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Question: 1
Which extension header uses a variable-length Initialization vector (IV)?

A. Authentication.
B. Fragment.
C. Encrypted security payload.
D. Routing.

Answer: C

Explanation:
Payload Data is a variable-length field containing data described by the Next Header field. The Payload Data field is mandatory and is an integral number of bytes in length. If the algorithm used to encrypt the payload requires cryptographic synchronization data, e.g., an Initialization Vector (IV), then this data MAY be carried explicitly in the Payload field. Any encryption algorithm that requires such explicit, per-packet synchronization data MUST indicate the length, any structure for such data, and the location of this data as part of an RFC specifying how the algorithm is used with ESP. If such synchronization data is implicit, the algorithm for deriving the data MUST be part of the RFC. (Reference RFC 2406)

Incorrect Answers:
A, B, D: These extension headers do not have the Initialization Vector.

Question: 2
Which header field was created for packets that require special heading by IPv6 routers?

A. The flow label field.
B. The next header field.
C. The protocol field.
D. The payload length field.

Answer: A

Explanation:
A: The flow label field is used by the sender to label packets that require special processing at the router.

Incorrect Answers:
B: The next header field is used for identifying Ipv6 header extensions.
C: The protocol field was renamed to the next header field. The protocol field does not exist in Ipv6.
D: The payload length contains the size of the packet, excluding the size of the header.

Question: 3
In IPv6, what does the Site-Level Aggregator identify?

A. Individual locations.
B. Backbone providers.
C. Server location
D. ISPs.

Answer: D

Explanation:

An ISP can be identified by either a Site-Level Aggregator (SLA ID) or a Next-Level Aggregator (NLA ID). In the NLA, which is a Network Service Provider or ISP (Tier 2), so an ISP can fall if they support downstream service providers. An ISP can be a Site-Level Aggregator if it has downstream customers which are not service providers. The difference between a SLA and NLA depends on whether the address space is delegated.

Incorrect Answers:
A: The are identified by the Interface ID.
B: Internet Backbone Providers are identified by the Top Level Aggregator (TLA ID), and is Considered Tier 1.
C: The are identified by the Interface ID.

Question: 4
Within the Encrypted Security payload (ESP) extension header, which of the following identifies the encryption association?

A. Security Parameters Index (SPI)
B. Payload Type.
C. Padding.
D. Sequence Number.

Answer: A

Explanation:
By combining the SPI with the destination address and the Security Protocol (ESP) identifies the security association of the packet. The SPI is an unsigned 32-bit integer.

Incorrect Answers:
B: The ESP header does not have a field called the payload type. There is payload data and payload length, for the length of the payload. The type of payload is actually stored in the next header field.
C: Padding are the characters added after the data payload. The number of padding characters is Determined by a pad length. Padding is used to control the size and alignment of the message. The Pad Length indicates the number of 8-bit passing bytes to be added after the data. The padding ensures the message ends on a 64-bit boundary.
D: The sequence number is used for anti-replay.

Question: 5
Why were checksums eliminated from IPv6?

A. To introduce alternative error checking.
B. To accommodate different topologies.
C. To increase packet processing speed.
D. To increase MTU discovery over networks.

Answer: C

Explanation:
Checksums were eliminated to reduce overhead and speed packet processing. Calculation of the checksum was a mathematical operation that took time, and by eliminating it eliminated that overhead.

Incorrect Answers:
A: The purpose was not to offer alternative checking, it was to get rid of the checking because Checksums and CRC checks occurred in other places.

B: The topology was not affected by the checksum, so having it would not affect any new or Different topologies.
D: The objective was to speed up all processing, and not directed at any one particular function.

Question: 6
Which of the following choices lists the recommended sequence of IPv6 extension headers?

A. Destination options, authentication, Hop-by-Hop, routing.
B. Hop-by-hop, routing, destination options, authentication.
C. Destination options, routing, hop-by-hop, authentication.
D. Hop-by-hop, destination options, routing, authentication.

Answer: B

Explanation:
This is the order as specified. Hop by Hop has to be processed by all nodes that the packet flows through, so for performance should be up front. Routing and Destination options are used for actually routing and delivery of the packet.

Incorrect Answers:
A, C, D: These are wrong, you need to memorize the correct recommended order. Note that you can use any order in real life, these are a recommended ordering.

Question: 7
What is the address prefix in binary for multicast addresses?

A. 1111 1110 11
B. 1111 1111
C. 0000 010
D. 1111 1110 10

Answer: B

Explanation:
This question is confusing, since coding for Ipv4 is different than Ipv6. Lucily both encodings are not listed as possible answers. Hopefully the question on the exam will be worded more clearly.
An IPv6 multicast address is an identifier for a group of nodes. A node may belong to any number of multicast groups. Multicast addresses have the following format:
| 8 | 4 | 4 | 112 bits |
+------ -+----+----+--+
|11111111|flgs|scop| group ID |
+--------+----+----+--+
11111111 at the start of the address identifies the address as being a multicast address.
+-+-+-+-+
flgs is a set of 4 flags: |0|0|0|T|
+-+-+-+-+
The high-order 3 flags are reserved, and must be initialized to 0.
T = 0 indicates a permanently-assigned ("well-known") multicast address, assigned by the global internet numbering authority.
T = 1 indicates a non-permanently-assigned ("transient") multicast address.
scop is a 4-bit multicast scope value used to limit the scope of the multicast group. The values are:
0 reserved
1 node-local scope
2 link-local scope

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and many others.. See complete list Here