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JN0-664 Certification Exam

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>> Juniper JN0-364 Originale Fragen <<

JN0-364 Übungsmaterialien, JN0-364 Zertifizierungsantworten

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Juniper Service Provider Routing and Switching, Specialist (JNCIS-SP) JN0-364 Prüfungsfragen mit Lösungen (Q26-Q31):

26. Frage

A service provider is onboarding a new enterprise customer that operates multiple branch offices, each with its own set of VLANs. The customer requires transparent Layer 2 connectivity between sites while maintaining separation of internal VLANs. The provider must also ensure that customer VLAN identifiers do not conflict with other customers on the shared infrastructure. Which solution would provide the desired results?

- A. Aggregate customer traffic using GRE tunnels.
- **B. Extend customer VLANs using Q-in-Q tunneling.**
- C. Deliver Layer 3 VPN services using MPLS.
- D. Provide Internet access with NAT and firewall services.

Antwort: B

Begründung:

In a service provider environment, Q-in-Q tunneling (also known as 802.1ad or double-tagging) is the standard solution for transporting multiple customer VLANs over a shared provider backbone while maintaining total separation. According to Juniper Networks documentation, Q-in-Q works by adding a second 802.1Q tag (the Service Provider tag or S-tag) to the customer's already tagged frames (the Customer tag or C-tag). This creates a "tunnel" at Layer 2. This solution specifically addresses all the customer's requirements:

- * Transparent Layer 2 Connectivity: Because the provider simply encapsulates the customer's frames, the customer's internal BPDU traffic (like Spanning Tree) and VLAN tags are preserved and delivered transparently to the remote site.
- * Separation of Internal VLANs: The customer can run their own internal VLAN IDs (1-4094) without the provider needing to know or manage them.
- * Conflict Avoidance: Different customers on the same provider infrastructure are assigned unique S-tags. Even if two different customers both use "VLAN 10" internally, they remain isolated because their traffic is encapsulated in different provider S-tags.

Why other options are incorrect:

- * Layer 3 VPN (Option B): While MPLS L3VPNs are common, they provide Layer 3 (IP) connectivity, not the "transparent Layer 2" connectivity requested.
- * GRE Tunnels (Option C): GRE is a Layer 3 encapsulation and does not natively provide the transparent VLAN bridging required for a multi-site Layer 2 service.
- * NAT/Firewall (Option D): These are security and address-translation services for internet access and do not facilitate site-to-site Layer 2 bridging.

27. Frage

You are the administrator for two Junos routers called R1 and R2. These two routers are directly connected to each other. These two routers run IS-IS and BFD. R1 is configured to send BFD packets every 300 milliseconds. R2 is configured to send BFD packets every 400 milliseconds. In this situation, what is the expected outcome?

- A. Each router will negotiate to send BFD packets at the fastest of the two rates.
- B. Each router will send BFD packets at the rate that has been locally configured.
- **C. Each router will negotiate to send BFD packets at the slowest of the two rates.**
- D. BFD will fail due to the mismatched timers.

Antwort: C

Begründung:

In the context of Juniper Networks High Availability, Bidirectional Forwarding Detection (BFD) is a lightweight protocol designed to provide fast failure detection for the forwarding path. Unlike the slow "hello" mechanisms found in IGPs like OSPF or IS-IS, BFD can detect link or neighbor failures in sub-second intervals.

According to Juniper Networks technical documentation, BFD operates through a negotiation process. When two routers establish a BFD session, they exchange their locally configured Minimum Transmit Interval and Minimum Receive Interval within the BFD control packets. The fundamental rule of BFD negotiation is that the routers must agree on a common timing value that accommodates the slower of the two devices to ensure stability and prevent "false positives" (detecting a failure when none exists simply because one router cannot keep up with the processing speed).

In this scenario, R1 expects to send at 300ms, while R2 is configured for 400ms. During the handshake, R1 informs R2 it is capable of 300ms, but R2 informs R1 it can only support a minimum of 400ms.

Consequently, the routers will negotiate to use the slowest of the two rates (400ms). Specifically, the transmission interval of one router is matched to the receive interval of the other. By choosing the highest common denominator (the slowest rate), the BFD session ensures that both routers have sufficient time to process incoming control packets. This negotiation allows BFD to be highly flexible in heterogeneous environments where different hardware platforms may have varying CPU capabilities for handling rapid heartbeat packets.

28. Frage

Exhibit:

Referring to the exhibit, R1 and R2 are configured to run IS-IS. The IS-IS adjacency between R1 and R2 is up. What does the output of the show isis interface command tell you about R1?

- A. R1 is not configured to use wide metrics.
- B. R1 sends Level 1 hello PDUs to R2.
- **C. R1 only forms a Level 2 adjacency with R2.**
- D. R1 advertises a Level 1 metric of 100 and a Level 2 metric of 100 toward R2 in its link-state PDU.

