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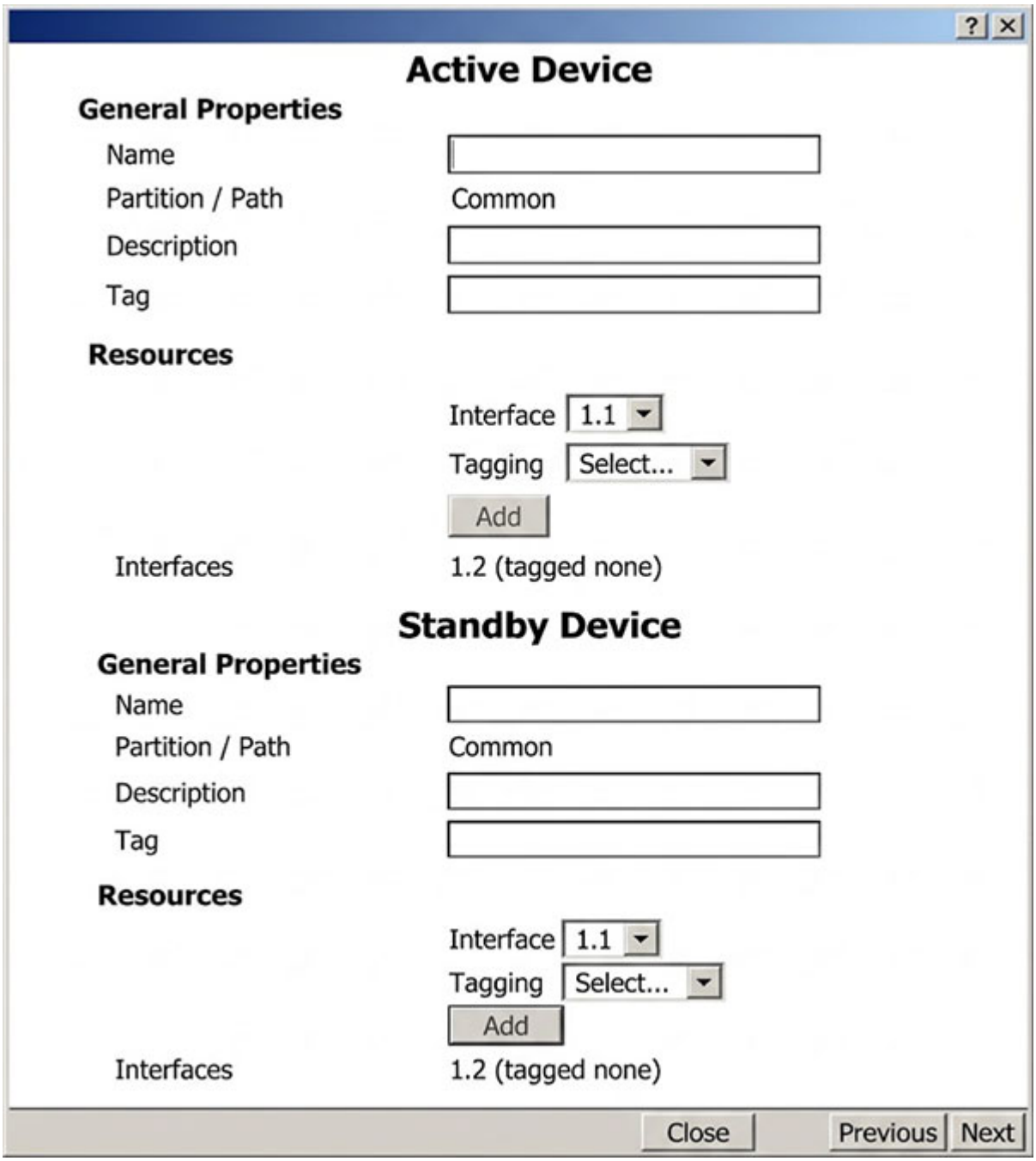
Exam : **F5CAB2**

Title : BIG-IP Administration Data Plane Concepts (F5CAB2) exam

Version : DEMO

1.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 Tag value on the Standby device

B. The interface on the Active device to 1.1

C. The Tag value on the Active device

D. The Interface on the Standby device to 1.1

Answer: D

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.

