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# Question 1

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## Question Type: MultipleChoice

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An engineer is designing an IPv4 addressing plan for an enterprise with 1000 branches. Each branch requires a prefix for data and a prefix for voice. Each prefix must accommodate up to 128 hosts, and prefixes must facilitate summarization at aggregation points in the network. The security team requires a simple method for identifying voice prefixes. Which allocation does the engineer recommend from the RFC1918 address space?

### Options:

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- A- /24 prefixes for data from 10.0.0.0/15 and /24 prefixes for voice from 172.16.0.0/15
- B- /24 prefixes for data from 10.0.0.0/8 and /24 prefixes for voice from the next contiguous /24 prefix per site
- C- /25 prefixes for data from 10.0.0.0/8 and /25 prefixes for voice from the next contiguous /25 prefix per branch
- D- /24 prefixes for data from 10.0.0.0/8 and /24 prefixes for voice from 172.16.0.0/12

### Answer:

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B

### Explanation:

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For example:

Site 0001

Data:10.0.0.0/24

Voice: 10.0.1.0/24

summary route : 10.0.0.0/23

Site 0002

Data:10.0.2.0/24

Voice: 10.0.3.0/24

summary route: 10.0.2.0/23

....cont...

site 0129

Data:10.1.0.0/24

Voice: 10.1.1.0/24

summary route: 10.1.0.0/23

site 0130

Data:10.1.2.0/24

Voice: 10.1.3.0/24

summary route: 10.1.2.0/23

so 3rd octet is odd number assigned to voice, and even number assigned to data;

for security team to recongize voice prefix, use an ACL with wildcast to filter odd number on third octet, started from 10.0.1.0 0.0.254.255, 10.1.1.0 0.0.254.255....., 10.1.1.0 0.0.254.255 etc; for 10.0.1.0 0.0.254.255, any IP in binary that started with 00001010.00000000.xxxxxxx1.xxxxxxx will be matched (x = either 0 or 1), covert 3rd octet into dec, for example, 10000001 = 129 which is a voice VLAN.

