



642-902^{Q&As}

Implementing cisco ip routing

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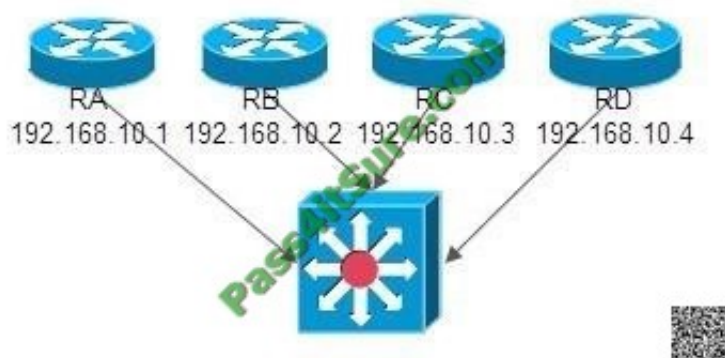
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**QUESTION 1**

Refer to exhibit.



RouterA (DR) failed, and after 10 minutes it came back. Which two statements are true? (Choose two)

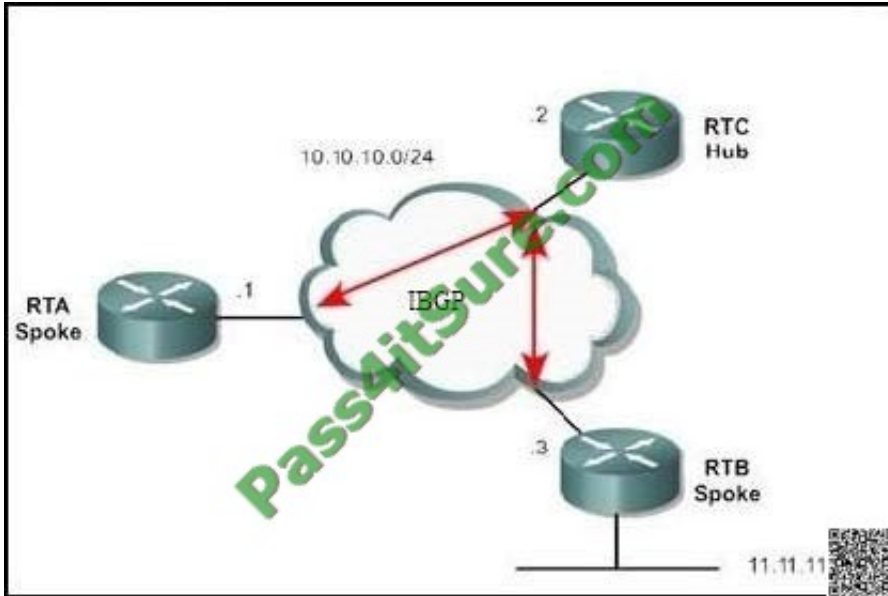
- A. RouterA is a DR
- B. RouterA is a BDR
- C. RouterA is a DROTHER
- D. RouterB is a DR
- E. RouterB is a BDR
- F. RouterC is a DROTHER

Correct Answer: CD

Reference: <http://packetlife.net/blog/2011/jun/2/ospf-designated-router-election/>

QUESTION 2

Observe the diagram.

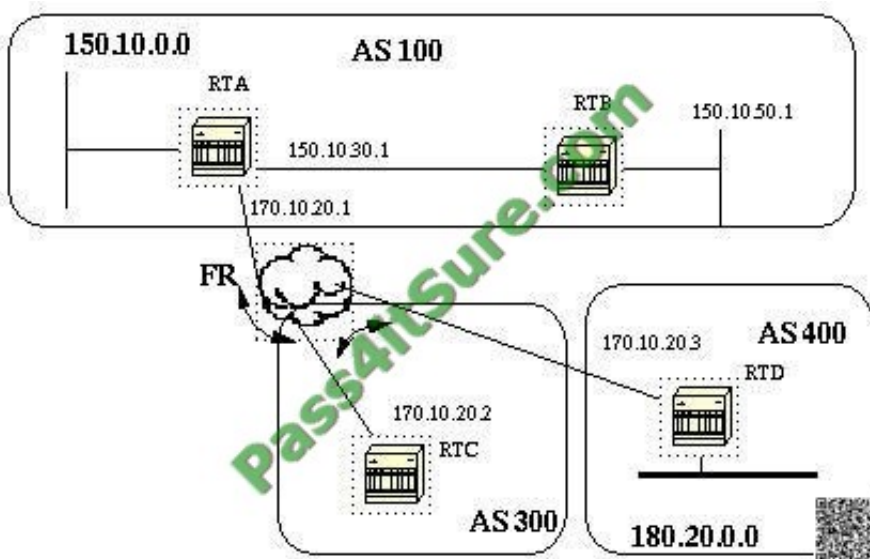


RTC is the hub router and RTA and RTB are the spokes. There are no virtual circuits between the spoke locations. What is needed to successfully route traffic to the 11.11.11.0/24 network from RTA?

