HPE2-W09^{Q&As}

Aruba Data Center Network Specialist Exam

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QUESTION 1

You want to use NetEdit to configure an AtubaOS-CX switch.

Is this a minimum requirement for setting up communications between the switch and NetEdit?

Solution: Enable the REST interface in read-only mode.

A. Yes

B. No

Correct Answer: B

The solution is incorrect because enabling the REST interface in read-only mode is not a minimum requirement for setting up communications between the switch and NetEdit. NetEdit uses the REST interface to configure the switch, so it needs write access as well as read access. Therefore, enabling the REST interface in read-write mode is a minimum requirement for setting up communications between the switch and NetEdit.

QUESTION 2

Does this correctly describe how the Virtual Switching Extension (VSX) fabric reacts to various component failure scenarios?

Solution: The keepalive goes down, ISL link remains up. Switch-1 and Switch-2 remains up. The Split-recovery mode is disabled. In this case the secondary switch shutdowns Svls.

A. Yes

B. No

Correct Answer: B

The keepalive goes down, ISL link remains up. Switch-1 and Switch-2 remains up. The Split-recovery mode is disabled. In this case the secondary switch shutdowns SVIs is not a correct description of how the Virtual Switching Extension (VSX) fabric reacts to various component failure scenarios. VSX is a feature that provides active- active forwarding and redundancy for ArubaOS-CX switches. The ISL is the inter-switch link that connects two VSX nodes and carries data traffic. The keepalive link is a separate link that carries control traffic between two VSX nodes. The split-recovery mode is a feature that prevents split-brain scenarios when both VSX nodes lose connectivity with each other but remain up. When the keepalive goes down, but the ISL link remains up, both VSX nodes continue to forward traffic normally and do not shut down their SVIs because they can still exchange synchronization messages over the ISL link1.

QUESTION 3

Refer to the exhibits.
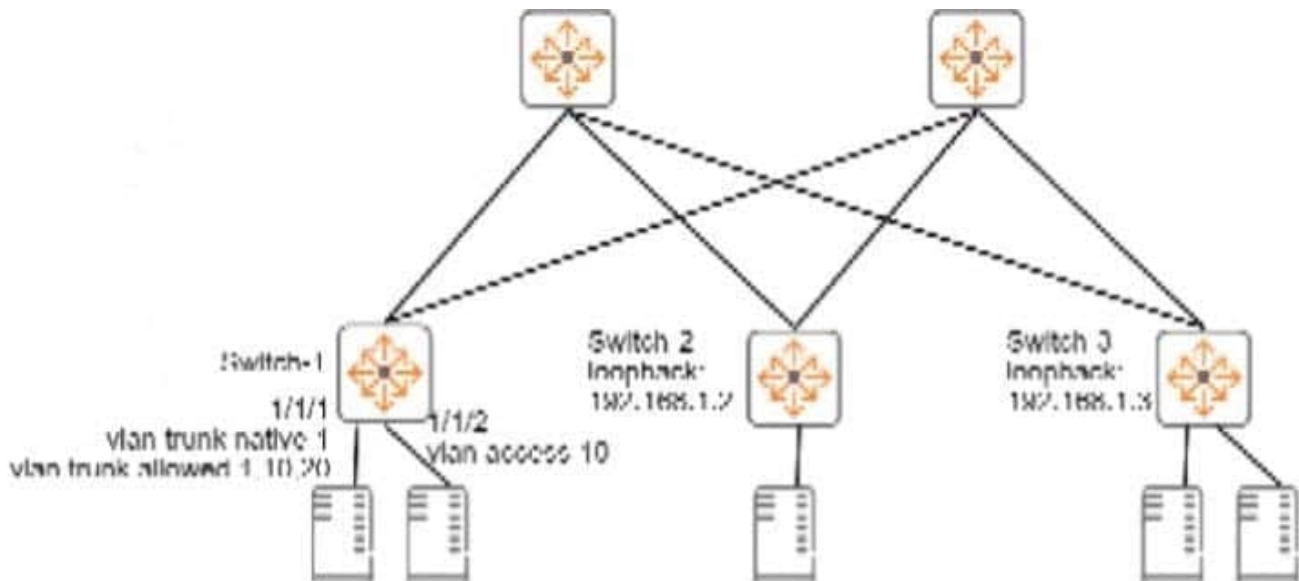
```
Switch-1# show interface vxlan1 vteps

Source          Destination     Origin    Status         VNI    VLAN

192.168.1.1     192.168.1.2     evpn      Operational    5010   10

192.168.1.1     192.168.1.3     evpn      Operational    5010   10

192.168.1.1     192.168.1.3     evpn      Operational    5020   20


Switch-1# show mac-address-table

MAC age-time              : 300 seconds

Number of MAC addresses : 7

MAC Address          VLAN      Type        Port

------------------------------------------------------------

00:50:56:10:04:25    10        dynamic     1/1/1

00:50:56:11:12:32    10        dynamic     1/1/2

00:50:56:15:16:28    10        evpn        vxlan1(192.168.1.2)

[output omitted]
```

