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**NEW QUESTION: 1**

- A. Option D
- B. Option C
- C. Option A
- D. Option B

**Answer: A**

**NEW QUESTION: 2**

Refer to the exhibit.

Which statement is true?

- A. This output is invalid.
- B. Multitopology routing for multicast has been enabled for IS-IS.
- C. The command `ip multicast rpf multitopology` is missing from the configuration.

D. The command `mpls traffic-eng multicast-intact` is configured on this router.

**Answer: B**

Explanation:

The following is sample output from the `show ip rpf` command in a Multi-Topology Routing (MTR) routing environment. In Cisco IOS releases that support MTR, the "RPF topology" field was introduced to indicate which RIB topology is being used for the RPF lookup. For the "RPF topology" field in this example, the first topology listed (`ipv4 multicast base`) indicates where the nexthop of the RPF lookup is being conducted and the second topology listed (`ipv4 unicast data`) indicates where the route originated from. Router# `show ip rpf 10.30.30.32 RPF`  
information for ? (10.30.30.32) RPF interface. Ethernet1/0 RPF  
neighbor: ? (10.1.1.32) RPF route/mask: 10.30.30.32/32 RPF  
type. unicast (ospf 100) Doing distance-preferred lookups  
across tables RPF topology: `ipv4 multicast base`, originated  
from `ipv4 unicast data`

The table below describes the fields shown in the displays.

Table 15 show ip rpf Field Descriptions

Field Description

RPF information for

Hostname and source address for which RPF information is displayed.

RPF interface For the given source, the interface from which the router expects to receive packets. RPF neighbor For the given source, the neighbor from which the router expects to receive packets. RPF route/mask Route number and mask that matched against this source. RPF type Routing table from which this route was obtained, either unicast, MBGP, DVMRP, or static mroutes. RPF recursion count The number of times the route is recursively resolved. Doing distance-preferred Whether RPF was determined based on distance or length of mask. Using Group Based VRF Select, RPF VRF. The RPF lookup was based on the group address and the VRF where the RPF lookup is being performed. Metric preference The preference value used for selecting the unicast routing metric to the RP announced by the designated forwarder (DF). Metric Unicast routing metric to the RP announced by the DF. RPF topology RIB topology being used for the RPF lookup, and, if originated from a different RIB topology, which RIB topology the route originated from.

Reference.

[http://www.cisco.com/c/en/us/td/docs/ios-xml/ios/ipmulti/command/imc-xe-3se-5700cr-book/imc-xe-3se-3850-cr-book\\_chapter\\_010.html](http://www.cisco.com/c/en/us/td/docs/ios-xml/ios/ipmulti/command/imc-xe-3se-5700cr-book/imc-xe-3se-3850-cr-book_chapter_010.html)

**NEW QUESTION: 3**

Which statement is true about loop guard?

- A. Loop guard only operates on designated ports.
- B. Loop guard only operates on edge ports.
- C. Loop guard only operates on root ports.

**D.** Loop guard only operates on interfaces that are considered point-to-point by the spanning tree.

**Answer: D**

Explanation:

Understanding How Loop Guard Works Unidirectional link failures may cause a root port or alternate port to become designated as root if BPDUs are absent. Some software failures may introduce temporary loops in the network. Loop guard checks if a root port or an alternate root port receives BPDUs. If the port is receiving BPDUs, loop guard puts the port into an inconsistent state until it starts receiving BPDUs again. Loop guard isolates the failure and lets spanning tree converge to a stable topology without the failed link or bridge.

You can enable loop guard per port with the set spantree guard loop command. Note When you are in MST mode, you can set all the ports on a switch with the set spantree global-defaults loop-guard command. When you enable loop guard, it is automatically applied to all of the active instances or VLANs to which that port belongs. When you disable loop guard, it is disabled for the specified ports. Disabling loop guard moves all loop-inconsistent ports to the listening state. If you enable loop guard on a channel and the first link becomes unidirectional, loop guard blocks the entire channel until the affected port is removed from the channel. Figure 8-6 shows loop guard in a triangle switch configuration. Figure 8-6 Triangle Switch Configuration with Loop Guard

Figure 8-6 illustrates the following configuration:

Switches A and B are distribution switches.