- A. The neighbor 10.10.10.1 next-hop-self command on RTA.
- B. The neighbor 10.10.10.1 next-hop-self command on RTB.
- C. The neighbor 10.10.10.1 next-hop-self command on RTC.
- D. Nothing is required. This is the default behavior on this topology.

Correct Answer: C

The following example illustrates the issue: BGP Next Hop (NBMA)



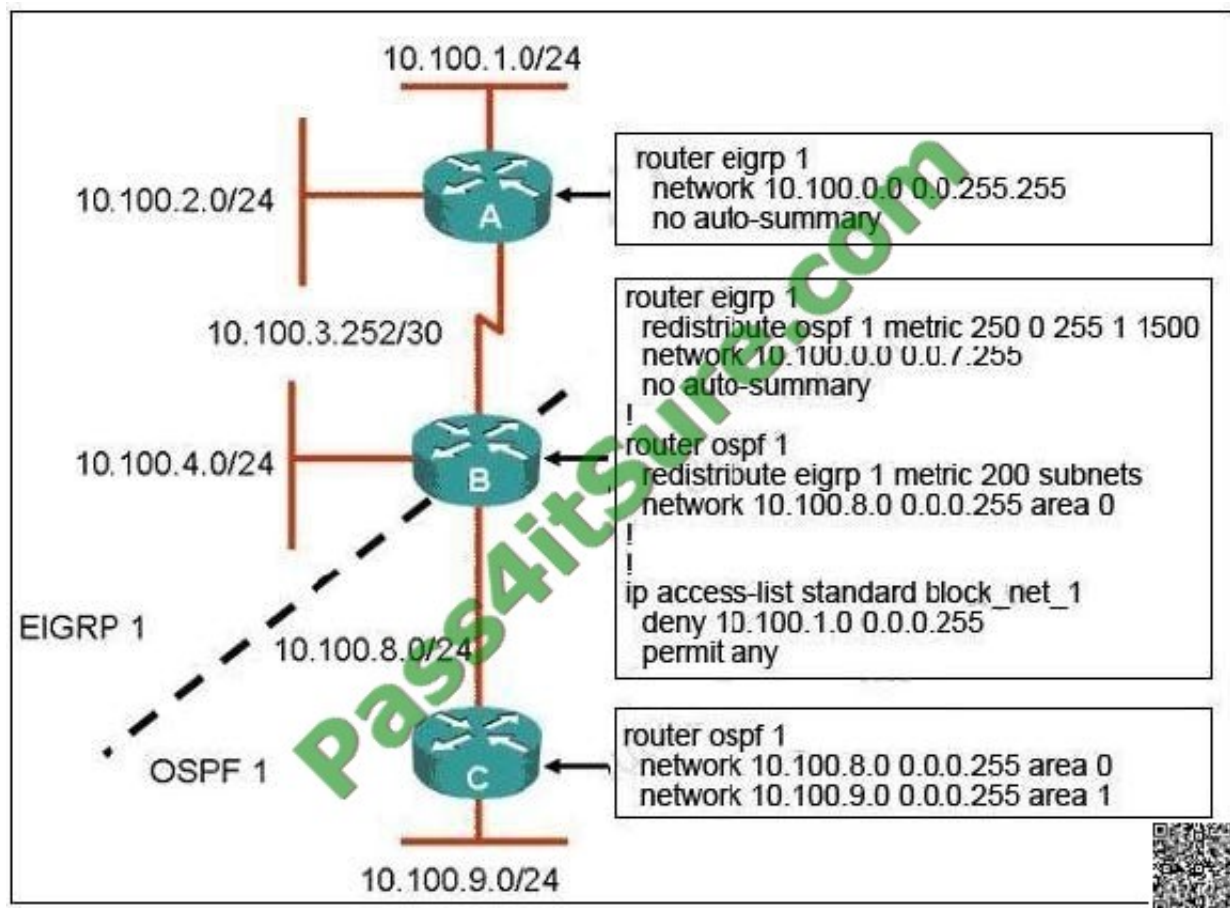
If the common media as you see in the shaded area above is a frame relay or any NBMA cloud then the exact behavior will occur as if we were connected via Ethernet. RTC will advertise 180.20.0.0 to RTA with a next hop of 170.10.20.3. The problem is that RTA does not have a direct PVC to RTD, and cannot reach the next hop. In this case routing will



fail. In order to remedy this situation a command called next-hop-self is created. The next-hop-self Command Because of certain situations with the next hop as we saw in the previous example, a command called next-hop-self is created. The syntax is: neighbor {ip-address|peer-group-name} next-hop-self The next-hop-self command allows us to force BGP to use a specified IP address as the next hop rather than letting the protocol choose the next hop. In the previous example, the following configuration solves our problem: RTC# router bgp 300 neighbor 170.10.20.1 remote-as 100 neighbor 170.10.20.1 next-hop-self RTC advertises 180.20.0.0 with a next hop = 170.10.20.2 Reference: <http://www.cisco.com/warp/public/459/bgp-toc.html#bgpnexthop>

