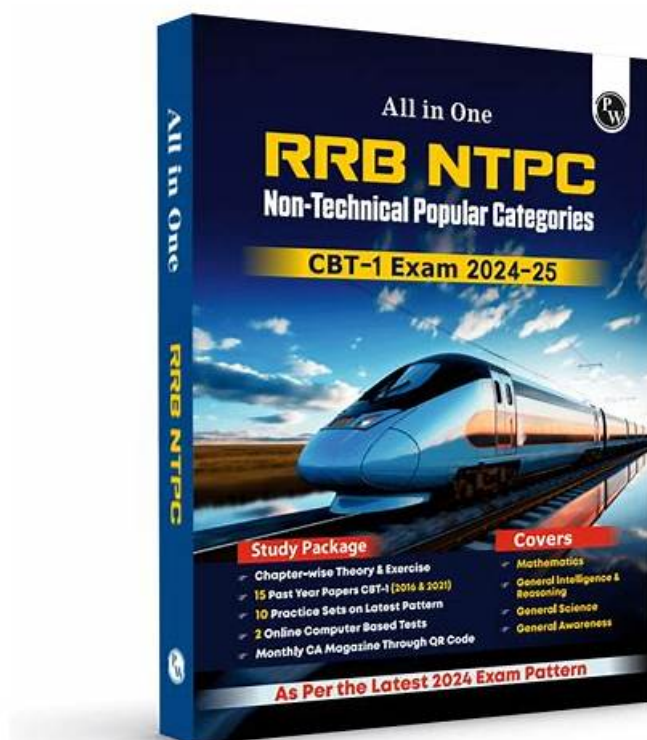


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## The SecOps Group CNSP Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none"><li>• Testing Network Services</li></ul>
Topic 2	<ul style="list-style-type: none"><li>• This section of the exam measures skills of Network Engineers and explores the utility of widely used software for scanning, monitoring, and troubleshooting networks. It clarifies how these tools help in detecting intrusions and verifying security configurations.</li></ul>
Topic 3	<ul style="list-style-type: none"><li>• This section of the exam measures the skills of Network Engineers and explains how to verify the security and performance of various services running on a network. It focuses on identifying weaknesses in configurations and protocols that could lead to unauthorized access or data leaks.</li></ul>
Topic 4	<ul style="list-style-type: none"><li>• Database Security Basics: This section of the exam measures the skills of Network Engineers and covers how databases can be targeted for unauthorized access. It explains the importance of strong authentication, encryption, and regular auditing to ensure that sensitive data remains protected.</li></ul>
Topic 5	<ul style="list-style-type: none"><li>• TLS Security Basics: This section of the exam measures the skills of Security Analysts and outlines the process of securing network communication through encryption. It highlights how TLS ensures data integrity and confidentiality, emphasizing certificate management and secure configurations.</li></ul>

Topic 6	<ul style="list-style-type: none"> <li>Linux and Windows Security Basics: This section of the exam measures skills of Security Analysts and compares foundational security practices across these two operating systems. It addresses file permissions, user account controls, and basic hardening techniques to reduce the attack surface.</li> </ul>
Topic 7	<ul style="list-style-type: none"> <li>Common vulnerabilities affecting Windows Services: This section of the exam measures the skills of Network Engineers and focuses on frequently encountered weaknesses in core Windows components. It underscores the need to patch, configure, and monitor services to prevent privilege escalation and unauthorized use.</li> </ul>
Topic 8	<ul style="list-style-type: none"> <li>Basic Malware Analysis: This section of the exam measures the skills of Network Engineers and offers an introduction to identifying malicious software. It covers simple analysis methods for recognizing malware behavior and the importance of containment strategies in preventing widespread infection.</li> </ul>
Topic 9	<ul style="list-style-type: none"> <li>Network Security Tools and Frameworks (such as Nmap, Wireshark, etc)</li> </ul>

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## CNSP Actual Lab Questions: Certified Network Security Practitioner & CNSP Study Guide

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## The SecOps Group Certified Network Security Practitioner Sample Questions (Q17-Q22):

### NEW QUESTION # 17

The Management Information Base (MIB) is a collection of object groups that is managed by which service?

- **A. SNMP**
- B. NTP
- C. TACACS
- D. SMTP

**Answer: A**

Explanation:

The Management Information Base (MIB) is a structured database defining manageable objects (e.g., CPU usage, interface status) in a network device. It's part of the SNMP (Simple Network Management Protocol) framework, per RFC 1157, used for monitoring and managing network devices (e.g., routers, switches).

SNMP Mechanics:

MIB Structure: Hierarchical, with Object Identifiers (OIDs) like 1.3.6.1.2.1.1.1.0 (sysDescr).

Ports: UDP 161 (agent), 162 (traps).

Operation: Agents expose MIB data; managers (e.g., Nagios) query it via GET/SET commands.

MIB files (e.g., IF-MIB, HOST-RESOURCES-MIB) are vendor-specific or standardized, parsed by SNMP tools (e.g., snmpwalk). CNSP likely covers SNMP for network monitoring and securing it against enumeration (e.g., weak community strings like "public").

Why other options are incorrect:

A . SMTP (Simple Mail Transfer Protocol): Email delivery (TCP 25), unrelated to MIB or device management.

C . NTP (Network Time Protocol): Time synchronization (UDP 123), not MIB-related.

D . TACACS (Terminal Access Controller Access-Control System): Authentication/authorization (TCP 49), not MIB management.

