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## F5 BIG-IP Administration Data Plane Concepts (F5CAB2) Sample Questions (Q43-Q48):

### NEW QUESTION # 43

Which statement is true concerning cookie persistence?

- A. Cookie persistence uses a cookie that stores the virtual server, pool name, and member IP address in clear text.
- B. Cookie persistence allows persistence independent of IP addresses.

- C. Cookie persistence allows persistence even if the data are encrypted from client to pool member.
- D. If a client's browser accepts cookies, cookie persistence will always cause a cookie to be written to the client's file system.

**Answer: B**

#### NEW QUESTION # 44

What type of virtual server should be used to load balance UDP traffic without considering previous connections?

- A. Forwarding
- B. Reject
- C. Stateless
- D. Standard

**Answer: C**

Explanation:

When handling high-volume UDP traffic where the BIG-IP does not need to maintain any session history or relationship between packets, a Stateless virtual server is the appropriate choice.

\* No Connection Tracking: A stateless virtual server does not create or maintain entries in the BIG-IP connection table. This means the system processes each packet as an individual event, without "considering previous connections" or packets from the same source.

\* High Performance: Because the system bypasses the overhead of state management, stateless virtual servers provide the highest possible throughput for UDP and ICMP traffic.

\* Use Cases: This is ideal for services like DNS (stateless queries) or some types of syslog traffic where each packet is independent and doesn't require the persistence or protocol inspection typically provided by a full-proxy.

Why other options are incorrect:

\* Forwarding: While a Forwarding (IP) virtual server can handle UDP, it still maintains a state entry in the connection table to ensure return traffic is handled correctly.

\* Standard: This is a full-proxy virtual server. It is inherently stateful and requires a connection table entry for every flow it manages.

\* Reject: This is a special virtual server type that simply drops incoming traffic and, in the case of TCP, sends a reset (RST) or, for UDP, sends an ICMP unreachable message. It is not a load balancing type.

#### NEW QUESTION # 45

A BIG-IP Administrator needs to connect a BIG-IP system to two upstream switches to provide external network resilience. The network engineer instructs the administrator to configure interface binding with LACP. Which configuration should the administrator use? (Choose one answer)

- A. A virtual server with an LACP profile and the interfaces connected to the switches as pool members.
- B. A Trunk containing an interface connected to each switch.
- C. A Trunk listing the allowed VLAN IDs and MAC addresses configured on the switches.
- D. A virtual server with an LACP profile and the switches' management IPs as pool members.

**Answer: B**

Explanation:

In BIG-IP architecture, link aggregation and redundancy at Layer 2 are implemented using Trunks, not virtual servers or pools.

According to BIG-IP Administration Data Plane Concepts:

\* Interfaces are the physical network ports on the BIG-IP device

\* A Trunk is a logical grouping of multiple interfaces

\* Trunks can be configured to use LACP (Link Aggregation Control Protocol) to:

\* Provide link redundancy

\* Increase aggregate bandwidth

\* Allow automatic detection of link failures

\* VLANs are then assigned to the trunk, not directly to individual interfaces, once aggregation is in place

Correct Design for the Scenario:

To connect BIG-IP to two upstream switches with LACP:

\* One physical interface from BIG-IP connects to Switch A

\* Another physical interface from BIG-IP connects to Switch B

\* Both interfaces are placed into the same trunk

\* LACP is enabled on the trunk and on the switches

This configuration allows:

\* Traffic to continue flowing if one interface or switch fails

\* Proper LACP negotiation between BIG-IP and the upstream switches

\* Clean separation of responsibilities (Layer 2 handled by trunking, Layer 4-7 by virtual servers) Why Option D Is Correct:

\* A Trunk containing an interface connected to each switch is exactly how BIG-IP implements LACP- based interface binding

\* The trunk handles link state, load distribution, and failover at the data plane Why the Other Options Are Incorrect:

\* A & B - Virtual servers operate at Layers 4-7 and have nothing to do with physical link aggregation or LACP

\* C - VLAN IDs and MAC addresses are not configured inside a trunk definition; trunks aggregate interfaces, and VLANs are applied to trunks Key Data Plane Concept Reinforced:

On BIG-IP systems, LACP is always configured on a Trunk, which aggregates physical interfaces to provide Layer 2 resiliency and bandwidth aggregation. Virtual servers and pools are not involved in physical interface binding.

#### NEW QUESTION # 46

Which two statements describe differences between the active and standby systems? (Choose two.)

- A. Floating self-IP addresses are hosted only by the active system.3536
- B. Configuration changes can only be made on the active system. (Incorrect)
- C. Virtual server addresses are hosted only by the active system.
- D. Failover triggers only cause changes on the active system.
- E. Monitors are performed only by the active system.

**Answer: A,C**

Explanation:

The primary distinction between Active and Standby units revolves around which unit is currently processing traffic.

\* Traffic Objects (C & E): The unit in the Active state is the only one that answers ARP requests for Virtual Server addresses and Floating Self-IPs. The Standby unit remains "quiet" for these addresses to avoid IP conflicts on the network.