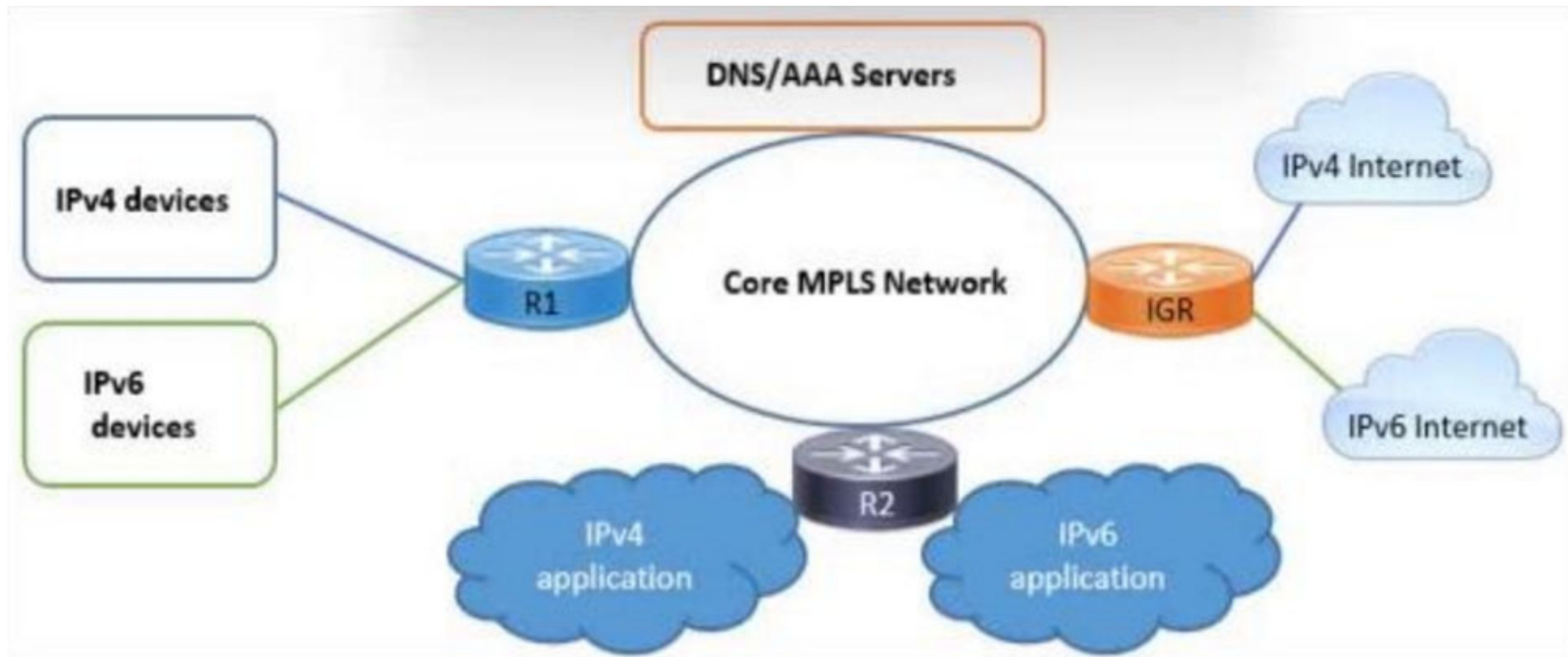
## Question 2

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**Question Type: MultipleChoice**

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Refer to the exhibit.



An architect must design an IPv6 migration solution for an enterprise customer to support these requirements:

- \* Clients will transition to the new IPv6 network, which provides NAT64 and IPv6 DNS resolution services, using the same DNS name that points to the IPv4 address.
- \* The service provider will create a client-facing IPv6 interface with a new IPv6 virtual address that points to the same IPv4 DNS server.
- \* The service provider will support clients that use global IPv6 addresses and encapsulate IPv4 packets into IPv6 tunnels.