Real-World Context: SNMP misconfiguration led to the 2018 Cisco switch exploits via exposed MIB data.

### NEW QUESTION # 18

Which one of the following is not an online attack?

- A. Brute force attack
- B. Phishing attack
- C. Password spraying attack
- **D. Rainbow table attack**

**Answer: D**

Explanation:

Online attacks require real-time interaction with a target system (e.g., a login interface), whereas offline attacks occur without direct system interaction, typically after obtaining data like password hashes. A rainbow table attack is an offline method that uses precomputed tables of hash values to reverse-engineer passwords from stolen hash databases, distinguishing it from the other options, which are online.

Why B is correct: Rainbow table attacks are performed offline after an attacker has already acquired a hash (e.g., from a compromised database). The attacker matches the hash against precomputed tables to find the plaintext password, requiring no interaction with the target system during the attack. CNSP classifies this as an offline password recovery technique.

Why other options are incorrect:

A: Brute force attacks involve repeatedly submitting password guesses to a live system (e.g., via SSH or a web login), making it an online attack.

C: Password spraying attacks test a few common passwords across many accounts on a live system, also an online attack aimed at avoiding lockouts.

D: Phishing attacks trick users into submitting credentials through fake interfaces (e.g., emails or websites), requiring real-time interaction and thus classified as online.

### NEW QUESTION # 19

Which of the following is true for SNMP?

- A) The default community string for read-only access is "public."
- B) The default community string for read/write access is "private."

- A. Only A
- B. Only B
- **C. Both A and B**
- D. None of the above

**Answer: C**

Explanation:

SNMP community strings authenticate access, with defaults posing security risks if unchanged.

Why C is correct:

A: "public" is the standard read-only default, per SNMP specs and CNSP.

B: "private" is the standard read-write default, also per SNMP and CNSP.

Both are true, making C the answer.

Why other options are incorrect:

1, 2: Exclude one true statement each.

4: Both statements are true, so "none" is wrong.

### NEW QUESTION # 20

In a Linux-based architecture, what does the /mnt directory contain?

- **A. Temporary-mounted filesystems**
- B. Loadable driver modules needed to boot the system
- C. System files which represent the current state of the kernel
- D. System configuration files and initialization scripts

**Answer: A**

Explanation:

The Linux Filesystem Hierarchy Standard (FHS), per FHS 3.0, defines directory purposes:

/mnt: Designated for temporarily mounted filesystems, typically by system administrators.

Use: Mount points for removable media (e.g., USB drives: mount /dev/sdb1 /mnt/usb) or network shares (e.g., NFS).

Nature: Transient, user-managed, not persistent across reboots (unlike /etc/fstab mounts).

Contrast:

/media: Auto-mounts removable devices (e.g., by desktop environments like GNOME).

/mnt vs. /media: /mnt is manual, /media is system-driven.

Technical Details:

Empty by default; subdirectories (e.g., /mnt/usb) are created as needed.

Permissions: Typically root-owned (0755), requiring sudo for mounts.

Security Implications: Misconfigured /mnt mounts (e.g., world-writable) risk unauthorized access. CNSP likely covers mount security (e.g., nosuid option).

Why other options are incorrect:

B . System config/init scripts: Found in /etc (e.g., /etc/passwd, /etc/init.d).

C . Driver modules: Located in /lib/modules/<kernel-version>.

D . Kernel state: Resides in /proc (e.g., /proc/cpuinfo).

Real-World Context: Admins mount ISOs at /mnt during server provisioning (e.g., mount -o loop image.iso /mnt).

## NEW QUESTION # 21

What is the response from an open UDP port which is behind a firewall (port is open on the firewall)?

- A. No response
- B. ICMP message showing Port Unreachable
- C. A FIN Packet
- D. A SYN Packet

**Answer: A**

Explanation:

UDP (User Datagram Protocol), per RFC 768, is connectionless, lacking TCP's handshake or acknowledgment mechanisms. When a UDP packet reaches a port:

Closed Port: The host typically sends an ICMP "Destination Port Unreachable" (Type 3, Code 3) unless suppressed (e.g., by firewall or OS settings).

Open Port: If a service is listening (e.g., DNS on 53/UDP), it processes the packet but doesn't inherently reply unless the application protocol requires it (e.g., DNS sends a response).

Scenario: An open UDP port behind a firewall, with the firewall rule allowing traffic (e.g., permit udp any host 10.0.0.1 eq 123). The packet reaches the service, but UDP itself doesn't mandate a response. Most services (e.g., NTP, SNMP) only reply if the packet matches an expected request. In this question's generic context (no specific service), no response is the default, as the firewall permits the packet, and the open port silently accepts it without feedback.

Security Implications: This silence makes UDP ports harder to scan (e.g., Nmap assumes "open/filtered" for no response), but exposed open ports risk amplification attacks (e.g., DNS reflection). CNSP likely contrasts UDP's behavior with TCP for firewall rule crafting.

Why other options are incorrect:

A . ICMP message showing Port Unreachable: Occurs for closed ports, not open ones, unless the service explicitly rejects the packet (rare).

C . A SYN Packet: SYN is TCP-specific (handshake initiation), irrelevant to UDP.

D . A FIN Packet: FIN is TCP-specific (connection closure), not UDP.

Real-World Context: Testing UDP 53 (DNS) with dig @8.8.8.8 +udp yields a response, but generic UDP probes (e.g., nc -u) often get silence.

## NEW QUESTION # 22

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