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# Question 1

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**Question Type:** MultipleChoice

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A member of your organization made changes to a predefined interface map using Juniper Apstra.

Which two statements are correct in this scenario? (Choose two.)

## Options:

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- A-** Changes to interface maps in the global catalog do not affect interface maps that have already been imported into blueprint catalogs
- B-** Any changes made to predefined interface maps are discarded when Apstra is upgraded.
- C-** Changes made to predefined interface maps will not have an impact on the Apstra software.
- D-** Changes to interface maps in the global catalog will raise anomalies that may need to be addressed at the next commit.

## Answer:

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A, B

## Explanation:

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According to the Juniper documentation<sup>1</sup>, an interface map is a configuration template that maps interfaces between logical devices and physical hardware devices (represented with device profiles) while adhering to vendor specifications. An interface map can be either predefined or custom. A predefined interface map is one that ships with Apstra software and supports most qualified Juniper devices. A custom interface map is one that is created by the user to meet specific requirements. An interface map can be stored in either the global catalog or the blueprint catalog. The global catalog contains all the interface maps that are available for use in any blueprint. The blueprint catalog contains the interface maps that are imported from the global catalog and used in a specific blueprint.

When a member of your organization makes changes to a predefined interface map, the following statements are correct:

Changes to interface maps in the global catalog do not affect interface maps that have already been imported into blueprint catalogs. This means that the existing blueprints that use the original version of the interface map will not be impacted by the changes. However, if you want to use the updated version of the interface map in a new or existing blueprint, you need to import it again from the global catalog.

Any changes made to predefined interface maps are discarded when Apstra is upgraded. This means that the changes will not be preserved across different versions of Apstra software. If you want to retain a customized interface map through Apstra upgrades, you need to clone the predefined interface map, give it a unique name, and customize it instead of changing the predefined one directly.

Therefore, the correct answer is A and B. Changes to interface maps in the global catalog do not affect interface maps that have already been imported into blueprint catalogs and any changes made to predefined interface maps are discarded when Apstra is upgraded. Reference: [Edit Interface Map | Apstra 4.2 | Juniper Networks](#)

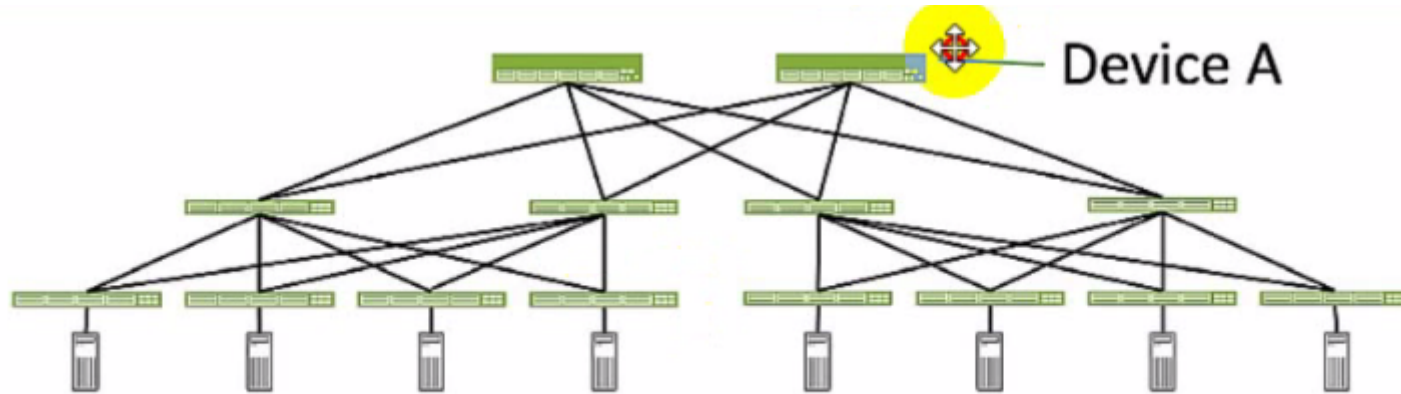
## Question 2

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**Question Type: MultipleChoice**

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Exhibit.



Referring to the exhibit, which role does Device A serve in an IP fabric?