Which two migration solutions must the architect choose? (Choose two.)

### Options:

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- A- Use dual-stack lite from the MPLS network to the IGR.
- B- Use IPv6 tunneling from the devices to the core MPLS network.
- C- Use dual-stack lite from the devices to the core MPLS network.
- D- Use NAT44/64 from the MPLS network to the IGR.
- E- Use NAT44/64 from the devices to the core MPLS network.

### Answer:

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C, D

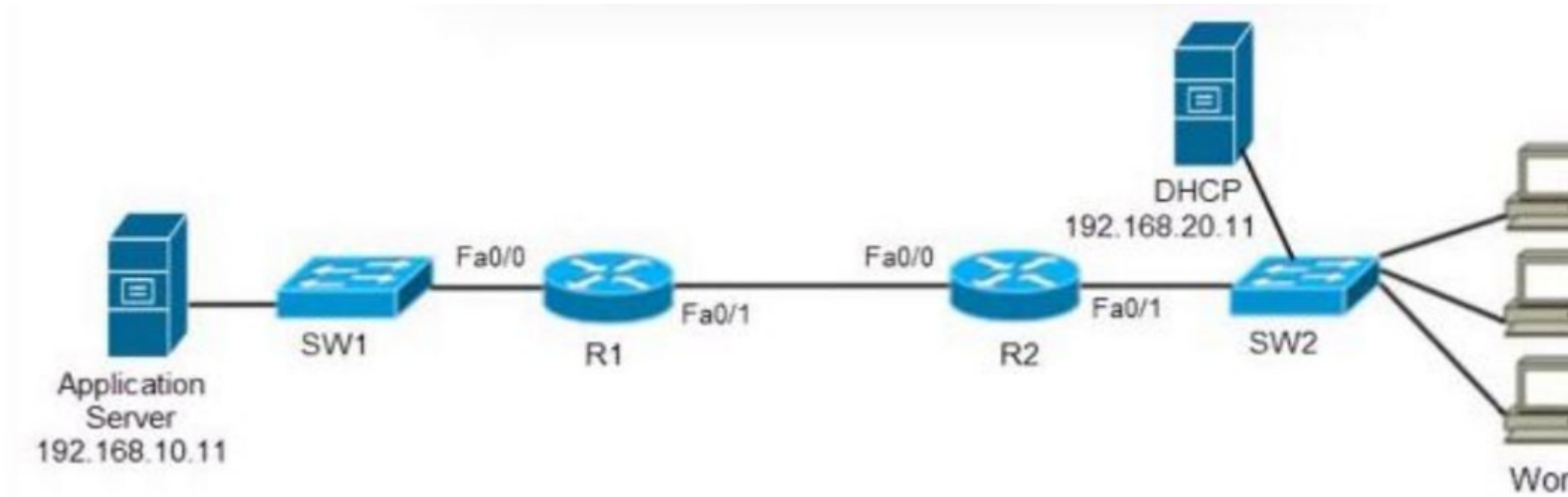
## Question 3

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**Question Type:** MultipleChoice

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Refer to the exhibit.



