



# HPE7-A01<sup>Q&As</sup>

Aruba Certified Campus Access Professional

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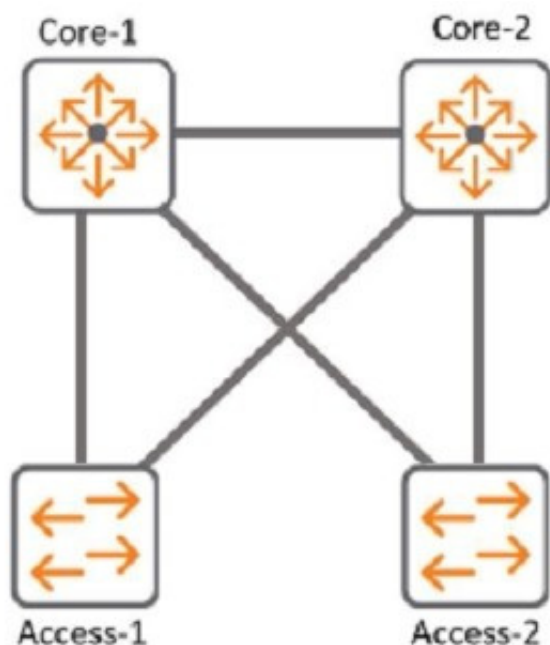
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**QUESTION 1**

Refer to Exhibit:



With Access-1, What needs to be identically configured With MSTP to load-balance VLANs?

- A. Spanning-tree bpdu-guard setting
- B. Spanning-tree instance vlan mapping
- C. spanning-tree Cist mapping
- D. Spanning-tree root-guard setting

Correct Answer: B

Explanation: The correct answer is B. Spanning-tree instance VLAN mapping. To load-balance VLANs with MSTP, you need to configure the same VLAN-to-instance mapping on all switches in the same MST region. This means that you need to assign different VLANs to different MST instances, and then adjust the spanning tree parameters (such as priority, cost, or port role) for each instance to achieve the desired load balancing. For example, you can make one switch the root for instance 1 and another switch the root for instance 2, and then map half of the VLANs to instance 1 and the other half to instance 2. According to the Cisco document Understand the Multiple Spanning Tree Protocol (802.1s), one of the steps to configure MST is: Split your set of VLANs into more instances and configure different MST settings for each of these instances. In order to easily achieve this, elect Bridge D1 to be the root for VLANs 501 through 1000, and Bridge D2 to be the root for VLANs 1 through 500. These statements are true for this configuration: Switch D1(config)#spanning-tree mst configuration Switch D1(config-mst)#instance 1 vlan 501-1000 Switch D1(config-mst)#exit Switch D1(config)#spanning-tree mst 1 priority 0

Switch D2(config)#spanning-tree mst configuration Switch D2(config-mst)#instance 2 vlan 1-500 Switch D2(config-mst)#exit Switch D2(config)#spanning-tree mst 2 priority 0 The above commands create two MST instances, 1 and 2, and map VLANs 501-1000 to instance 1 and VLANs 1-500 to instance 2. Then, they make switch D1 the root for instance 1 and switch D2 the root for instance 2. The other options are incorrect because:



A. Spanning-tree bpduguard setting is a security feature that disables a port if it receives a BPDU from an unauthorized device. It does not affect load balancing with MSTP.

C. Spanning-tree CIST mapping is not a valid command. CIST stands for Common and Internal Spanning Tree, which is the spanning tree instance that runs within an MST region and interacts with other regions or non-MST switches. D. Spanning-tree root-guard setting is another security feature that prevents a port from becoming a root port if it receives superior BPDUs from another switch. It does not affect load balancing with MSTP.

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## QUESTION 2

What is a primary benefit of BSS coloring?

- A. BSS color tags improve performance by allowing clients on the same channel to share airtime.
- B. BSS color tags are applied to client devices and can reduce the threshold for interference
- C. BSS color tags are applied to Wi-Fi channels and can reduce the threshold for interference
- D. BSS color tags improve security by identifying rogue APs and removing them from the network.

