

# F5CAB3 Training Kit | Exam Questions F5CAB3 Vce



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## F5 F5CAB3 Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none"><li>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.</li></ul>
Topic 2	<ul style="list-style-type: none"><li>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.</li></ul>

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## F5 BIG-IP Administration Data Plane Configuration Sample Questions (Q28-Q33):

### NEW QUESTION # 28

A node is a member of multiple pools hosting different web applications. If one application fails, only that pool member should be marked down.

What should be configured?

- A. UDP monitor
- B. HTTP monitor with custom send/receive
- C. ICMP + TCP monitor
- D. TCP monitor

**Answer: B**

Explanation:

Application-specific health checks must validate application responses, which requires HTTP monitors with custom send/receive strings.

**NEW QUESTION # 29**

A BIG-IP Administrator creates a new Virtual Server. The end user is unable to access the page. During troubleshooting, the administrator learns that the connection between the BIG-IP system and server is NOT set up correctly. What should the administrator do to solve this issue? (Choose one answer)

- A. Set Address Translation to SNAT and have a self-IP configured in the same subnet as the servers
- B. Set Address Translation to Auto Map, configure a SNAT pool, and have pool members in the same subnet as the servers
- C. Disable Address Translation
- D. Set Address Translation to SNAT and configure a specific translation address

**Answer: A**

Explanation:

The issue described is a classic symptom of asymmetric routing, which frequently occurs when the BIG-IP system and the back-end servers reside on the same subnet (often referred to as a "one-arm" deployment).

\* The Routing Problem: By default, the BIG-IP system preserves the original client source IP address when forwarding traffic to a pool member. If the server is in the same subnet as the client or if the server's default gateway is not the BIG-IP, the server will attempt to send its response directly back to the client's IP address, bypassing the BIG-IP.

\* Stateful Failure: Since the BIG-IP is a Full Proxy, it maintains a state table. Because the response packet never returns through the BIG-IP, the system cannot complete the three-way handshake or manage the application session, resulting in a connection failure for the user.

\* The Solution (SNAT): Enabling Source Network Address Translation (SNAT) solves this by changing the source IP address of the request to an IP address owned by the BIG-IP (typically a self-IP).

\* Requirement for Subnet Alignment: To ensure the server sends the response back to the BIG-IP, the translation address must be reachable. By using a self-IP configured in the same subnet as the servers, the BIG-IP ensures that the server sees the request coming from a local "neighbor." The server will then naturally send the response back to that self-IP, allowing the BIG-IP to translate the packet back and forward it to the client.

Why other options are incorrect:

\* A: Disabling address translation would ensure the server-side traffic uses the client IP, making asymmetric routing inevitable in this scenario.

\* B: This is technically contradictory; "Auto Map" specifically uses existing self-IPs and does not require or use a "SNAT pool" configuration.

\* C: While using a specific translation address can work, it does not inherently guarantee the Layer 2

/Layer 3 reachability mentioned in the scenario as effectively as ensuring the self-IP is correctly placed in the server's subnet.

**NEW QUESTION # 30**

A BIG-IP Administrator creates a new Virtual Server to load balance SSH traffic. Users are unable to log on to the servers. What should the BIG-IP Administrator do to resolve the issue?

- A. Set Source Address to 10.1.1.2
- B. Set HTTP Profile to None
- C. Set Destination Address/Mask to 0.0.0.0/0
- D. Set Protocol to UDP

**Answer: B**

Explanation:

SSH is a TCP Layer 4 protocol. Applying an HTTP profile causes BIG-IP to expect HTTP headers, breaking SSH sessions. Removing the HTTP profile allows raw TCP forwarding.

**NEW QUESTION # 31**

Which of the following has iApp configured objects?