An architect is designing a network for a customer supporting a Wake-on-LAN application. Which solution must the architect choose?

**Options:**

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- A- IP directed-broadcasts on R1
- B- spanning-tree uplinkfast on SW1
- C- spanning-tree uplinkfast on SW2
- D- IP directed-broadcasts on R2

**Answer:**

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D

**Explanation:**

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'IP directed broadcast' must be supported on the last router to the destination subnet. Since the sleeping PC's dont have IP addresses, the machines must be calles awake by broadcast that behaves like an unicast untill they reach the destination network. There the directed broadcast is handled like a proper broadcast to wake all WOL machines.

<https://www.cisco.com/c/en/us/support/docs/switches/catalyst-3750-series-switches/91672-catl3-wol-vlans.html>

## Question 4

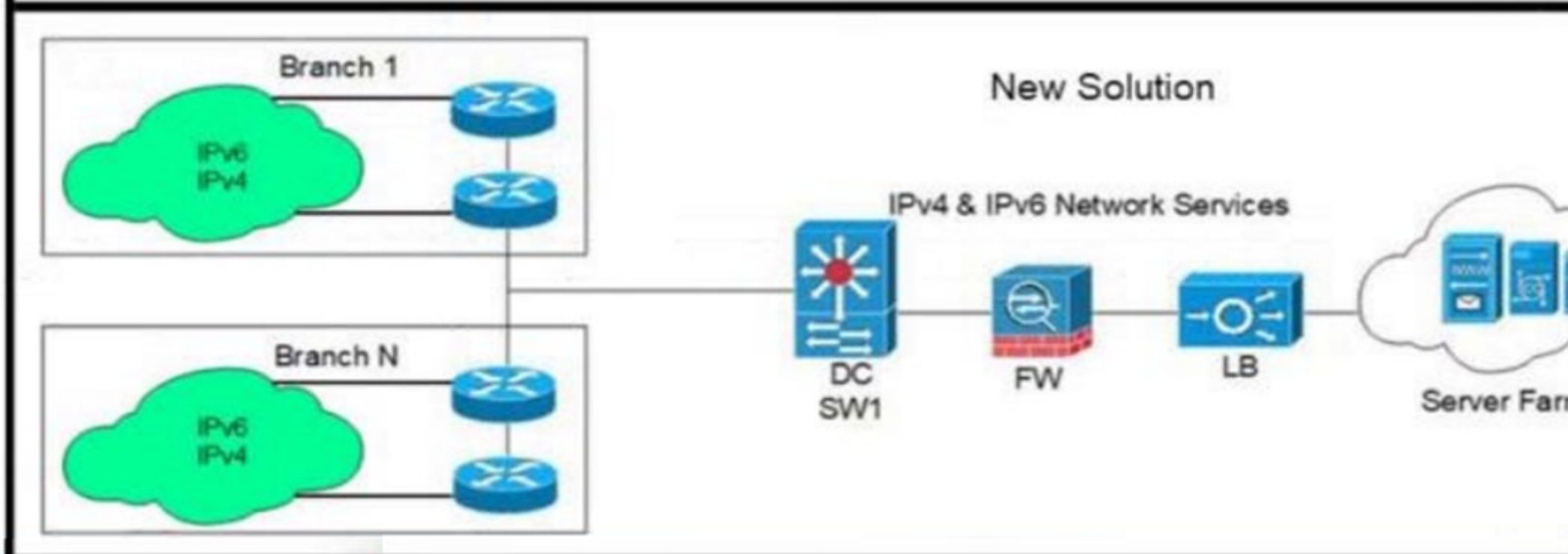
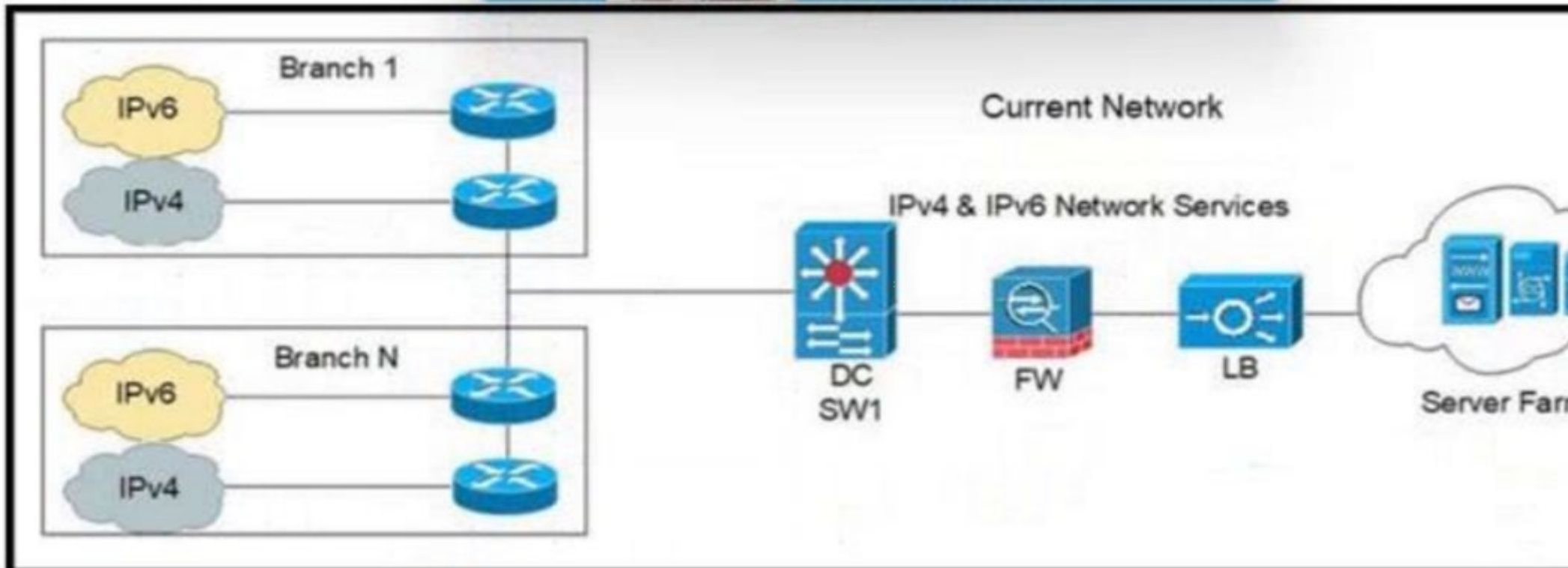
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**Question Type:** MultipleChoice

