

Latest F5CAB3 Version - F5CAB3 Reliable Test Answers

2023 NFHS FOOTBALL TEST (100% correct answers)

Blocking below the waist is permitted in the free-blocking zone when all players involved are on the line of scrimmage and in the zone at the snap; the contact is in the zone, and the block is an immediate, initial action following the snap.

T/F correct answers T

Effective with the 2024 season, the entire body of the number shall be a single solid color that clearly contrasts with the body color of the jersey.

T/F correct answers T

The horse-collar foul is enforced as a live-ball foul.

T/F correct answers T

By state association adoption, use of instant replay is allowed only for postseason contests.

T/F correct answers T

The field of play is the area within sidelines and the goal lines.

T/F correct answers T

The free-blocking zone disintegrates and the exception for an offensive lineman to block in the back is not to continue after the ball has left the zone.

T/F correct answers T

When R1 gains possession of a free kick, blocking below the waist by teammates is legal.

T/F correct answers F

A down ends when the live ball becomes dead.

T/F correct answers T

If there is a double foul during the last timed down of a period, the period is automatically extended.

T/F correct answers T

Any receiver may signal for a fair catch while any legal kick is in flight.

T/F correct answers T

The succeeding spot is where the ball was last snapped or free kicked.

T/F correct answers F

A signal given by R1 in or behind the neutral zone during a scrimmage kick is an illegal fair-catch signal.

T/F correct answers F

If the game is interrupted due to the weather during the last three minutes of the second period, and the delay is at least 30 minutes, the opposing coaches can mutually agree to shorten halftime

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F5 F5CAB3 Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none">• Apply procedural concepts required to modify and manage pools: This domain addresses managing server pools including health monitors, load balancing methods, priority groups, and service port configurations.
Topic 2	<ul style="list-style-type: none">• Apply procedural concepts required to modify and manage virtual servers: This domain covers managing virtual servers including applying persistence, encryption, and protocol profiles, identifying iApp objects, reporting iRules, and showing pool configurations.

F5 BIG-IP Administration Data Plane Configuration Sample Questions (Q34-Q39):

NEW QUESTION # 34

Users are unable to reach an application. The Virtual Server shows a red diamond status. What is the cause?

- A. Virtual Server disabled
- **B. All pool members are down**
- C. HTTPS traffic sent to HTTP VS
- D. Pool members disabled

Answer: B

Explanation:

A red diamond indicates that the Virtual Server is enabled but unavailable, typically due to all pool members being down.

NEW QUESTION # 35

A virtual server is configured to offload SSL from a pool of backend servers. When users connect to the virtual server, they successfully establish an SSL connection but no content is displayed. A packet trace performed on the server shows that the server receives and responds to the request. What should a BIG-IP Administrator do to resolve the problem? (Choose one answer)

- A. enable Server SSL profile
- B. disable SNAT
- **C. enable SNAT**
- D. disable Server SSL profile

Answer: C

Explanation:

This scenario describes a classic case of asymmetric routing in a "one-arm" or non-gateway deployment.

When a BIG-IP system is configured for SSL offloading, the following traffic flow occurs:

Client-Side: The client establishes a successful SSL/TLS handshake with the Virtual Server. This explains why the user can "successfully establish an SSL connection." Server-Side: The BIG-IP decrypts the traffic and forwards it as plain HTTP to the backend server. The packet trace confirms the server receives the HTTP GET request and responds with the content.

The Routing Failure: By default, the BIG-IP system preserves the client's original source IP address. If the backend server's default gateway is not the BIG-IP system (or if the server is on the same subnet as the client), the server will attempt to send the response directly back to the client's IP address, bypassing the BIG-IP.

Stateful Drop: Because the BIG-IP is a Full Proxy, it expects the response to return through its own internal state table to be encrypted and sent back to the client. Since the response bypasses the BIG-IP, the BIG-IP connection eventually times out, and the client receives no data despite the server having sent it.