Is this how the switch-1 handles the traffic?

Solution: A broadcast arrives in VLAN 10 on Switch-1. Switch 1 forwards the frame on all interfaces assigned to VLAN10. except the incoming interface. It replicates the broadcast, encapsulates each broadcast with VXLAN. and sends the VXLAN traffic to 192.168.1.2 and 192.168.1.3.

A. Yes

B. No

Correct Answer: A

A broadcast arrives in VLAN 10 on Switch-1. Switch 1 forwards the frame on all interfaces assigned to VLAN10, except the incoming interface. It replicates the broadcast, encapsulates each broadcast with VXLAN, and sends the VXLAN traffic to 192.168.1.2 and 192.168.1.3 is a correct explanation of how the switch handles the traffic. Switch-1, Switch-2, and Switch-3 are ArubaOS-CX switches that use VXLAN and EVPN to provide Layer 2 extension over Layer 3 networks. VXLAN is a feature that uses UDP encapsulation to tunnel Layer 2 frames over Layer 3 networks using VNIs. EVPN is a feature that uses BGP to advertise multicast information for VXLAN networks using IMET routes. Switch-1 receives a broadcast in VLAN 10, which belongs to VNI 5010. Switch-1 forwards the frame on all interfaces assigned to VLAN 10, except the incoming interface, as per normal Layer 2 switching behavior. Switch-1 replicates the broadcast, encapsulates each broadcast with VXLAN, and sends the VXLAN traffic to both 192.168.1.2 and 192.168.1.3, which are Switch-3\\'s and Switch-2\\'s loopback interfaces respectively.

QUESTION 4

You are configuring Ethernet Ring Protection Switching (ERPS) on an ArubaOS-CX switch.

Is this a guideline for configuring timers?

Solution: The guard interval is set in units of 10 ms and should exceed the maximum expected delay for forwarding a frame around the complete ring.

A. Yes

B. No

Correct Answer: A

ERPS is a feature of ArubaOS-CX that prevents loops at layer 2 on ring networks1. ERPS uses a protocol called Ring Auto Protection Switching (RAPS) to detect link failures and perform fast traffic switchover1. ERPS has two timers that control the protection switching mechanism: guard timer and hold off timer1. The guard timer prevents false switching caused by delayed or lost RAPS PDUs1. The guard interval is set in units of 10 ms and should exceed the maximum expected delay for forwarding a frame around the complete ring1. This ensures that all switches on the ring receive the RAPS PDUs before the guard timer expires1. Therefore, this is a guideline for configuring timers for ERPS, and the correct answer is yes. For more information on ERPS and timers, refer to the Aruba Data Center Network Specialist (ADCNS) certification datasheet2 and the ERPS Guide for your switch model1.

QUESTION 5

Is this part of a valid strategy for load sharing traffic across the links in an Ethernet Ring Protection Switching (ERPS) ring?

Solution: Combine multiple links between two data centers into link aggregations (but not multi-chassis ones).

A. Yes

B. No

Correct Answer: A

Combine multiple links between two data centers into link aggregations (but not multi-chassis ones) is part of a valid strategy for load sharing traffic across the links in an Ethernet Ring Protection Switching (ERPS) ring. ERPS is a feature that provides loop prevention and fast convergence for Layer 2 networks that use ring topologies. ERPS can support link aggregation groups (LAGs) between two nodes in a ring as long as they are not multi-chassis LAGs (MC-LAGs). MC-LAGs are not supported by ERPS because they can create loops in the ring topology.

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