CWDP-304 Q&As

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QUESTION 1

You and 10 other people are connected to a public hot-spot. You issue a ping sweep on the network, but you can\\'t find any devices on the same subnet as yours. What feature might be enabled on the WLAN infrastructure that is preventing you from communicating with other devices on that subnet?

A. Peer-to-peer blocking

B. OSPF external routes

C. Band steering

D. Load balancing

Correct Answer: A

QUESTION 2

Using a SCA means that all APs will be using the same channel in a given layer. How is the AP with which the client associates determined?

A. All APs share a virtual IP address. A controller will tell the closest AP to the client to communicate with it, since it has a greater RSSI from the client.

B. All APs share a virtual Multicast Address. A controller will tell the closest AP to the client to communicate with it, since it has a greater RSSI from the client.

C. All APs share a virtual BSSID. A controller will tell the closest AP to the client to communicate with it, since it has a greater RSSI from the client.

D. The client selects the AP based on a known set of MAC to BSSID mappings stored in the clients authorized SSID listing.

Correct Answer: A

QUESTION 3

What is a valid 40 MHz channel configuration in the 2.4 GHz ISM band where channels 1- 11 are permitted?

A. 4 (primary), +1 (secondary)

B. 2 (primary), -1 (secondary)

C. 8 (primary), +1 (secondary)

D. 1 (primary), 6 (secondary)

Correct Answer: A

QUESTION 4

What statements are true regarding jitter and latency?(Choose all that apply.)

Response:

A. Jitter is a measurement of latency variability from one frame to another.

B. Jitter is a measurement of the variance of the number of frames received from an application for a specific time interval.

C. Jitter is a measurement of average latency based on a sample of >100 frames.

D. Latency is a measurement of the time delay experienced in the delivery of a frame.

E. Latency is a measurement of the time required to transmit two subsequent frames.

Correct Answer: AD

Jitter and latency are two important metrics for measuring the quality and performance of wireless networks, especially for real-time applications such as voice and video. Latency is the average time taken for a data packet to reach the destination, while network jitter is the irregularity in latency. When the latency is consistently high, it can mean a slow but stable connection. On the other hand, a high jitter means there may be sporadic disruptions or delays in the transmission, which can affect the quality of service and user experience. Jitter is caused by various factors, such as network congestion, interference, routing changes, hardware issues, or packet prioritization. Jitter can be measured by calculating the difference between the latency of two consecutive packets, or by using the standard deviation of the latency of a sample of packets. Jitter can be reduced by using Quality of Service (QoS) mechanisms, such as traffic shaping, queuing, or scheduling, which can prioritize the packets based on their importance and sensitivity to delay. Jitter can also be mitigated by using jitter buffers, whichcan store the incoming packets and smooth out the variations in latency before delivering them to the application. References: CWNP, CWDP Certified Wireless Design Professional Official Study Guide, Network Jitter - Common Causes and Best Solutions, Network Jitter vs Latency: What\\'s the Difference and Why Does It Matter, Jitter vs Latency - What\\'s The Difference and Why it Matters

QUESTION 5

In what circumstance would you not enable DFS channels on a WLAN infrastructure?

A. In any stadium

B. In any office complex

C. In an airport

D. In any home office

Correct Answer: C