Solution (SNAT): Enabling Secure Network Address Translation (SNAT), specifically SNAT Auto Map, ensures that the BIG-IP replaces the client's source IP with its own internal self-IP before sending the request to the server. This forces the server to send the response back to the BIG-IP, allowing the BIG-IP to complete the transaction and deliver the content to the user.

NEW QUESTION # 36

All pool members are online. All other virtual server settings are at default. What might alter the load balancing behavior?

- A. Adding a oneconnect profile
- B. Enabling SNAT automap
- C. Enabling a fallback host in the http profile
- **D. Adding a persistence profile**

Answer: D

Explanation:

In a default BIG-IP configuration, the system utilizes the Load Balancing Method (typically Round Robin) to distribute each new connection across available pool members. However, the introduction of a persistence profile fundamentally changes this behavior. Persistence (also known as "stickiness") ensures that once a client has been load balanced to a specific pool member, all subsequent requests from that same client during a defined session or timeout period are directed to that same member, bypassing the standard load balancing algorithm. This is critical for applications that maintain state, such as shopping carts or authenticated sessions, where moving a user to a different server would result in a loss of session data.

While other options affect traffic handling, they do not "alter" the fundamental load balancing decision in the same way. A OneConnect profile (Option A) optimizes connection management by pooling idle server-side connections; while it changes how connections are reused, the initial load balancing decision still follows the configured method. A fallback host (Option C) is only utilized when the primary pool is unavailable, and since the question states all pool members are online, it remains inactive. SNAT Automap (Option D) changes the source IP address of the packet as it exits the BIG-IP toward the server to ensure return traffic passes back through the ADC, but it does not dictate which server is chosen for the request. Therefore, the persistence profile is the primary configuration element that overrides the load balancing algorithm to maintain a client-to-server relationship.

NEW QUESTION # 37

Refer to the exhibit.

A BIG-IP Administrator needs to configure health monitors for a newly configured server pool named Pool_B.

Which health monitor settings will ensure that all pool members will be accurately marked as available or unavailable? (Choose one answer)

- **A. HTTPS, HTTP, FTP, and SSH with the Availability Requirement of at least one health monitor**
- B. HTTP, HTTPS, FTP, and ICMP with the Availability Requirement of at least one health monitor
- C. HTTPS, HTTP, FTP, and SSH with the Availability Requirement of all health monitors
- D. HTTPS, HTTP, FTP, and SSH with the Availability Requirement of all health monitors

Answer: A

Explanation:

From the exhibit, the pool contains different applications on different service ports (for example, HTTP/80, FTP/21, HTTPS/443, SSH/22). To mark pool members correctly, BIG-IP must be able to verify the actual service running on each member's port.

In BIG-IP Administration: Data Plane Configuration, monitor behavior is described as follows:

When multiple monitors are assigned to a pool, the Availability Requirement controls how monitor results are evaluated:

At least one = the pool member is marked up if any one of the assigned monitors succeeds.

All = the pool member is marked up only if every assigned monitor succeeds.

For pools containing members with different services/ports, using All can incorrectly mark members down because monitors intended for other services will fail on the wrong port.

Why C is correct:

Assigning HTTPS, HTTP, FTP, and SSH covers the actual services shown in the pool.

Setting the Availability Requirement to at least one ensures that each pool member is considered available when its appropriate service monitor succeeds, without being forced to pass unrelated service monitors.

Why the other options are incorrect:

A / D (Availability Requirement = all): would cause members to be marked down when unrelated monitors fail (e.g., SSH monitor against an HTTP member).

B (includes ICMP): ICMP can indicate the host is reachable even if the application service is down, which does not "accurately" reflect service availability.

Therefore, the best choice is HTTPS, HTTP, FTP, and SSH with Availability Requirement of at least one health monitor.

NEW QUESTION # 38

During a high-demand event, the BIG-IP Administrator needs to limit the number of new connections per second to a Virtual Server. What should be applied?

- A. Connection Limit
- **B. Connection Rate Limit**
- C. HTTP Compression profile
- D. OneConnect profile

Answer: B

Explanation:

Connection rate limits restrict how many new connections are accepted per second, protecting application resources.

NEW QUESTION # 39

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