- A. ltm virtual /Common/test\_vs {creation-time 2023-09-01:12:28:27destination /Common/10.176.21.11:443disabledip-protocol tcp last-modified-time 2023-09-01:12:29:40mask 255.255.255.255profiles { /Common/fastL4 {} }serverssl-use-sni disabledsource 0.0.0.0/0translate-address enabledtranslate-port enabled}
- B. ltm virtual /Common/app1\_vs {creation-time 2020-02-07:09:47:12description https://app1.apmsupport.localdestination /Common/10.155.47.160:443ip-protocol tcp last-modified-time 2024-05-15:09:57:19mask 255.255.255.255pool /Common/https\_lamp\_poolprofiles { /Common/apm\_support {context clientside} /Common/f5-tcp-progressive {} /Common/http {} /Common/multi\_domain\_ap {} /Common/oneconnect {} /Common/rba {} /Common/serverssl {context serverside} /Common/webssso {} }serverssl-use-sni disabledsource 0.0.0.0/0source-address-translation {type automap} translate-address enabledtranslate-port enabled}
- C. ltm virtual /Common/app2\_vs {creation-time 2020-02-07:09:48:01description https://app2.apmsupport.localdestination /Common/10.155.47.161:443ip-protocol tcp last-modified-time 2024-05-13:06:02:40mask 255.255.255.255pool /Common/https\_lamp\_poolprofiles { /Common/apm\_support {context clientside} /Common/f5-tcp-progressive {} /Common/http {} /Common/multi\_domain\_ap {} /Common/rba {} /Common/serverssl {context serverside} /Common/webssso {} }serverssl-use-sni disabledsource 0.0.0.0/0source-address-translation {type automap} translate-address enabledtranslate-port enabled}
- D. ltm virtual /Common/vmware\_test.app/vmware\_test\_proxy\_https {app-service /Common/vmware\_test.app/vmware\_testcreation-time 2024-04-12:08:49:12destination /Common/10.155.47.199:443ip-protocol tcp last-modified-time 2024-04-12:08:49:12mask 255.255.255.255profiles { /Common/ppp {} /Common/rba {} /Common/vdi {} /Common/vmware\_test.app/vmware\_test {} } /Common/vmware\_test.app/vmware\_test\_client\_ssl {context clientside} /Common/vmware\_test.app/vmware\_test\_connect {context clientside} /Common/vmware\_test.app/vmware\_test\_http {} /Common/vmware\_test.app/vmware\_test\_lan\_optimized\_tcp {context serverside} /Common/vmware\_test.app/vmware\_test\_server\_ssl {context serverside} /Common/vmware\_test.app/vmware\_test\_wan\_optimized\_tcp {context clientside} /Common/webssso {} }serverssl-use-sni disabledsource 0.0.0.0/0source-address-translation {type automap} translate-address enabledtranslate-port enabled}

**Answer: D**

Explanation:

An F5 iApp is a template-driven system used to deploy complex applications by grouping all necessary BIG-IP objects (Virtual Servers, Pools, Profiles) into a single management entity. Objects created by an iApp are distinguished by their naming convention and metadata. In the provided exhibit, the Virtual Server configuration in Option A is clearly identified as an iApp-managed object through two primary indicators.

First, the object resides within a sub-directory or partition ending in .app (/Common/vmware\_test.app).

Second, the configuration explicitly includes the attribute app-service /Common/vmware\_test.app/vmware\_test, which serves as the system's internal pointer linking the LTM object back to the parent iApp Application Service.

Furthermore, several profiles associated with this virtual server also reside within the same .app container, such as /Common/vmware\_test.app/vmware\_test\_http.

In contrast, Options B, C, and D represent standard, manually created Virtual Servers. While they may have complex configurations (such as the APM profiles in app2\_vs and app1\_vs), they lack the folder-based naming hierarchy and the app-service metadata attribute that denotes iApp ownership. Standard objects like app1\_vs are managed individually, whereas the objects within vmware\_test.app are typically protected by

"Strict Updates." This means their configuration is controlled by the iApp's template logic; any manual attempt to modify these specific parameters directly via the Virtual Server menu would result in an error message stating the service must be updated via the application management interface. Identifying these objects is a critical procedural step for administrators to determine whether a configuration should be edited through the standard LTM menus or through the iApp's "Reconfigure" tab to ensure consistency and prevent manual changes from being overwritten by the template.

### NEW QUESTION # 32

A BIG-IP Administrator finds the following log entry: tmm tmm[714]: 011e0002:4: sweeper\_update: aggressive mode activated. Which action should the BIG-IP administrator take to mitigate this memory issue?

- A. Configure the virtual server to use Connection Mirroring
- B. Configure the redundant pair to be active-active
- C. Decrease the TCP profile Idle Timeout value
- D. Increase the TCP profile Idle Timeout value

**Answer: C**

#### Explanation:

The log message "aggressive mode activated" indicates that the BIG-IP's adaptive connection management system (the "Sweeper") has detected that the system's memory or connection limits are reaching a critical threshold. To protect the system from crashing due to memory exhaustion (OOM), the BIG-IP enters Aggressive Mode, where it begins to proactively and rapidly reap (close) idle connections to free up resources for new incoming traffic.

To mitigate this and return the system to a healthy state, the administrator needs to reduce the overall resource footprint of existing connections. Decreasing the TCP profile Idle Timeout value (Option B) is the most effective administrative action. In many environments, the default idle timeout is 300 seconds (5 minutes). If a large number of connections remain "open" in the BIG-IP connection table long after the clients have stopped sending data, they consume valuable TMM (Traffic Management Microkernel) memory. By lowering the timeout (e.g., to 60 or 120 seconds), the BIG-IP can expire and remove these inactive entries much sooner, preventing the connection table from bloating and triggering the Sweeper's aggressive mode.

Conversely, increasing the timeout (Option C) would exacerbate the problem by keeping "dead" connections in memory even longer. Connection Mirroring (Option D) actually increases memory usage because every connection must be duplicated on the standby peer. An active-active configuration (Option A) might spread the load but does not address the underlying resource management issue on the individual units. Therefore, tightening the idle timers is the standard procedural fix for memory pressure caused by high connection volumes.

#### NEW QUESTION # 33

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