

## HP

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- **Product Version**

# Latest Version: 6.1

## Question: 1

A network technician is using Aruba Central to troubleshoot network issues Which dashboard can be used to view and acknowledge issues when beginning the troubleshooting process?

- A. the Alerts and Events dashboard
- B. the Audit Trail dashboard
- C. the Reports dashboard
- D. the Tools dashboard

**Answer: A**

Explanation:

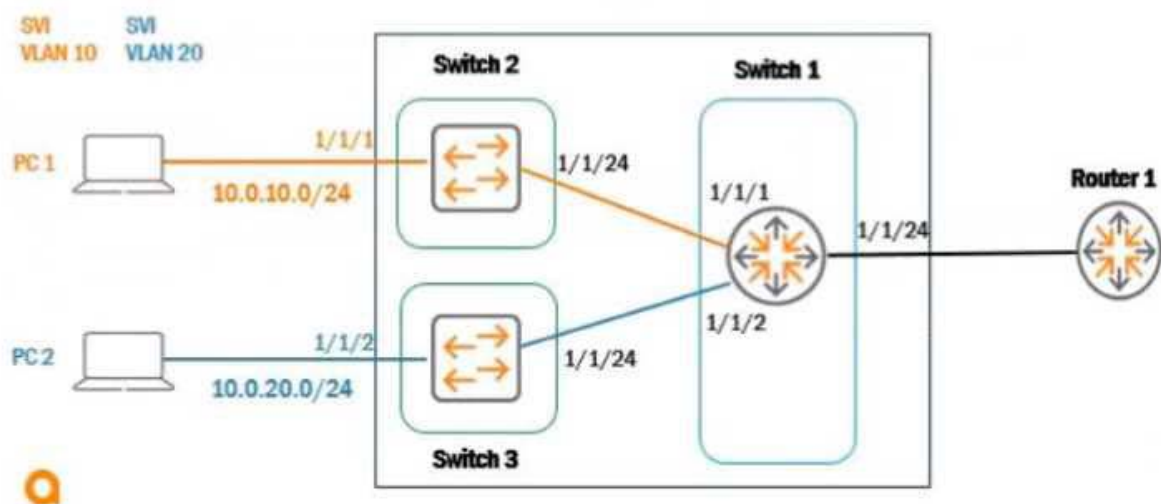
The Alerts and Events dashboard displays all types of alerts and events generated for events pertaining to device provisioning, configuration, and user management. You can use the Config icon to configure alerts and notifications for different alert categories and severities<sup>1</sup>. You can also view the alerts and events in the List view and Summary view<sup>2</sup>.

Reference: 1

<https://www.arubanetworks.com/techdocs/central/latest/content/nms/alerts/configuringalerts.htm>

2 <https://www.arubanetworks.com/techdocs/central/latest/content/nms/alerts/viewingalerts.htm>

## Question: 2



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Based on the given topology, what is the requirement on an Aruba switch to enable LLDP messages to be received by Switch 1 port 1/1/24. when Router 1 is enabled with LLDP?

- A. LLDP is enabled by default
- B. global configuration lldp enable
- C. int 1/1/24, lldp receive
- D. int 1/1/24, no cdp

**Answer: A**

Explanation:

On Aruba switches, the Link Layer Discovery Protocol (LLDP) is enabled by default on all ports. This protocol is an industry-standard network discovery protocol that is used for network devices to advertise their identity, capabilities, and neighbors on a locally managed network, typical in an IEEE 802 network.

This is beneficial for network mapping and troubleshooting purposes. Since LLDP is enabled by default, there is no need for any additional configuration on Switch 1 port 1/1/24 to receive LLDP messages from Router 1, as long as LLDP is not disabled on the port.

### Question: 3

You are in a meeting with a customer where you are asked to explain the network redundancy feature Multiple Spanning Tree (MSTP). What is the correct statement for this feature?