QUESTION 3

Refer to the exhibit.



Router B is performing bidirectional redistribution between EIGRP and OSPF. The network 10.100.1.0/24 should not be reachable from the 10.100.9.0/24 network. However, it needs to be reachable from any network within the EIGRP domain. All other networks should be seen in both domains. Which change to router B would accomplish these goals?

- A. Under the EIGRP process, insert the distribute-list block_net_1 out ospf 1 command.
- B. Under the OSPF process, insert the distribute-list block_net_1 in serial1/0 command.
- C. Under the EIGRP process, insert the distribute-list block_net_1 in serial1/0 command.
- D. Under the OSPF process, insert the distribute-list block_net_1 out eigrp 1 command.

Correct Answer: D



The network 10.100.1.0/24 should not be reachable from network 10.100.9.0/24 -> we need to filter updates from EIGRP to OSPF so that the routing table of router C doesn't have network 10.100.1.0/24 -> we need to filter it under OSPF process and the direction should be out of router B ->.

QUESTION 4

When an OSPF design is planned, which implementation can help a router not have memory resource issues?

- A. Have a backbone area (area 0) with 40 routers and use default routes to reach external destinations.
- B. Have a backbone area (area 0) with 4 routers and 30,000 external routes injected into OSPF.
- C. Have less OSPF areas to reduce the need for interarea route summarizations.
- D. Have multiple OSPF processes on each OSPF router. Example, router ospf 1, router ospf 2.

Correct Answer: A

Memory issues usually come up when too many external routes are injected in the OSPF domain. A backbone area with 40 routers and a default route to the outside world would have less memory issues compared with a backbone area with 4 routers and 33,000 external routes being injected into OSPF. Router memory could also be conserved by using a good OSPF design. Summarization at the area border routers and use of stub areas could further minimize the number of routes exchanged.

The total memory used by OSPF is the sum of the memory used in the routing table (show ip route summary) and the memory used in the LSDB. The following numbers are a "rule of thumb" estimate. Each entry in the routing table will consume between approximately 200 and 280 bytes plus 44 bytes per extra path. Each LSA will consume a 100 byte overhead plus the size of the actual LSA, possibly another 60 to 100 bytes (For router links, this depends on the number of interfaces on the router). These amounts should be added to memory already used by other processes and by the IOS itself.

If you really want to know the exact number, you can do a show memory with and without OSPF being turned on. The difference in the processor memory used would be the answer.

QUESTION 5

OSPF is enabled on router A. You execute the following command on router A and receive the accompanying output:

```
RouterA#ping 224.0.0.5 repeat 1
```

Type escape sequence to abort.

```
Sending 1, 100-byte ICMP Echos to 224.0.0.5, timeout is 2 seconds:
```

```
Reply to request 0 from 10.100.100.1, 4 ms
```

10.100.100.1 is the IP address of a loopback interface on router A. What can you conclude about router A?

- A. Only the router A loopback interface is participating in the OSPF routing process.
- B. None of the router A interfaces are participating in the OSPF routing process.
- C. Router A is using the loopback interface IP address as its OSPF router ID.



D. Router A does not have any reachable OSPF neighbors.

Correct Answer: D

The 224.0.0.5 address is the multicast for OSPF routers. Therefore when you ping to this address all OSPF routers will reply but from the output we learn that only the local router responded -> Router A does not have any reachable OSPF neighbors.

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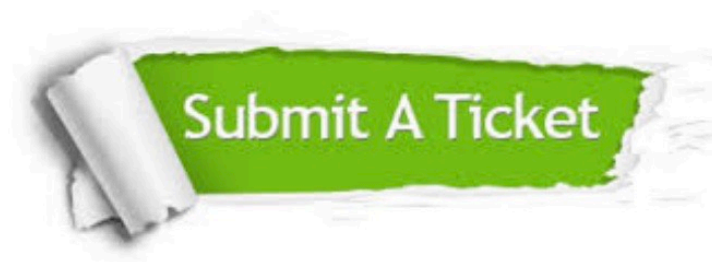
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