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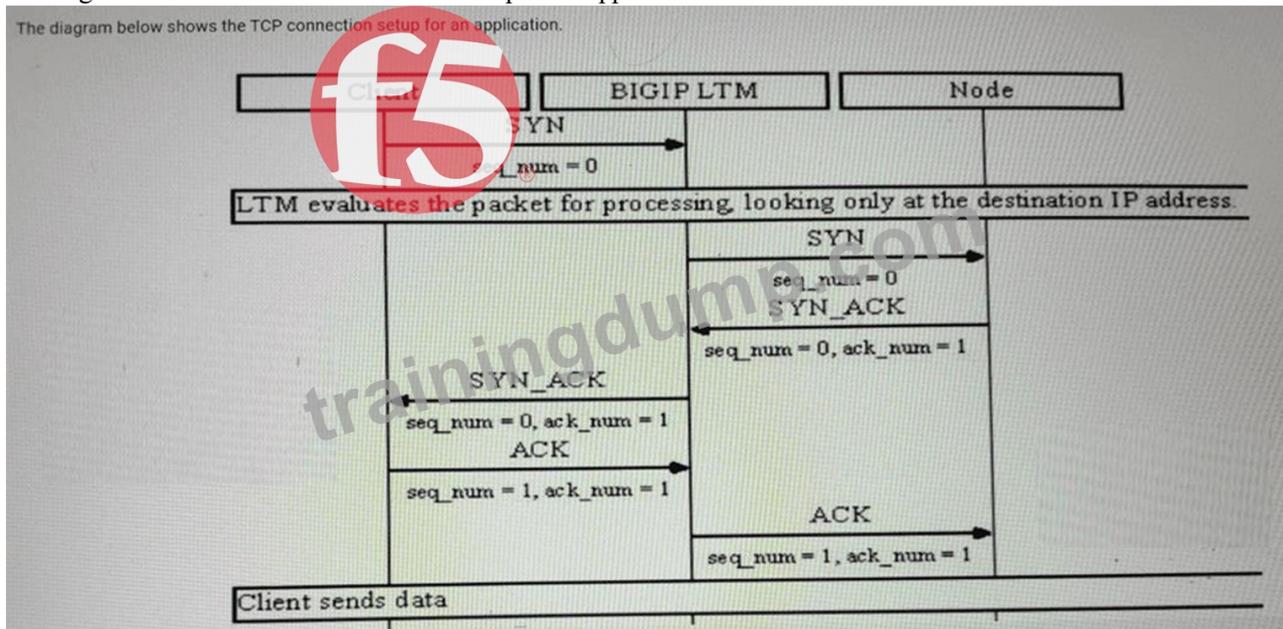
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The TrainingDump is one of the top-rated and trusted platforms that are committed to making the BIG-IP Administration Data Plane Concepts (F5CAB2) (F5CAB2) certification exam journey successful. To achieve this objective TrainingDump has hired a team of experienced and qualified F5 F5CAB2 Exam trainers. They work together and put all their expertise to maintain the top standard of BIG-IP Administration Data Plane Concepts (F5CAB2) (F5CAB2) practice test all the time.

F5 BIG-IP Administration Data Plane Concepts (F5CAB2) Sample Questions (Q29-Q34):

NEW QUESTION # 29

The diagram below shows the TCP connection setup for an application.



Which of the following virtual server types applies? (Choose one answer)

- A. Stateless virtual server
- **B. Forwarding IP virtual server**
- C. Standard virtual server

Answer: B

Explanation:

Comprehensive and Detailed Explanation From BIG-IP Administration Data Plane Concepts documents:

The diagram illustrates a specific TCP handshake sequence where the BIG-IP system acts as a transparent forwarder rather than a full proxy. The key indicators that identify this as a Forwarding (IP) virtual server are as follows:

Initial Packet Processing: The diagram explicitly states that the LTM evaluates the packet looking only at the destination IP address. This is the fundamental characteristic of a Forwarding IP virtual server, which uses the system's routing table to make forwarding decisions instead of load balancing to a pool of members.

Handshake Sequence: Unlike a Standard virtual server, which completes the three-way handshake with the client (SYN, SYN-ACK, ACK) before initiating a separate connection to the server, the Forwarding IP virtual server passes the client's original SYN packet directly to the destination node.

Response Timing: The BIG-IP system waits for the SYN-ACK from the destination node before it sends a SYN-ACK back to the client. It essentially "passes through" the handshake signals while still maintaining a state entry in the connection table to track the flow.

Packet-by-Packet Logic: While it tracks the state, it does not perform address translation (unless SNAT is specifically configured) or deep packet inspection like a full proxy would.