- A. MSTP configuration ID revision by default as current MSTP root priority
- B. MSTP configuration ID name by default using switch IMC address
- C. MSTP configuration ID name by default using switch serial number
- D. MSTP configuration ID revision by default as switch serial number

**Answer: B**

Explanation:

MSTP Multiple Spanning Tree Protocol. MSTP is an IEEE standard protocol for preventing loops in a network with multiple VLANs. MSTP allows multiple VLANs to be mapped to a reduced number of spanning-tree instances. configuration ID consists of two parameters: name and revision. The name is a 32-byte ASCII string that identifies the MSTP region, which is a group of switches that share the same configuration ID and VLAN-to-instance mapping. The revision is a 16-bit number that indicates the version of the configuration ID. By default, the MSTP configuration ID name is set to the switch IMC address, which is a unique identifier derived from the MAC address Media Access Control address. MAC address is a unique identifier assigned to a network interface controller (NIC) for use as a network address in communications within a network segment. of the switch. Reference:

[https://www.arubanetworks.com/techdocs/ArubaOS\\_86\\_Web\\_Help/Content/arubaossolutions/mstp/mstp.htm](https://www.arubanetworks.com/techdocs/ArubaOS_86_Web_Help/Content/arubaossolutions/mstp/mstp.htm)

## Question: 4

When using the OSPF dynamic routing protocol on an Aruba CX switch, what must match on the neighboring devices to exchange routes?

- A. Hello timers
- B. DR configuration
- C. ECMP method
- D. BDR configuration

**Answer: A**

Explanation:

OSPF Open Shortest Path First. OSPF is a link-state routing protocol that uses a hierarchical structure to create a routing topology for IP networks. OSPF routers exchange routing information with their neighbors using Hello packets, which are sent periodically on each interface. To establish an adjacency Adjacency is a relationship formed between selected neighboring routers for the purpose of exchanging routing information., OSPF routers must agree on several parameters, including Hello timers, which specify how often Hello packets are sent on an interface. If the Hello timers do not match between neighboring routers, they will not form an adjacency and will not exchange routes. Reference: [https://www.arubanetworks.com/techdocs/ArubaOS\\_86\\_Web\\_Help/Content/arubaossolutions/osfp/osfp.htm](https://www.arubanetworks.com/techdocs/ArubaOS_86_Web_Help/Content/arubaossolutions/osfp/osfp.htm)

## Question: 5

DRAG DROP

Match the phase of message processing with the Open Systems interconnection (OSI) layer.

Layer		Phase of Message Processing
Physical Layer		Organizes the data into segments
Network Layer		Organizes the data into packets
Transport Layer		Organizes the data into frames
Data Link Layer		Organizes the data into bits

**Answer:**

Layer		Phase of Message Processing
Physical Layer	Transport Layer	Organizes the data into segments
Network Layer	Network Layer	Organizes the data into packets
Transport Layer	Data Link Layer	Organizes the data into frames
Data Link Layer	Physical Layer	Organizes the data into bits

Layer: 1) Physical layer Phase of Message Processing: d) Organize the data into bits

Layer: 2) Data Link layer Phase of Message Processing: c) Organize the data into frames

Layer: 3) Network layer Phase of Message Processing: b) Organize the data into packets

Layer: 4) Transport layer Phase of Message Processing: a) Organize the data into segments

The OSI model divides the networking process into seven layers, each representing a different step of the transmission chain. Each layer has its own function and is responsible for well-defined tasks. User data passes sequentially from the highest layer down through the lower layers until the device transmits it externally. The lowest layer, the physical layer, converts the data into bits that can be sent over a physical medium. The second layer, the data link layer, organizes the bits into frames that can be transmitted over a link between two nodes. The third layer, the network layer, organizes the frames into packets that can be routed across a network of nodes. The fourth layer, the transport layer, organizes the packets into segments that can provide reliable and error-free communication between two end points<sup>12</sup>. Reference: 1 <https://www.linode.com/docs/guides/introduction-to-osi-networkingmodel/>  
2 [https://en.wikipedia.org/wiki/OSI\\_model](https://en.wikipedia.org/wiki/OSI_model)

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