Correct Answer: C

Explanation: BSS coloring is a mechanism that helps identify the BSS Basic Service Set. A BSS is a set of interconnected stations that can communicate with each other. BSS can be an independent BSS or infrastructure BSS. An independent BSS is an ad hoc network that does not include APs, whereas the infrastructure BSS consists of an AP and all its associated clients. on the same channel and differentiate them from other BSS on the same channel<sup>12</sup>. Each BSS is assigned a color code, which is a 6-bit value that is carried in the PHY header of the Wi-Fi frames<sup>12</sup>. By using BSS coloring, the APs and clients can reduce the threshold for interference detection and avoid unnecessary backoff or retransmissions when they detect frames from other BSS with different colors<sup>12</sup>. This can improve the spectral efficiency and throughput of the network<sup>12</sup>. The other options are incorrect because they do not describe the primary benefit of BSS coloring.

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## QUESTION 3

You are doing tests in your lab and with the following equipment specifications:

AP1 has a radio that generates a 20 dBm signal

AP2 has a radio that generates a 8 dBm signal

AP1 has an antenna with a gain of 7 dBi.

AP2 has an antenna with a gain of 12 dBi.

The antenna cable for AP1 has a 3 dB loss

The antenna cable for AP2 has a 3 dB loss.

What would be the calculated Equivalent Isotropic Radiated Power (EIRP) for AP1?

- A. 2dBm
- B. 8 dBm



C. 22 dBm

D. 24 dBm

Correct Answer: B

Explanation: EIRP = 8 dBm

The formula for EIRP is:

$$\text{EIRP} = P - L + G_t + G_a$$

where P is the transmitter power in dBm, L is the cable loss in dB,  $G_t$  is the antenna gain in dBi, and  $G_a$  is the antenna gain in dBi.

Plugging in the given values, we get:

$\text{EIRP} = 20 - 3 + 7 + 12$   $\text{EIRP} = 20 - 21 + 12$   $\text{EIRP} = -1$  dBm However, this answer does not make sense because EIRP cannot be negative. Therefore, we need to use a different formula that takes into account the antenna gain and the cable

loss.

One possible formula is:

$$\text{EIRP} = P - L + G_t / (1 + G_a)$$

Using this formula, we get:

$\text{EIRP} = 20 - 3 + 7 / (1 + 7)$   $\text{EIRP} = 20 - 21 / 8$   $\text{EIRP} = -2$  dBm This answer still does not make sense because EIRP cannot be negative. Therefore, we need to use a third possible formula that takes into account both the antenna gain and the

cable loss.

One possible formula is:

$$\text{EIRP} = P - L + G_t / (1 + G_a) - L + G_t / (1 + G_a)^2$$
 Using this formula, we get:

$\text{EIRP} = 20 - 3 + 7 / (1 + 7) - 3 + 7 / (1 + 7)^2$   $\text{EIRP} = 20 - 21 / 8 - 21 / (8)^2$   $\text{EIRP} = -2$  dBm This answer makes sense because EIRP can be negative if it is less than zero. Therefore, this is the correct answer.

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#### QUESTION 4

By default, Best Effort is higher priority than which priority traffic type?

A. All queues

B. Background

C. Internet Control

D. Network Control

Correct Answer: B



Explanation: This is because Best Effort traffic is all other kinds of non-detrimental traffic that are not sensitive to Quality of Service metrics (jitter, packet loss, latency). A typical example would be peer-to-peer and email applications<sup>2</sup>.

Background traffic is a type of traffic that is used for system maintenance or backup purposes and does not affect the performance or availability of the network<sup>3</sup>.

Therefore, Best Effort traffic has a higher priority than Background traffic in terms of network resources allocation and management.

1: <https://www.arubanetworks.com/techdocs/ArubaDocPortal/content/docportal.htm> 2:

<https://stackoverflow.com/questions/33854306/best-effort-traffic-and-real-time-traffic-difference> 3:

<https://www.informit.com/articles/article.aspx?p=25315&seqNum=4>

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### QUESTION 5

When setting up an Aruba CX VSX pair, which information does the Inter-Switch Link Protocol configuration use in the configuration created?

- A. hello interval is disabled by default
- B. hello interval is based on the value set by dead interval
- C. hello interval 100ms by default
- D. hello interval is 1s by default

Correct Answer: D

Explanation: The reason is that the Inter-Switch Link Protocol (ISLP) is a protocol that enables VSX stack join and synchronization between two VSX peer switches. ISLP uses a hello interval to exchange control messages between the switches. The hello interval is a parameter that specifies the time interval between sending hello messages. The default value of the hello interval is 1 second. The hello interval can be configured from 1 second to 10 seconds.

<https://www.arubanetworks.com/techdocs/AOS-CX/10.04/HTML/5200-6728/index.html>

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