Switch C is an access switch.

Loop guard is enabled on ports 3/1 and 3/2 on Switches A, B, and C.

Use loop guard only in topologies where there are blocked ports. Topologies that have no blocked ports, which are loop free, do not need to enable this feature. Enabling loop guard on a root switch has no effect but provides protection when a root switch becomes a nonroot switch.

Follow these guidelines when using loop guard:

Do not enable loop guard on PortFast-enabled or dynamic VLAN ports.

Do not enable PortFast on loop guard-enabled ports.

Do not enable loop guard if root guard is enabled.

Do not enable loop guard on ports that are connected to a shared link.

Note: We recommend that you enable loop guard on root ports and alternate root ports on access switches.

Loop guard interacts with other features as follows:

Loop guard does not affect the functionality of UplinkFast or BackboneFast.

Root guard forces a port to always be designated as the root

port. Loop guard is effective

only if the port is a root port or an alternate port. Do not enable loop guard and root guard on a port at the same time.

PortFast transitions a port into a forwarding state immediately when a link is established.

Because a PortFast-enabled port will not be a root port or alternate port, loop guard and

PortFast cannot be configured on the same port. Assigning dynamic VLAN membership for the port requires that the port is PortFast enabled. Do not configure a loop guard-enabled port with dynamic VLAN membership. If your network has a type-inconsistent port or a PVID-inconsistent port, all BPDUs are dropped until the misconfiguration is corrected. The port transitions out of the inconsistent state after the message age expires. Loop guard ignores the message age expiration on type-inconsistent ports and PVID-inconsistent ports. If the port is already blocked by loop guard, misconfigured BPDUs that are received on the port make loop guard recover, but the port is moved into the type-inconsistent state or PVID-inconsistent state.

In high-availability switch configurations, if a port is put into the blocked state by loop guard, it remains blocked even after a switchover to the redundant supervisor engine. The newly activated supervisor engine recovers the port only after receiving a BPDU on that port. Loop guard uses the ports known to spanning tree. Loop guard can take advantage of logical ports provided by the Port Aggregation Protocol (PAgP).

However, to form a channel, all the physical ports grouped in the channel must have compatible configurations. PAgP enforces uniform configurations of root guard or loop guard on all the physical ports to form a channel. These caveats apply to loop guard: -Spanning tree always chooses the first operational port in the channel to send the BPDUs. If that link becomes unidirectional, loop guard blocks the channel, even if other links in the channel are functioning properly. -If a set of ports that are already blocked by loop guard are grouped together to form a channel, spanning tree loses all the state information for those ports and the new channel port may obtain the forwarding state with a designated role. -If a channel is blocked by loop guard and the channel breaks, spanning tree loses all the state information. The individual physical ports may obtain the forwarding state with the designated role, even if one or more of the links that formed the channel are unidirectional. You can enable UniDirectional Link Detection (UDLD) to help isolate the link failure. A loop may occur until UDLD detects the failure, but loop guard will not be able to detect it. Loop guard has no effect on a disabled spanning tree instance or a VLAN.

Reference:

[http://www.cisco.com/en/US/docs/switches/lan/catalyst4000/8.2glx/configuration/guide/stp\\_enha.html#wpl048163](http://www.cisco.com/en/US/docs/switches/lan/catalyst4000/8.2glx/configuration/guide/stp_enha.html#wpl048163)

**NEW QUESTION: 4**

Which of the following is a private IP address?

- A. 192.0.0.0/8
- B. 172.28.0.0/16
- C. 209.165.201.0/24
- D. 1729.0.0 / 16

**Answer: B**

Explanation:

The private ranges of each class of IPv4 are listed below:  
Class A private IP address ranges from 10.0.0.0 to 10.255.255.255  
Class B private IP address ranges from 172.16.0.0 to 172.31.255.255  
Class C private IP address ranges from 192.168.0.0 to 192.168.255.255  
Only the network 172.28.0.0/16 belongs to the private IP address (of class B).

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