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Refer to the exhibit.





Refer to the exhibit. An architect is developing a solution to consolidate networks while retaining device redundancy. The routing protocol for the WAN routers must be open standard, ensure high availability, and provide the fastest convergence time. Which solution must the design include?

### Options:

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- A- both routers running EIGRP
- B- one router running OSPFv2 and other OSPF v3
- C- one router running ISIS and other OSPF v3
- D- both routers running OSPFv2

### Answer:

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A

### Explanation:

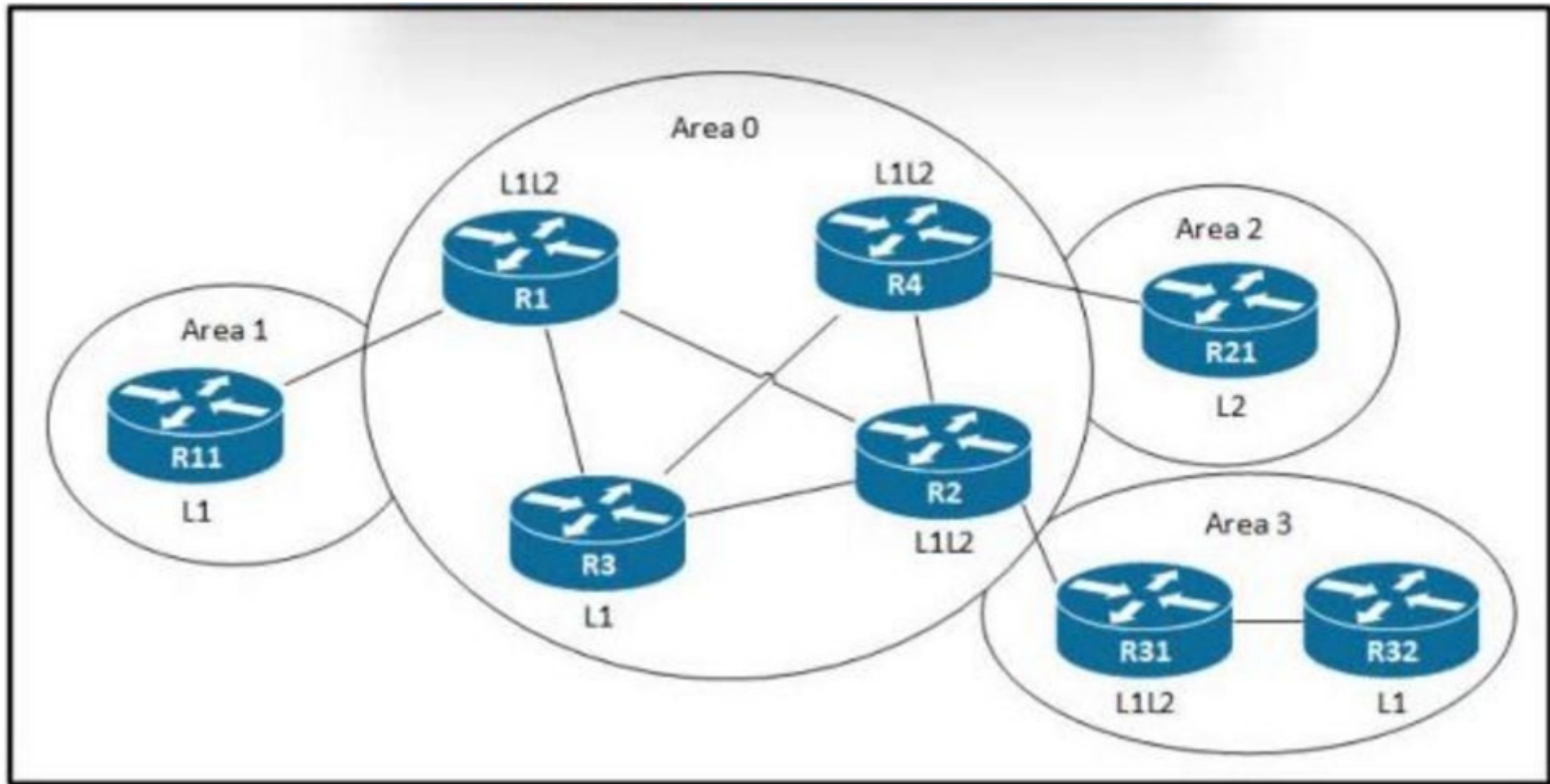
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EIGRP has a function called 'EIGRP Ipv6' (But that can still be called 'EIGRP')

## Question 5

Question Type: MultipleChoice

Exhibit:



### Options:

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- A- Make R3 an L1L2 router.
- B- Make R31 an L1 router.
- C- Make Area 0 L2-only.
- D- Make R11 an L2 router.

### Answer:

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A

### Explanation:

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ENSLD 300-420 cert guide page 117. When creating a backbone there should never be L1 routers between (L2 only, or) L1/L2 routers.

## Question 6

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**Question Type:** DragDrop

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Drag and drop the elements from the left onto the protocols where they are used on the right.