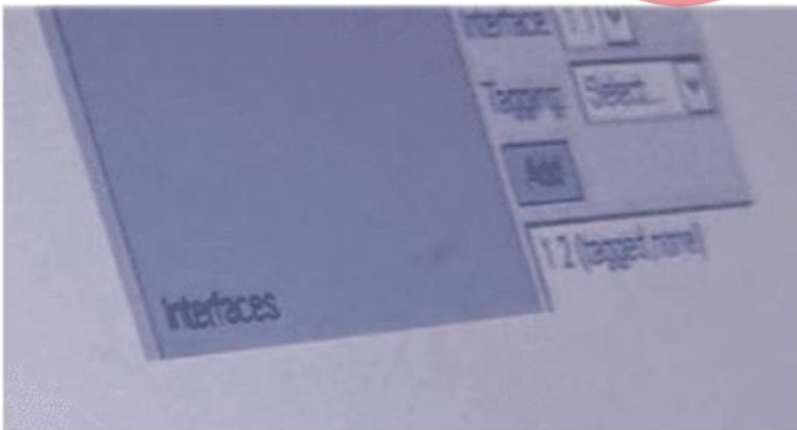
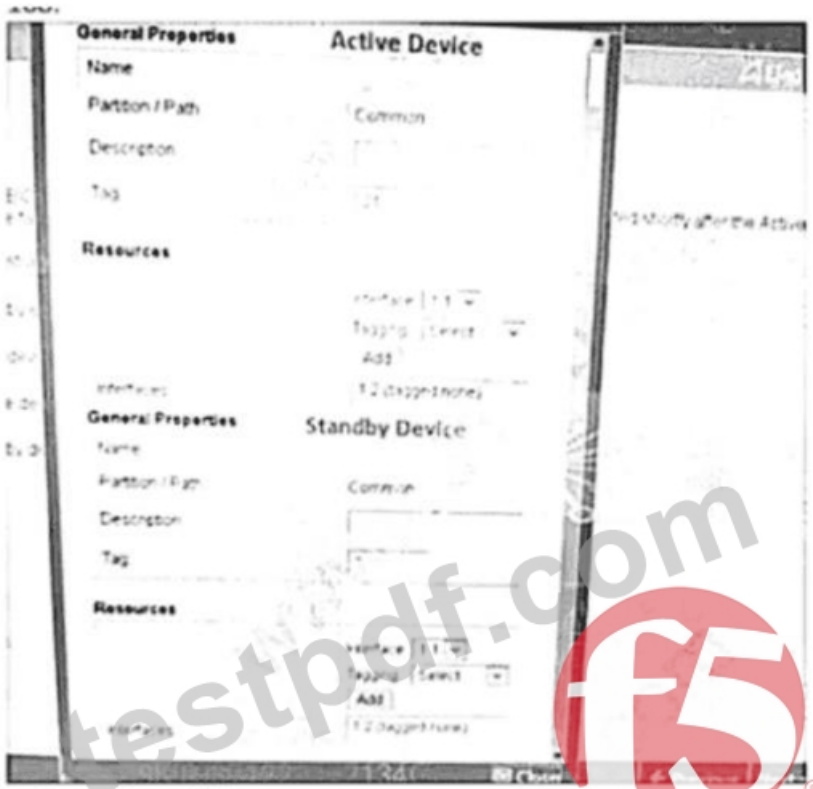
\* Monitors (A - False): Both the Active and Standby units perform health monitors on pool members by default. This ensures that the Standby unit is ready to take over with an up-to-date view of the pool's health.

\* Failover (B - False): A failover trigger (like a VLAN fail-safe) causes the Active unit to go Standby and the Standby unit to go Active; it affects both.

\* Management (D - False): Configuration changes can technically be made on either unit (though it is best practice to make them on the Active unit) and then synchronized to the peer.

#### NEW QUESTION # 47

Refer to the exhibit.



During a planned upgrade to a BIG-IP HA pair running Active/Standby, an outage to application traffic is reported shortly after the Active unit is forced to Standby. Reverting the failover resolves the outage. What should the BIG-IP Administrator modify to avoid an outage during the next failover event? (Choose one answer)

- A. The interface on the Active device to 1.1
- **B. The Interface on the Standby device to 1.1**
- C. The Tag value on the Standby device
- D. The Tag value on the Active device

**Answer: B**

Explanation:

In an Active/Standby BIG-IP design, application availability during failover depends on both units having equivalent data-plane connectivity for the networks that carry application traffic. Specifically:

- \* VLANs are bound to specific interfaces (and optionally VLAN tags).
- \* Floating self IPs / traffic groups move to the new Active device during failover.
- \* For traffic to continue flowing after failover, the new Active device must have the same VLANs available on the correct interfaces that connect to the upstream/downstream networks.

What the symptom tells you:

- \* Traffic works when Device A is Active
- \* Traffic fails when Device B becomes Active
- \* Failback immediately restores traffic

This pattern strongly indicates the Standby unit does not have the VLAN connected the same way (wrong physical interface assignment), so when it becomes Active, it owns the floating addresses but cannot actually pass traffic on the correct network segment.

Why Interface mismatch is the best match:

- \* If the Active unit is already working, its interface mapping is correct.
- \* The fix is to make the Standby unit's VLAN/interface assignment match the Active unit.
- \* That corresponds to changing the Standby device interface to 1.1.

Why the Tag options are less likely here (given the choices and the exhibit intent):

\* Tag issues can also break failover traffic, but the question/options are clearly driving toward the classic HA requirement: consistent VLAN-to-interface mapping on both devices so the data plane remains functional after the traffic group moves.

Conclusion: To avoid an outage on the next failover, the BIG-IP Administrator must ensure the Standby device uses the same interface (1.1) for the relevant VLAN(s) that carry the application traffic, so when it becomes Active it can forward/receive traffic normally.

## NEW QUESTION # 48

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