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QUESTION 1

SIMULATION

There were two systems: system1, main system on which most of the configuration take place system2, some configuration here Configure repository. Create a Repository for your virtual machines. The URL is http://station.network.0.example.com/content/rhel7.0/x86_64/dvd

A. explanation

Correct Answer: A

```
# vim /etc/yum.repos.d/local.repo

[localrepo]
name = Local Repo for RHCE Exam
baseurl = http://station.network0.example.com/content/rhel7.0/x86_64/dvd
gpgcheck = 0
enabled = 1
```

Save and Exit (:wq) Then run this:

```
# yum clean all
# yum repolist
```

QUESTION 2

SIMULATION

There were two systems:

system1, main system on which most of the configuration take place

system2, some configuration here

Link aggregation.

Configure your serverX and desktop, which watches for link changes and selects an active port for data transfers.

serverX should have the address as 192.169.X.10/255.255.255.0

desktopX should have the address as 192.168.X.11/255.255.255.0

(Note: where X is your station number)

A. explanation

Correct Answer: A

On Server Machine: Verification and Testing:

```
nmcli con add type team con-name Team1 ifname Team1
            config '{"runner":{"name":"activebackup"}}'
nmcli con modify Team1 ipv4.addresses 192.168.1.10/24
nmcli con modify Team1 ipv4.method manual
nmcli con add type team-slave con-name Team1-slave1 ifname eth1 master Team1
nmcli con add type team-slave con-name Team1-slave2 ifname eth2 master Team1

nmcli con up Team1
nmcli con up Team1-slave1
nmcli con up Team1-slave2
```

```
teamdctl Team1 state
nmcli dev dis eth1 ---> Disconnect device for verification
nmcli con up Team1-slave1
teamnl Team1 ports
teamnl Team1 getoption activeport
teamnl Team1 setoption activeport PORT_NUMBER

ping -I Team1 192.168.1.11
```

On Desktop Machine:

```
nmcli con add type team con-name Team1 ifname Team1 config '{"runner":
{"name": "activebackup"}}'
nmcli con modify Team1 ipv4.addresses 192.168.1.11/24
nmcli con modify Team1 ipv4.method manual
nmcli con add type team-slave con-name Team1 -slave1 ifname eth1 master
Team1
nmcli con add type team-slave con-name Team1 -slave2 ifname eth2 master
Team1

nmcli con up Team1
nmcli con up Team1 -slave1
nmcli con up Team1 -slave2
```

Verification and Testing:

```
teamdctl Team1 state
nmcli dev dis eth1 ---> Disconnect device
for verification
nmcli con up Team1-slave1
teamnl Team1 ports
teamnl Team1 getoption activeport
teamnl Team1 setoption activeport
PORT_NUMBER

ping-I Team1 192.168.1.10
```

QUESTION 3

SIMULATION

Configure the samba server, share /common, which can be browsed. The user harry can only read it. If it is needed, the password for harry is harryuser.

A. explanation

Correct Answer: A

```
# yum install -y samba samba-common samba-client
# chkconfig smb on
# chkconfig nmb on          (nmb is a dependency of smb to resolve netbios)
# service smb start
# service nmb start


# useradd harry
# smbpasswd -a harry
# mkdir /common
# vim /etc/samba/smb.conf
      [common]
            comment = common
            path = /common
            browseable = yes
            valid user = harry
            read only = yes

testparm
  # getsebool -a |grep samba_share_nfs
  # setsebool -P samba_share_nfs=1
  # chcon -R --reference=/var/spool/samba/ /common/
  # services smb restart
  # mount -t cifs //172.16.30.5/common /mnt -o
username=harry,password=harryuser
  # smbclient  //172.24.50.5/common  -U  harry
```

QUESTION 4

SIMULATION

SIMULATION There were two systems: system1, main system on which most of the configuration take place system2, some configuration here

Configure IPv6 network. Configure eth0 with a static IPv6 addresses as follows Configure a Static IPv6 address in serverX as fddb:fe2a:ab1e::c0a8:64/64 Configure a Static IPv6 address in desktopX as fddb:fe2a:ab1e::c0a8:02/64 Both machines are able to communicate within the network fddb:fe2a:able/64 The changes should be permanent even after the reboot

On ServerX:

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```
nmcli conn show ----> to find the connection name that attaches to the eth0 interface

nmcli conn modify "System eth0" ipv6.addresses fddb:fe2a:able::c0a8:64/64
nmcli conn modify "System eth0" connection.autoconnect true
nmcli conn modify "System eth0" ipv6.method manual

nmcli conn down  "System eth0"
nmcli conn up "System eth0"
```

On DesktopX:

```
nmcli conn show ----> to find the connection name that attaches to the eth0 interface

nmcli conn modify "System eth0" ipv6.addresses fddb:fe2a:able::c0a8:02/64
nmcli conn modify "System eth0" connection.autoconnect true
nmcli conn modify "System eth0" ipv6.method manual

nmcli conn down  "System eth0"
nmcli conn up "System eth0"
```

A. explanation

Correct Answer: A

On ServerX:

```
ping6 -I eth0 fddb:fe2a:able::c0a8:02
```

On DesktopX:

```
ping6 -I eth0 fddb:fe2a:able::c0a8:64
```

QUESTION 5

SIMULATION

Configure the web server and implement the virtual host.

http://www.domain30.example.com can access the pages under the directory:

http://ip/dir/example.html. And make sure, http://station.domain30.example.com can also access the previous content.

A. explanation

Correct Answer: A

```
# mkdir -p /www/virtual
# cd /www/virtual
# wget http://ip/dir/example.com
# cp example.com index.html
# se manage fcontext -a -t httpd_sys_content_t '/www (/.*)?'
   restorecon -vRF /www
# vim /etc/httpd/conf/httpd.conf      (Add new VirtualHost)
     <VirtualHost 172.24.30.5:80>
    DocumentRoot /www/virtual/
    ServerName www.domain30.example.com
      </VirtualHost>
# chcon -R --reference=/var/www/html/ /www/
# service httpd restart
```

Use elinks to test.

OR


```
# mkdir -p /www/virtual
# cd /www/virtual
# wget http://ip/dir/example.html
# mv example.html index.html
# chcon -R --reference=/var/www/html/ /www/
# ls -ldZ /www/virtual
# vim /etc/httpd/conf/httpd.conf
   NameVirtualHost *:80
     <VirtualHost *:80>


DocumentRoot /var/www/html/
ServerName station.domain30.example.com
 </VirtualHost>
 <VirtualHost *:80>
DocumentRoot /www/virtual/
ServerName www.domain30.example.com
 </VirtualHost>
# service httpd restart
```

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