SSH/TLS                  SSH/TLS

**Answer:**

HTTP/HTTPS                  HTTP/HTTPS

## Question 7

noclient                  noclient

**Question Type: MultipleChoice**

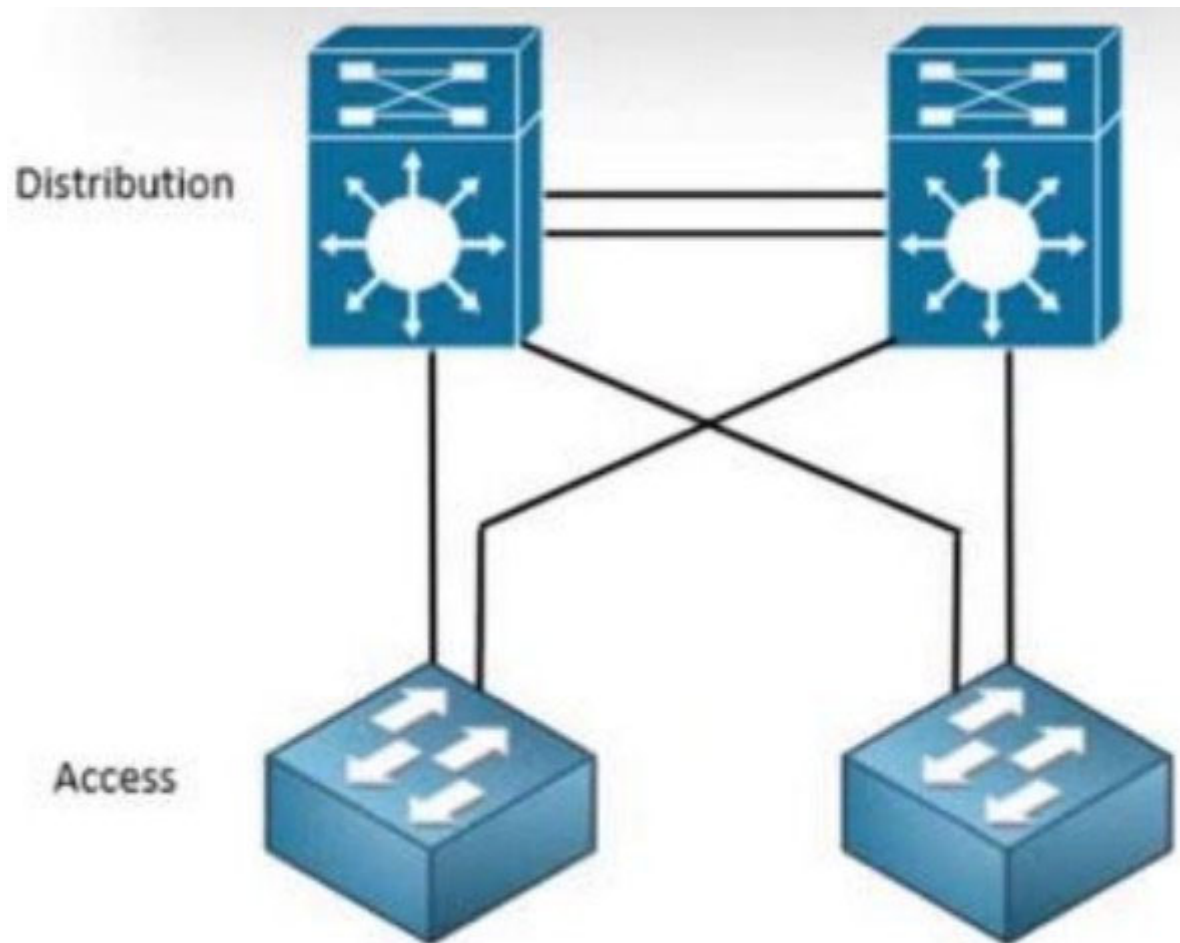
requests library                  requests library

RPC messages                  RPC messages

HTTP methods                  HTTP methods

NETCONF

RESTCONF



Refer to the exhibit. An engineer is designing a Layer 2 campus network. The design must support fast convergence and leverage as much bandwidth as possible between layers. Distribution switches do support VSS; unfortunately, not all routing protocols are available for use due to license limitations. Which solution must the engineer choose?

**Options:**

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A- EtherChannel

B- MEC

C- RSTP

D- ECMP

**Answer:**

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B

## Question 8

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**Question Type: MultipleChoice**

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A network engineer must design a multicast solution to prevent the spoofing of multicast streams and ensure efficient bandwidth utilization. The network will be merged with another multicast domain in the future, and the merge must require minimum effort. Which two solutions meet the customer requirements? (Choose two.)

**Options:**

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A- PIM-SSM

B- IGMPv3

C- IGMPv2

D- PIM-SM

E- MSDP

**Answer:**

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D, E

**Explanation:**

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[https://www.cisco.com/c/en/us/td/docs/ios-xml/ios/ipmulti\\_pim/configuration/xe-16/imc-pim-xe-16-book/imc-msdp-im-pim-sim.html#GUID-4B201DB3-2C27-4F98-977A-A1AE9DC39C21](https://www.cisco.com/c/en/us/td/docs/ios-xml/ios/ipmulti_pim/configuration/xe-16/imc-pim-xe-16-book/imc-msdp-im-pim-sim.html#GUID-4B201DB3-2C27-4F98-977A-A1AE9DC39C21)

MSDP is a mechanism to connect multiple PIM-SM domains. The purpose of MSDP is to discover multicast sources in other PIM domains. The main advantage of MSDP is that it reduces the complexity of interconnecting multiple PIM-SM domains by allowing PIM-SM domains to use an interdomain source tree (rather than a common shared tree).



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