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CheckPoint Check Point Certified Security Expert - R82 Sample Questions (Q123-Q128):

NEW QUESTION # 123

How many packets are used in IKEv1 Phase1 Main Mode exchange?

- A. 0
- **B. 1**
- C. 2
- D. 3

Answer: B

Explanation:

IKEv1 Phase 1 Main Mode uses three request-response exchanges between peers, resulting in six total packets to negotiate

parameters, exchange keys, and authenticate both sides.

NEW QUESTION # 124

Which of the interface ports are bonded after the initial setup and configuration of an ElasticXL Cluster?

- A. **magg1 and Sync**
- B. Management and magg1
- C. Mgmt and Sync
- D. Management and Sync

Answer: A

Explanation:

The correct answer is A. After ElasticXL initial setup, the default bond interfaces are magg1 and Sync. The physical Mgmt interface becomes a subordinate interface inside the magg1 bond. The physical Sync interface is renamed to eth1-Sync and becomes a subordinate interface inside the Sync bond. This means the bond names the administrator must recognize are magg1 for management and Sync for synchronization. Option B lists physical/logical port names rather than the correct bond-interface names. Option C mixes a physical management concept with the management bond name, making it incomplete and inconsistent. Option D again uses "Management" as a generic label rather than the documented Sync bond name. Check Point's FAQ confirms that ElasticXL supports MAGG through the default magg1 bond and supports a Sync bond through the default Sync bond. Reference topic: ElasticXL Important Notes / Default management and Sync bonds.

NEW QUESTION # 125

Internet Key Exchange, IKE, is a standard key management protocol that is used to do what exactly?

- A. Renew the Phase 2 key when it expires, after 60 minutes by default.
- B. Renew both Phase 1 and Phase 2 IPsec keys when they expire.
- C. **Create the VPN tunnels by authenticating peers and agreeing on keys and methods to be used for encryption.**
- D. Update the VPN Domain information and renew expired keys when they expire.

Answer: C

Explanation:

The correct answer is D. IKE is the protocol used to negotiate and establish the VPN tunnel. Its job is broader than merely refreshing keys after a timer expires. Check Point's VPN documentation describes IKE as the encryption key management protocol used to create VPN tunnels. During negotiation, peers authenticate each other, agree on cryptographic methods, perform key exchange, and establish the Security Associations that IPsec uses for encrypted traffic. Option A is incomplete because rekeying is only one part of the lifecycle, not the full purpose of IKE. Option B is even narrower and incorrectly limits the role to Phase 2 renewal. Option C is wrong because VPN Domain information is a Check Point policy/configuration construct, not something IKE updates dynamically. For exam accuracy, treat IKE as the control-plane negotiation protocol for IPsec VPN, while IPsec/ESP protects the actual data-plane traffic. Reference topic: Check Point VPN / IPsec and IKE.

NEW QUESTION # 126

Which of these methods is best suited for upgrading existing Security Management and Log Servers?

- A. UpgradeMeNow Tool
- B. **CPUSE**
- C. Central Deployment Tool (CDT)
- D. Central Deployment with SmartConsole

Answer: B

Explanation:

CPUSE (Check Point Upgrade Service Engine) is best suited for upgrading Security Management and Log Servers, as it handles software updates, hotfixes, and version upgrades on these servers in a controlled and supported manner.

NEW QUESTION # 127

To form a tunnel, IKEv2 uses two exchange types: IKE_SA_INIT and IKE_AUTH. How many packets are transferred between the VPN peer gateways during the two exchanges?

- A. 6 packets. There are 4 in the SA_INIT exchange because of the Diffie-Hellman process.
- **B. Each exchange involves two messages, making a total of 4 packets.**
- C. 9 packets unless legacy peers are included in the VPN community, which uses only 6 packets, 3 per exchange.
- D. For a Site-to-Site VPN on Check Point using IKEv2, the normal exchange is 9 packets.

Answer: B

Explanation:

The correct answer is A. IKEv2 establishes the initial tunnel state using two main exchanges:

IKE_SA_INIT and IKE_AUTH. Each exchange is a request/response pair, so the normal initial exchange uses four messages/packets total. RFC 7296, the IKEv2 specification, states that implementations must support the four-message IKE_SA_INIT and IKE_AUTH exchanges that establish two SAs: one for IKE and one for ESP or AH. This fits Check Point's IKEv2 behavior because IKEv2 is selected as the VPN community encryption negotiation protocol, while the actual negotiation sequence follows the standard IKEv2 protocol. Option B incorrectly describes the older IKEv1 Main Mode plus Quick Mode style count often remembered as a larger exchange. Option C invents a legacy-peer exception. Option D wrongly assigns four packets to SA_INIT alone. The CCSE distinction is: IKEv1 Main Mode = 6 packets; IKEv2 initial exchange = 4 packets total.

Reference topic: IKEv2 Initial Exchanges / IKE_SA_INIT and IKE_AUTH.

NEW QUESTION # 128

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