Why other options are incorrect:

Standard virtual server: A Standard virtual server is a "full proxy." It would finish the handshake with the client first and only then open a second, independent TCP connection to the backend server.

Stateless virtual server: A stateless virtual server does not track connections in the connection table. The diagram shows the system meticulously passing sequence numbers ($\$seq_num\$$) and acknowledgment numbers ($\$ack_num\$$) between the two sides, which requires stateful tracking of the TCP flow.

NEW QUESTION # 30

When upgrading a BIG-IP redundant pair, what happens when one system has been updated but the other has not?

- A. The first system to be updated will assume the Active role.
- **B. Syncing should not be performed.**
- C. The older system will issue SNMP traps indicating a communication error with the partner.
- D. This is not possible since both systems are updated simultaneously.

Answer: B

NEW QUESTION # 31

Which virtual server type is being configured in the screenshot? (Choose one answer.)

- A. Performance Layer 4
- B. Standard
- C. Forwarding IP

Answer: A

Explanation:

Comprehensive and Detailed Explanation (BIG-IP Administration - Data Plane Concepts):

The configuration shown matches a Performance Layer 4 virtual server because it is explicitly using a FastL4 profile:

The screenshot shows Protocol: TCP and Protocol Profile (Client): fastL4.

In BIG-IP data plane terms, FastL4 is the hallmark of a Performance (Layer 4) virtual server, designed to process connections at Layer 4 with minimal overhead (high throughput/low latency) compared to full proxy L7 processing.

The screenshot also shows HTTP Profile (Client): None (and HTTP server profile effectively not in use).

A Standard virtual server commonly uses full-proxy features and frequently includes L7 profiles (like HTTP) when doing HTTP-aware load balancing, header manipulation, cookie persistence, etc. In contrast, a Performance L4 virtual server typically does not use an HTTP profile because it is not doing HTTP-aware (Layer 7) processing.

It is not a Forwarding IP virtual server:

A Forwarding (IP) virtual server is used to route/forward packets (often without load balancing to pool members in the same way as Standard/Performance VS) and is selected by choosing a forwarding type. The presence of a TCP protocol with a FastL4 client profile aligns with a Layer 4 load-balancing style virtual server, not a packet-forwarding virtual server type.

Conclusion: Because the configuration is TCP-based and explicitly uses fastL4 with no HTTP profile, the expected BIG-IP virtual server type is Performance Layer 4 (Option C).

NEW QUESTION # 32

A BIG-IP Administrator makes a configuration change to a Virtual Server on the Standby device of an HA pair. The HA pair is currently configured with Auto-Sync enabled. What effect will the change have on the HA pair configuration? (Choose one answer)

- A. The change will be propagated next time a configuration change is made on the Active device.
- B. The change will be undone when Auto-Sync propagates the config to the Standby device.
- C. The change will take effect when Auto-Sync propagates the config to the HA pair.
- D. The change will be undone next time a configuration change is made on the Active device.

Answer: B

Explanation:

Comprehensive and Detailed Explanation From BIG-IP Administration Data Plane Concepts documents:

In a BIG-IP high availability (HA) configuration, Auto-Sync is a device trust feature that automatically synchronizes configuration changes from the Active device to the Standby device within a Sync-Failover device group.

Key principles from BIG-IP Administration Data Plane Concepts:

The Active device is always the authoritative source of configuration

Configuration changes are intended to be made only on the Active device With Auto-Sync enabled, any time the Active device configuration changes, the system automatically pushes the configuration to all Standby members of the device group Configuration changes made directly on a Standby device are not preserved In this scenario:

The administrator modifies a Virtual Server on the Standby device

That change is local only and does not alter the device group's synchronized configuration When Auto-Sync next runs (triggered by a change on the Active device or an internal sync event), the Active device configuration overwrites the Standby configuration As a result, the configuration change made on the Standby device is undone.

Why the Other Options Are Incorrect:

A - The change is not undone only when another change is made; it is undone during the next Auto-Sync operation B - Changes made on the Standby device are never propagated to the Active device D - Auto-Sync does not merge or promote Standby changes into the HA pair configuration Best Practice Reinforced:

Always perform configuration changes on the Active BIG-IP device when Auto-Sync is enabled to ensure consistent and predictable HA behavior.

NEW QUESTION # 33
 Refer to the exhibit above.