2.A BIG-IP Administrator is making adjustments to an iRule and needs to identify which of the 235 virtual server configured on the BIG-IP device will be affected.
How should the administrator obtain this information in an effective way? (Choose one answer)
A. Local Traffic > Network Map
B. Local Traffic > iRules
C. Local Traffic > Pools
D. Local Traffic > Virtual Server
Answer: A
Explanation:
In a large-scale BIG-IP environment with hundreds of virtual servers, the Network Map is the most effective tool for visualizing and auditing the relationships between various ADC objects.
The Network Map Functionality: The Network Map provides a hierarchical view of the local traffic objects. It allows an administrator to see the status and dependencies of Virtual Servers, Pools, Pool Members, and associated iRules all in one screen.
Search and Filter: By navigating to Local Traffic > Network Map, the administrator can use the Advanced Filter. This feature allows for searching specifically for an iRule name or a string within an iRule definition. Once the filter is applied, the system displays only the Virtual Servers that are associated with that specific iRule.
Efficiency: While the "Virtual Server List" (Option D) can be customized to show columns for iRules, it is

often cumbersome to scroll through hundreds of entries. The "iRules List" (Option B) displays the scripts themselves but does not provide a reverse-lookup list of all associated virtual servers in a single view as efficiently as the Network Map.
Summary of Relationships: The Network Map is specifically designed to answer the question, "What is this object connected to?" making it the primary administrative interface for impact analysis during configuration changes.

3.A virtual server is listening at 10.10.1.100: any and has the following iRule associated with it:
when CLIENT_ACCEPTED {
if { [TCP::local_port] equals 21 } {
pool ftppool
} elseif { [TCP::local_port] equals 23 } {
pool telnetpool
}
}
If a user connects to 10.10.1.100 and port 22, which pool will receive the request?
A. ftppool
B. telnetpool
C. None. The request will be dropped.
D. Unknown. The pool cannot be determined from the information provided.
Answer: D

4.A BIG-IP system receives a client connection destined to 1.0.0.10:8080. Multiple virtual servers are configured on the system.
Which virtual server will process the connection? (Choose one answer)
A. A forwarding virtual server configured with 0.0.0.0: any
B. A forwarding virtual server configured with 1.0.0.10: any (port 0)
C. A virtual server configured with destination 1.0.0.10:8080 and is available (green)
D. A virtual server configured with 0.0.0.0:8080
Answer: C
Explanation:
BIG-IP uses a virtual server matching and precedence algorithm to determine which virtual server processes an incoming connection. This decision is made entirely in the data plane and is based on how specifically a virtual server matches the destination IP address and port.
BIG-IP Virtual Server Selection Rules (Simplified):
When multiple virtual servers could match a packet, BIG-IP selects the most specific match, using the following precedence:
Exact IP address and exact port
Exact IP address with wildcard port (port 0 /any) Wildcard IP address with exact port
Wildcard IP address and wildcard port
Applying the Rules to This Scenario: Incoming traffic destination: 1.0.0.10:8080
Option C: 1.0.0.10:8080
Option B: 1.0.0.10: any
Option D: 0.0.0.0:8080

Option A: 0.0.0.0: any
Final Determination:
Because a virtual server configured with destination 1.0.0.10:8080 exactly matches both the IP address and port of the incoming connection—and is available—it will always be selected to process the traffic.
Key Data Plane Concept Reinforced:
BIG-IP always processes traffic using the most specific matching virtual server. Exact destination IP and port matches take precedence over any wildcard or forwarding virtual server definitions.

5.A BIG-IP Administrator needs to have a BIG-IP linked to two upstream switches for resilience of the external network. The network engineer who is going to configure the switch instructs the BIG-IP Administrator to configure interface binding with LACP.
Which configuration should the administrator use?
A. A Trunk containing an interface connected to each switch
B. A Trunk listing the allowed VLAN IDs and MAC addresses configured on the switches
C. A virtual server with an LACP profile and the interfaces connected to the switches as pool members
D. A virtual server with an LACP profile and the switches' management IPs as pool members
Answer: A
Explanation:
In BIG-IP terminology, a Trunk is the object used to implement Link Aggregation (IEEE 802.3ad/802.1AX). When a network engineer refers to "interface binding" or "EtherChannel" with LACP, the BIG-IP equivalent is a Trunk.
LACP (Link Aggregation Control Protocol): This is a protocol that allows the BIG-IP system to communicate with the upstream switches to negotiate the bundling of multiple physical links into a single logical link.
Resilience and Redundancy: By creating a trunk that includes interfaces connected to two different switches (typically configured as a VPC, VSS, or MLAG cluster on the switch side), the administrator ensures that the BIG-IP remains reachable even if one physical interface or one switch fails.
Data Plane Logic: The BIG-IP treats the trunk as a single Layer 2 interface. VLANs are then associated with the trunk rather than individual physical ports.
Why the other options are incorrect:
Option B: Trunks aggregate physical interfaces. While VLANs are associated with trunks, the trunk configuration itself does not "list" MAC addresses of the switches; it uses LACP to negotiate the connection.
Options C & D: Virtual Servers are Layer 4-7 objects used for traffic processing and load balancing. They do not possess "LACP profiles," nor are physical interfaces or management IPs treated as pool members for the purpose of link aggregation.