**Options:**

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- A- leaf
- B- spine
- C- super spine

D- server

## Answer:

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B

## Explanation:

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Device A serves as a spine in an IP fabric. An IP fabric is a network architecture that uses a spine-leaf topology to provide high performance, scalability, and reliability for data center networks. A spine-leaf topology consists of two layers of devices: spine devices and leaf devices. Spine devices are the core devices that interconnect all the leaf devices using equal-cost multipath (ECMP) routing. Leaf devices are the edge devices that connect to the servers, storage, or other network devices. In the exhibit, Device A is connected to four leaf devices using multiple links, which indicates that it is a spine device. The other options are incorrect because:

A) leaf is wrong because a leaf device is an edge device that connects to the servers, storage, or other network devices. In the exhibit, Device A is not connected to any servers, storage, or other network devices, but only to four leaf devices, which indicates that it is not a leaf device.

C) super spine is wrong because a super spine device is a higher-level device that interconnects multiple spine devices in a large-scale IP fabric. A super spine device is typically used when the number of leaf devices exceeds the port density of a single spine device. In the exhibit, Device A is not connected to any other spine devices, but only to four leaf devices, which indicates that it is not a super spine device.

D) server is wrong because a server device is a compute or storage device that connects to a leaf device in an IP fabric. A server device is typically the end host that provides or consumes data in the network. In the exhibit, Device A is not connected to any leaf devices, but

only to four leaf devices, which indicates that it is not a server device.Reference:

[IP Fabric Underlay Network Design and Implementation](#)

[IP Fabric Overview](#)

[IP Fabric Architecture](#)

## Question 3

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**Question Type: MultipleChoice**

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Which two actions are required during Juniper Apstra's deploy phase? (Choose two.)

### Options:

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- A- Assign device profiles to the blueprint.
- B- Assign user roles to the blueprint.
- C- Assign interlace maps to the blueprint.
- D- Assign resources to the blueprint.

## Answer:

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A, D

## Explanation:

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The deploy phase is the final step in the Juniper Apstra data center fabric design and deployment process. In this phase, you apply the Apstra-rendered configuration to the devices and verify the intent of the blueprint. Based on the web search results, we can infer the following actions are required during the deploy phase<sup>12</sup>:

Assign device profiles to the blueprint. This action associates a specific vendor model to each logical device in the blueprint. Device profiles contain extensive hardware model details, such as form factor, ASIC, CPU, RAM, ECMP limit, and supported features. Device profiles also define how configuration is generated, how telemetry commands are rendered, and how configuration is deployed on a device. Device profiles enable the Apstra system to render and deploy the configuration according to the Apstra Reference Design<sup>34</sup>.

Assign resources to the blueprint. This action allocates the physical devices, IP addresses, VLANs, and ASNs to the logical devices, networks, and routing zones in the blueprint. Resources can be assigned manually or automatically by the Apstra system. Assigning resources ensures that the blueprint has all the necessary elements to generate the configuration and deploy the fabric<sup>5</sup>.

Assign user roles to the blueprint. This action is not required during the deploy phase. User roles are defined at the system level, not at the blueprint level. User roles determine the permissions and access levels of different users in the Apstra system. User roles can be system-defined or custom-defined .

Assign interface maps to the blueprint. This action is not required during the deploy phase. Interface maps are defined at the design phase, not at the deploy phase. Interface maps are objects that map the logical interfaces of a logical device to the physical interfaces of a device profile. Interface maps enable the Apstra system to generate the correct interface configuration for each device in the fabric

.Reference:

[Deploy](#)

[Deploy Device](#)

[Device Profiles](#)

[Juniper Device Profiles](#)

[Resources](#)

