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F5 F5CAB2 Exam Syllabus Topics:

Topic	Details
Topic 1	• Explain the relationship between interfaces, trunks, VLANs, self-IPs, routes and
Topic 2	• Identify the different virtual server types: This domain covers BIG-IP virtual server types: Standard, Forwarding, Stateless, Reject, Performance Layer 4, and Performance HTTP.
Topic 3	• Explain high availability (HA) concepts: This domain addresses HA concepts including integrity methods, implementation approaches, and advantages of high availability configurations.

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F5 BIG-IP Administration Data Plane Concepts (F5CAB2) Sample Questions (Q23-Q28):

NEW QUESTION # 23
What should a BIG-IP Administrator configure to minimize impact during a failover? (Choose one answer)

- A. External monitors
- B. OneConnect profile
- C. Clone pool
- D. MAC masquerading

Answer: D

Explanation:
In BIG-IP high availability (HA) deployments, one of the primary causes of traffic disruption during failover is Layer 2 and Layer 3 relearning by upstream network devices (switches and routers). When traffic groups move from the Active device to the Standby device, the network must quickly associate the IP addresses with the new device.
Why MAC Masquerading Minimizes Failover Impact:
MAC masquerading allows a traffic group to use a floating, shared MAC address for its Self IPs. This MAC address moves with the traffic group during failover.
Key benefits:
* The MAC address does not change when failover occurs
* Upstream switches do not need to relearn ARP entries
* Traffic resumes almost immediately after failover
* Dramatically reduces packet loss and connection interruption
From BIG-IP Administration Data Plane Concepts:
* MAC masquerade is specifically designed to provide fast failover
* It is a best practice for HA pairs, especially in environments sensitive to latency and connection loss Why the Other Options Are Incorrect:
* A. External monitors
* Used to check the availability of external resources
* Do not reduce network convergence or failover disruption
* B. Clone pool
* Used for traffic mirroring or security analysis
* Has no impact on failover behavior
* C. OneConnect profile
* Optimizes server-side TCP connections
* Does not address ARP or MAC relearning during failover
Key HA Concept Reinforced:
To minimize failover impact on live traffic, BIG-IP administrators should ensure Layer 2 continuity. MAC masquerading is the primary mechanism that enables near-instant failover by preventing ARP and MAC table reconvergence delays.

NEW QUESTION # 24
A BIG-IP Administrator is informed that traffic on interface 1.1 is expected to increase beyond the maximum bandwidth capacity of the link. There is a single VLAN on the interface.
What should the BIG-IP Administrator do to increase the total available bandwidth? (Choose one answer)

- A. Create a trunk object with two interfaces
- B. Increase the MTU on the VLAN using interface 1.1
- C. Assign two interfaces to the VLAN
- D. Set the media speed of interface 1.1 manually

Answer: A

Explanation:
On BIG-IP systems, physical interface bandwidth is fixed by the link speed (for example, 1GbE or 10GbE).
When traffic demand exceeds the capacity of a single interface, BIG-IP provides link aggregation through trunks.
Key concepts involved:
* InterfacesA single physical interface (such as 1.1) is limited to its negotiated link speed. You cannot exceed this capacity through software tuning alone.

* Trunks (Link Aggregation)A trunk combines multiple physical interfaces into a single logical interface.
* BIG-IP supports LACP and static trunks.
* Traffic is distributed across member interfaces, increasing aggregate bandwidth and providing redundancy.
* VLANs are then assigned to the trunk, not directly to individual interfaces.
Why option B is correct:
* Creating a trunk with two interfaces allows BIG-IP to use both physical links simultaneously.
* This increases total available bandwidth (for example, two 10Gb interfaces # up to 20Gb aggregate capacity).
* This is the documented and supported method for scaling bandwidth on BIG-IP.
Why the other options are incorrect:
* A. Increase the MTUMTU changes affect packet size and efficiency, not total bandwidth capacity.
* C. Assign two interfaces to the VLANBIG-IP does not support assigning a VLAN to multiple interfaces directly. VLANs must be associated with one interface or one trunk.
* D. Set the media speed manuallyMedia speed can only be set up to the physical capability of the interface and connected switch port. It cannot exceed the hardware limit.
Conclusion:
To increase total available bandwidth on BIG-IP when a single interface is insufficient, the administrator must create a trunk object with multiple interfaces and move the VLAN onto the trunk. This aligns directly with BIG-IP data plane design and best practices.