Local Traffic » Pools : Pool List » docker_www_farm

Properties Members Statistics

Load Balancing

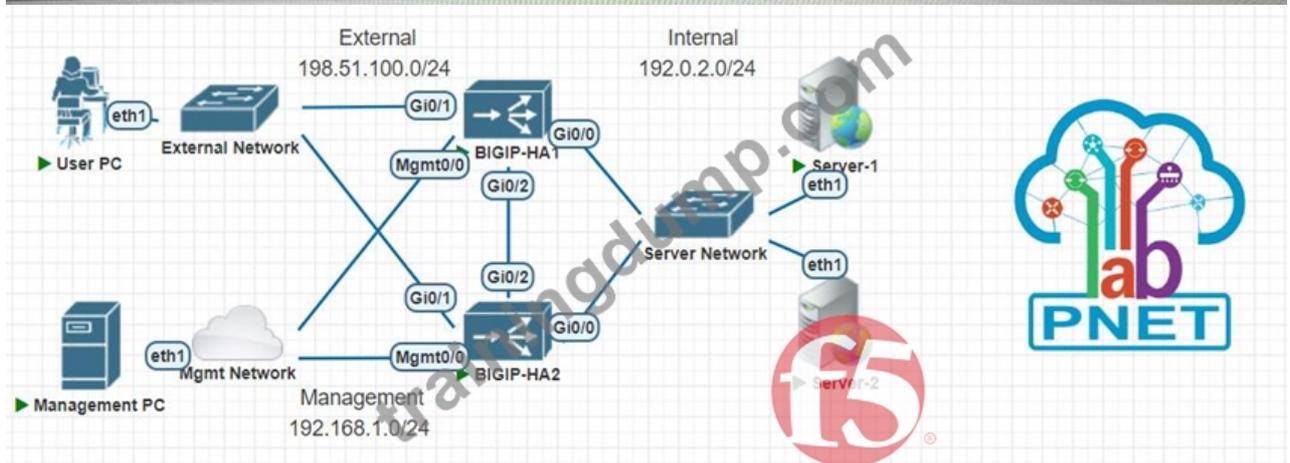
Load Balancing Method: Round Robin

Priority Group Activation: Less than... 2 Available Member(s)

Update

Current Members

✓	Status	Member	Address	Service Port	FQDN	Ephemeral	Ratio	Priority Group	Connection Limit	Partition / Path
<input type="checkbox"/>	●	serv1:80	192.168.30.11	80		No	1	2 (Active)	0	Common
<input type="checkbox"/>	◆	serv2:80	192.168.30.12	80		No	1	2 (Inactive)	0	Common
<input type="checkbox"/>	●	serv3:80	192.168.30.13	80		No	1	1 (Active)	0	Common
<input type="checkbox"/>	●	serv4:80	192.168.30.14	80		No	1	1 (Active)	0	Common