## Question 4

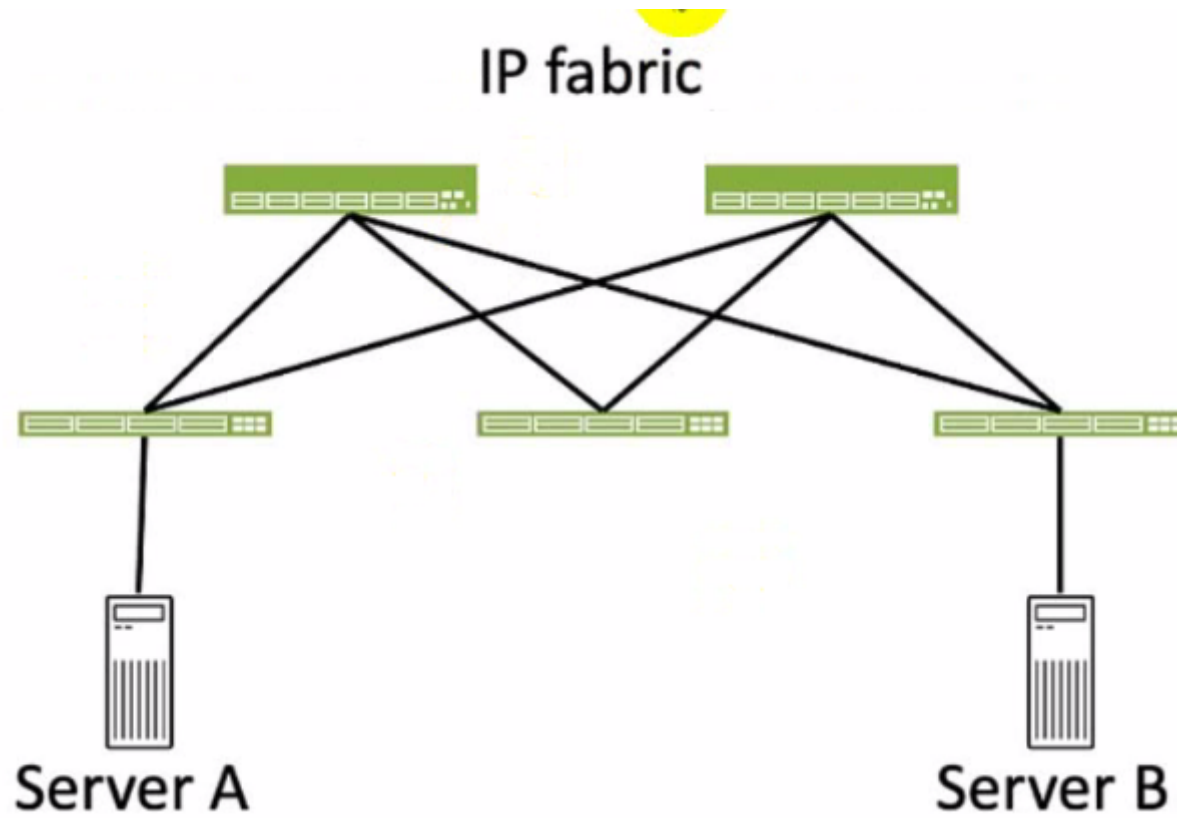
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**Question Type: MultipleChoice**

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Exhibit.





Referring to the exhibit, how many broadcast domains will an Ethernet frame pass through when traversing the IP fabric from Server A to Server B?

**Options:**

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A- 1

B- 4

C- 2

D- 3

### Answer:

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C

### Explanation:

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Referring to the exhibit, the image shows a simplified diagram of an IP fabric network connecting two servers, labeled as Server A and Server B. The IP fabric is a network architecture that uses a Clos topology to provide high bandwidth, low latency, and scalability for data center networks. The IP fabric consists of spine and leaf devices that use BGP as the routing protocol and VXLAN as the overlay technology<sup>1</sup>.

A broadcast domain is a logical portion of a network where any device can directly transmit broadcast frames to other devices at the data link layer (OSI Layer 2). A broadcast frame is a frame that has a destination MAC address of all ones (FF:FF:FF:FF:FF:FF), which means that it is intended for all devices in the same broadcast domain. A broadcast domain is usually bounded by a router, which does not forward broadcast frames to other networks<sup>2</sup>.

In the exhibit, there are two broadcast domains that an Ethernet frame will pass through when traversing the IP fabric from Server A to Server B. The first broadcast domain is the one that contains Server A and the leaf device that it is connected to. The second broadcast domain is the one that contains Server B and the leaf device that it is connected to. The IP fabric itself is not a broadcast domain,

because it uses IP routing and VXLAN encapsulation to transport the Ethernet frames over the Layer 3 network. Therefore, the statement C is correct in this scenario.