NEW QUESTION # 25
A virtual server is listening at 10.10.1.100:80 and has the following iRule associated with it:
when HTTP_REQUEST { if { [HTTP::header UserAgent] contains "MSIE" }
{ pool MSIE_pool }
else { pool Mozilla_pool }
If
a user connects to http://10.10.1.100/foo.html and their browser does not specify a UserAgent, which pool will receive the request?

- A. MSIE_pool
- B. Unknown. The pool cannot be determined from the information provided.
- C. Mozilla_pool
- D. None. The request will be dropped.

Answer: C

NEW QUESTION # 26
An organization needs to deploy an HTTP application on a BIG-IP system. The requirements specify hardware acceleration to enhance performance, while HTTP optimization features are not required.
What type of virtual server and associated protocol profile should be used to meet these requirements? (Choose one answer)

- A. Type: Performance (Layer 4) Protocol Profile: fastL4
- B. Type: Standard Protocol Profile: tcp-wan-optimized
- C. Type: Stateless Protocol Profile: fastL4
- D. Type: Performance (HTTP) Protocol Profile: fasthttp

Answer: A

Explanation:
Comprehensive and Detailed Explanation From BIG-IP Administration Data Plane Concepts documents:
To select the correct virtual server type, an administrator must balance the need for L7 intelligence versus raw throughput and hardware offloading:
Performance (Layer 4) Virtual Server: This type is designed for maximum speed. It uses the fastL4 profile, which allows the BIG-IP system to leverage the ePVA (Embedded Packet Velocity Accelerator) hardware chip. When a Performance (L4) virtual server is used, the system processes packets at the network layer (L4) without looking into the application payload (L7). This fulfills the requirement for hardware acceleration and avoids the overhead of HTTP optimization features, which are not needed in this scenario.
Performance (HTTP) Virtual Server: While fast, this type uses the fasthttp profile to provide some L7 awareness and optimization (like header insertion or small-scale multiplexing). Since the requirement specifically states HTTP optimization is not required, the L4 variant is more efficient.
Standard Virtual Server: This is a full-proxy type. While it offers the most features (SSL offload, iRules, Compression), it processes traffic primarily in the TMOS software layer (or via high-level hardware assistance), which is "slower" than the pure hardware

switching path of the Performance (L4) type.
Stateless Virtual Server: This is typically used for specific UDP/ICMP traffic where the system does not need to maintain a connection table. It is not appropriate for standard HTTP (TCP) applications requiring persistent sessions or stateful load balancing.
By choosing Performance (Layer 4) with the fastL4 profile, the organization ensures that the traffic is handled by the hardware acceleration chips, providing the lowest latency and highest throughput possible for their HTTP application.

NEW QUESTION # 27
What type of virtual server should be used to block responses for one IP in a subnet with a virtual server?
(Choose one answer)

- A. Block
- B. Reject
- C. Drop
- D. Standard

Answer: B

Explanation:
In the BIG-IP system, when you need to prevent traffic from reaching a specific destination or being processed by the system, you utilize specific Virtual Server types that act as "denial" points.
* Reject Virtual Servers: When a packet matches a Reject virtual server, the BIG-IP system stops the packet from being processed and sends a reset (RST) in the case of TCP, or an ICMP unreachable message in the case of UDP. This is the preferred method for "blocking" specific IPs when you want the sender to receive immediate notification that the connection was refused.
* Drop Virtual Servers: A Drop virtual server simply discards the packet without sending any response back to the source. While effective for "stealthing" a network, it is often less desirable for standard administration unless specifically mitigating a DoS attack.
* Comparison with Standard: A Standard virtual server is used to process and load balance traffic to a pool of members; it does not inherently act as a "blocking" mechanism for a single IP within a subnet unless combined with complex iRules or Packet Filters.
* Context of the Question: To block responses (or connection attempts) for a specific IP while other traffic in the subnet might be handled by more permissive virtual servers, a more specific (higher precedence) Reject virtual server is the standard administrative approach.

NEW QUESTION # 28
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