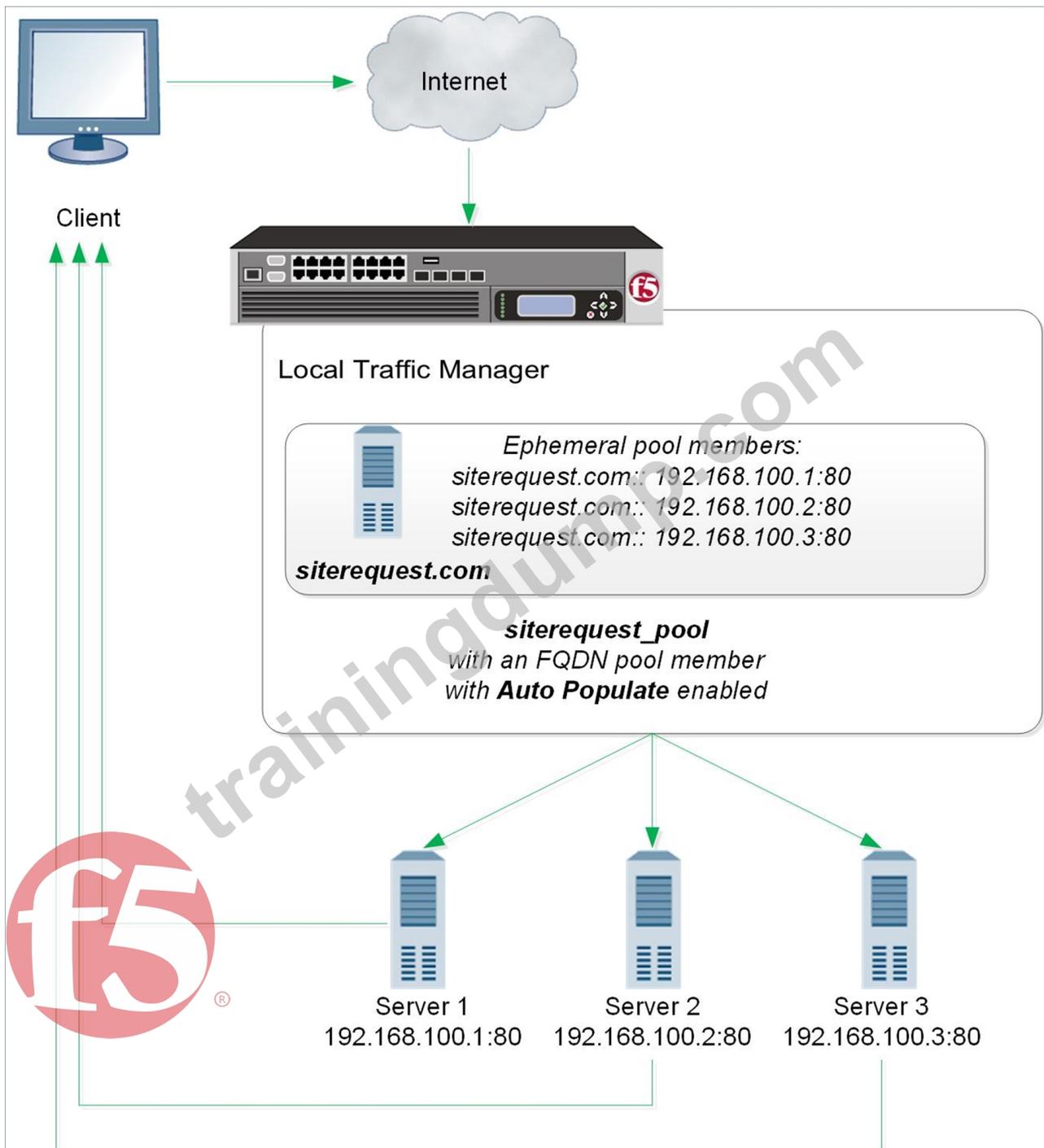


Member Properties

Node Name	10.1.20.11
Address	10.1.20.11
Service Port	80
Partition / Path	Common
Description	<input type="text"/>
Parent Node	<input checked="" type="checkbox"/> 10.1.20.11
Availability	<input checked="" type="checkbox"/> Available (Enabled) - Pool member is available 2018-05-29 16:56:28
Health Monitors	<input checked="" type="checkbox"/> http
Monitor Logging	<input type="checkbox"/> Enable
Current Connections	0
State	<input checked="" type="radio"/> Enabled (All traffic allowed) <input type="radio"/> Disabled (Only persistent or active connections allowed) <input type="radio"/> Forced Offline (Only active connections allowed)

Configuration:

Ratio	<input type="text" value="3"/>
Priority Group	<input type="text" value="0"/>
Connection Limit	<input type="text" value="0"/>
Connection Rate Limit	<input type="text" value="0"/>



A BIG-IP pool is configured with Priority Group Activation = Less than 2 available members. The pool members have different priority groups and availability states. Which pool members are receiving traffic? (Choose one answer)

- A. serv1
- B. serv1, serv2, serv3, serv4
- **C. serv1, serv3, serv4**
- D. serv1, serv3

Answer: C

Explanation:

Comprehensive and Detailed Explanation From BIG-IP Administration Data Plane Concepts documents:

This question tests understanding of Priority Group Activation (PGA) and how BIG-IP determines which pool members are eligible to receive traffic.

Key BIG-IP Priority Group Concepts:

Higher priority group numbers = higher priority

BIG-IP will only send traffic to the highest priority group that meets the Priority Group Activation condition Lower priority groups

are activated only when the condition is met Only available (green) members count toward the activation threshold Configuration from the Exhibit:

Priority Group Activation: Less than 2 available members

Pool Members and Status:

Pool Member Priority Group Status

serv1 2 Active (available)

serv2 2 Inactive (down)

serv3 1 Active (available)

serv4 1 Active (available)

Step-by-Step Traffic Decision:

BIG-IP first evaluates the highest priority group (Priority Group 2)

Priority Group 2 has:

serv1 → available

serv2 → unavailable

Total available members = 1

Activation rule is Less than 2 available members

Condition is true ($1 < 2$)

BIG-IP activates the next lower priority group (Priority Group 1)

Traffic is now sent to:

serv1 (Priority Group 2)

serv3 and serv4 (Priority Group 1)

Final Result:

Traffic is distributed to serv1, serv3, and serv4

Why the Other Options Are Incorrect:

A - Ignores activation of the lower priority group

B - serv4 is also active and eligible

C - serv2 is down and cannot receive traffic

Key Data Plane Concept Reinforced:

Priority Group Activation controls when lower-priority pool members are allowed to receive traffic, based strictly on the number of available members in the higher-priority group. In this case, the failure of one high-priority member caused BIG-IP to expand traffic distribution to lower-priority members to maintain availability.

NEW QUESTION # 34

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