Antwort: C

Begründung:

In the IS-IS (Intermediate System to Intermediate System) protocol as implemented in Junos OS, routers can operate at two hierarchical levels: Level 1 (L1) for intra-area routing and Level 2 (L2) for inter-area backbone routing. By default, a Juniper router and its interfaces are configured to act as Level 1/2, meaning they will attempt to form adjacencies at both levels simultaneously.

According to Juniper Networks technical documentation, the `show isis interface` command provides a granular view of how the protocol is interacting with specific local links. In the provided exhibit, we must examine the L (Level) column and the DR (Designated Router) status columns to understand R1's operational state.

* Level Configuration: Under the L column for both the physical interface `ge-0/0/0.0` and the loopback `lo0.0`, the value is strictly 2. This indicates that these interfaces have been explicitly configured to operate only at Level 2.

* Adjacency Capabilities: For the interface `ge-0/0/0.0`, the Level 1 DR field is marked as Disabled. This confirms that R1 is not participating in Level 1 operations on this link; it will not transmit Level 1 Hello PDUs, nor will it listen for them. Consequently, R1 is incapable of forming a Level 1 adjacency with R2 on this segment.

* Metric Implications: The exhibit shows an L1/L2 Metric of 100/100. In Junos, "narrow" metrics (the default) are limited to a maximum value of 63 per interface. A metric of 100 indicates that wide metrics (wide-metrics-only) have been enabled. Therefore, option A is incorrect because the router is using wide metrics.

Since the prompt states the adjacency is "up," and the interface is restricted to Level 2, we can conclude that R1 only forms a Level 2 adjacency with R2 (Option B). Even though an L1 metric of 100 is displayed in the table as a configured value, it is not actually "advertised" in a Link-State PDU because the Level 1 protocol is disabled on that interface.

29. Frage

You are evaluating BGP between two Juniper routers and the BGP session is stuck in the Idle state. What would cause this behavior?

- A. The BGP group type is set to internal instead of external.
- B. The BGP hold time is too short.
- **C. The peer IP address is incorrect.**
- D. The local AS number is missing.

Antwort: C

Begründung:

In the BGP Finite State Machine (FSM), the Idle state is the first stage of any BGP connection. When a BGP session is "stuck" in Idle, it typically indicates that the router is unable to even begin the process of establishing a TCP connection with its neighbor. According to Juniper Networks documentation, before BGP can transition to the ConnectorActive states, it must have a valid route to the neighbor's IP address in the routing table and be able to initiate a three-way TCP handshake on port 179.

If the peer IP address is incorrect (Option D), the router may not have a route to that destination, or it may be attempting to connect to a non-existent or unreachable host. In many Junos configurations, if the underlying IGP (OSPF/IS-IS) or static routing cannot provide reachability to the neighbor address defined in the BGP configuration, the BGP process will remain in the Idle state and periodically retry the connection.

Regarding the other options:

* The local AS number is missing (Option C): In Junos, you cannot commit a BGP configuration if the local autonomous system is not defined at either the [edit routing-options] level or within the BGP group itself. The commit check would fail before the session could even attempt to start.

* The BGP group type (Option B): Having a mismatch in group type (internal vs. external) usually results in the session reaching the OpenSent or OpenConfirm state before failing due to an "unacceptable AS" error in the OPEN message.

* BGP hold time (Option A): Issues with hold timers or keepalives generally cause a session that is already in the Established state to drop; they do not prevent the session from leaving the Idle state.

30. Frage

Which OSPF packet type is used to initiate and maintain neighbor relationships?

- **A. Hello**
- B. Database Description
- C. Link-State Update
- D. Link-State Acknowledgment

Antwort: A

Begründung:

The Hello packet is the most basic, yet most vital, component of the OSPF protocol. It serves as the primary mechanism for neighbor discovery, parameter negotiation, and "keepalive" functionality. Per Juniper Networks' routing documentation, OSPF routers use the Hello protocol to dynamically discover other OSPF-enabled routers on their directly connected segments.

When OSPF is enabled on a Junos interface, the router begins multicasting Hello packets (typically to the 224.0.0.5 "All OSPF Routers" address). This initiates the neighbor relationship. For two routers to move beyond the Init state and become neighbors, they must agree on several critical parameters contained within the Hello packet:

* Area ID: Routers must be in the same OSPF area.

* Authentication: Passwords or keys must match.

* Timers: The Hello and Dead intervals must be identical.

* Options: Such as Stub area flags.

Beyond the initial "initiation," the Hello packet is used to maintain the relationship. By continuously sending these packets at a fixed interval (the Hello interval), a router signals to its peers that it is still functional. If a router stops receiving Hello packets from a neighbor for a duration exceeding the Dead Interval, it declares the neighbor "down," flushes the associated LSAs from the database, and triggers a new SPF calculation.

Furthermore, on multi-access networks like Ethernet, the Hello packet is the vehicle for the election of the Designated Router (DR) and Backup Designated Router (BDR). By exchanging priority values and Router IDs within the Hello packets, the segment can elect a central point of contact to minimize the number of adjacencies required on the wire.

31. Frage

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