and receive traffic for all connected devices after a violation has occurred.
- C. By default, you must manually clear the violation for the interface to send and receive traffic again.
- D. By default, devices that are learned before the violation occurs are still allowed to send and receive traffic through the specific interface.

Answer: C

Explanation:

Explanation

When the MAC address limit feature with the shutdown action is implemented on a switch, if a violation occurs, the interface is disabled and a system log entry is generated¹. If the switch has been configured with the port-error-disable statement, the disabled interface recovers automatically upon expiration of the specified disable timeout¹. However, if the switch has not been configured for auto-recovery from port error disabled conditions, you must manually clear the violation by running the clear ethernet-switching port-error command for the interface to send and receive traffic again¹. This explanation is based on the Enterprise Routing and Switching Specialist (JNCIS-ENT) documents and learning resources available at Juniper Networks¹.

NEW QUESTION # 25

Which two statements correctly describe RSTP port roles? (Choose two.)

- A. The alternate port is a standby port for an edge port.
- B. The designated port forwards data to the downstream network segment or device.
- C. The root port is responsible for forwarding data to the root bridge.
- D. The backup port is used as a backup for the root port.

Answer: B,C

Explanation:

Explanation

In Rapid Spanning Tree Protocol (RSTP), there are several port roles that determine the behavior of the port in the spanning tree1. Option A suggests that the designated port forwards data to the downstream network segment or device. This is correct because the designated port is the port on a network segment that has the best path to the root bridge1. It's responsible for forwarding frames towards the root bridge and sending configuration messages into its segment1.

Option D suggests that the root port is responsible for forwarding data to the root bridge. This is also correct because the root port is always the link directly connected to the root bridge, or the shortest path to the root bridge1. It's used to forward traffic towards the root bridge1.

Therefore, options A and D are correct.

NEW QUESTION # 26

Which two mechanisms are part of building and maintaining a Layer 2 bridge table? (Choose two.)

- A. flooding
- B. learning
- C. listening
- D. blocking

Answer: A,B

Explanation:

Option B is correct. Flooding is a mechanism used in Layer 2 bridging where the switch sends incoming packets to all its ports except for the port where the packet originated1. This is done when the switch doesn't know the destination MAC address or when the packet is a broadcast or multicast1.

Option C is correct. Learning is another mechanism used in Layer 2 bridging where the switch learns the source MAC addresses of incoming packets and associates them with the port on which they were received23. This information is stored in a MAC address table, also known as a bridge table23.

Option A is incorrect. Blocking is a state in Spanning Tree Protocol (STP) used to prevent loops in a network2. It's not a mechanism used in building and maintaining a Layer 2 bridge table2.

Option D is incorrect. Listening is also a state in Spanning Tree Protocol (STP) where the switch listens for BPDUs to make sure no loops occur in the network before transitioning to the learning state2. It's not a mechanism used in building and maintaining a Layer 2 bridge table2.

NEW QUESTION # 27

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