The following three statements are incorrect in this scenario:

A) 1. This is not true, because there are not one, but two broadcast domains that an Ethernet frame will pass through when traversing the IP fabric from Server A to Server B. The IP fabric itself is not a broadcast domain, because it uses IP routing and VXLAN encapsulation to transport the Ethernet frames over the Layer 3 network.

B) 4. This is not true, because there are not four, but two broadcast domains that an Ethernet frame will pass through when traversing the IP fabric from Server A to Server B. The spine devices and the leaf devices that are not connected to the servers are not part of the broadcast domains, because they use IP routing and VXLAN encapsulation to transport the Ethernet frames over the Layer 3 network.

D) 3. This is not true, because there are not three, but two broadcast domains that an Ethernet frame will pass through when traversing the IP fabric from Server A to Server B. The IP fabric itself is not a broadcast domain, because it uses IP routing and VXLAN encapsulation to transport the Ethernet frames over the Layer 3 network.

[IP Fabric Overview](#)

[Broadcast Domain - NetworkLessons.com](#)

## Question 5

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**Question Type:** MultipleChoice

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What is the purpose of an interface map in Juniper Apstra?

**Options:**

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- A-** An interface map associates a logical device with a device profile.
- B-** An interface map specifies a connection between the interfaces of two devices.
- C-** An interface map specifies the number of ports and the port speeds of a logical device
- D-** An interface map specifies the connections between racks in a template.

**Answer:**

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B

**Explanation:**

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According to the Juniper documentation<sup>1</sup>, an interface map is a configuration template that maps interfaces between logical devices and physical hardware devices (represented with device profiles) while adhering to vendor specifications. An interface map specifies a connection between the interfaces of two devices, such as a leaf and a spine, a leaf and a server, or a leaf and an external gateway. An interface map can also specify port transformations, such as breaking out a 40 GbE port into four 10 GbE ports, or disabling unused ports. An interface map can be used to achieve the intended network configuration rendering and to enable features such as LAG, ESI-LAG, or MLAG. Therefore, the correct answer is B. An interface map specifies a connection between the interfaces of two devices. Reference: Interface Maps (Datacenter Design)

## Question 6

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**Question Type:** MultipleChoice

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You have a virtual network that needs controlled access to other virtual networks in the same routing zone. Using the Juniper Apstra UI, which feature would be used to accomplish this task?

### Options:

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- A- interface policy
- B- anti-affinity policy
- C- routing policy
- D- security policy

### Answer:

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D

### Explanation:

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A security policy is the feature that would be used to accomplish the task of controlling access to other virtual networks in the same routing zone using the Juniper Apstra UI. A security policy allows you to define rules that specify which traffic is allowed or denied between different virtual networks, IP endpoints, or routing zones. A security policy can be applied to one or more virtual networks in the same routing zone, and it can use various criteria to match the traffic, such as source and destination IP addresses, protocols, ports, or tags. A security policy can also support DHCP relay, which enables the forwarding of DHCP requests from one virtual network to another. The other options are incorrect because:

A) interface policy is wrong because an interface policy is a feature that allows you to configure the interface parameters for the devices in a blueprint, such as interface names, speeds, types, or descriptions. An interface policy does not affect the access control between different virtual networks in the same routing zone.

B) anti-affinity policy is wrong because an anti-affinity policy is a feature that allows you to prevent certain devices or logical devices from being placed in the same rack or leaf pair in a blueprint. An anti-affinity policy is used to enhance the availability and redundancy of the network, not to control the access between different virtual networks in the same routing zone.

C) routing policy is wrong because a routing policy is a feature that allows you to configure the routing parameters for the devices in a blueprint, such as routing protocols, autonomous system numbers, route filters, or route maps. A routing policy does not affect the access control between different virtual networks in the same routing zone, unless the routing policy is used to filter or modify the routes exchanged between different routing zones. Reference:

[Security Policy](#)

[Interface Policy](#)

[Anti-Affinity Policy](#)

[Routing Policy](#)



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