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Unity Solutions Specialist Exam for Implementation Engineers

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QUESTION 1

What is the sequence of steps that must be executed to implement IP Multi-tenancy in a Unity system?

A. Create file systems and shares for each tenant Configure host access for the tenant\\'s shares Add tenants to the Unity System

B. Associate tenants with existing NAS servers Create file systems and shares for each tenant Configure host access for the tenant\\'s shares

C. Create a NAS server for each tenant Create file systems and shares for each tenant Add tenants and associate to the NAS servers

D. Add tenants to the Unity system Create a NAS server for each tenant Create file systems and shares for each tenant

Correct Answer: D

References: https://www.dellemc.com/en-za/documentation/unity-family/unity-p-configure-smb-file-sharing/08-unity-smb-c-ch-configuring-ip-multitenancy.htm

QUESTION 2

Which UnityVSA storage resource can be configured with Host I/O limits?

A. NAS Server

B. Pool

C. File System

D. LUN

Correct Answer: D

Host I/O limits is a feature which allows the user to control the amount of throughput and bandwidth consumed by block resources. This feature can be applied to LUNs, VMFS datastores, or attached snapshots.

QUESTION 3

What is a consideration when implementing a Thin Clone on a Dell EMC Unity array?

A. Thin Clone is only supported on physical Dell EMC Unity systems.

B. Thin Clone can be expanded independently from the base LUN

C. Thin Clone can be created directly from the base LUN

D. Data Reduction can be enabled independently on source LUN and on Thin Clone

Correct Answer: A

QUESTION 4

Which component is required for compression to work?

A. FAST Cache

B. PFDC

C. Thick LUN

D. FAST VP

Correct Answer: C

References: https://www.emc.com/collateral/white-papers/h15571-dell-emc-unity-compression.pdf

QUESTION 5

Which software bundles are provided with the Unity Starter software package?

A. FAST Cache and Fast VP

B. Thin Provisioning and Quality of Service

C. Controller-Based Encryption and RecoverPoint Basic

D. FAST Cache and Local Point-in-Time Copies

Correct Answer: A

The UnityVSA offers a dynamic deployment model that allows you to start for free and grow as business needs evolve.

UnityVSA include:

FAST Cache leverages the performance of Flash media to improve workloads that are interfacing with spinning disk media.

Fully Automated Storage Tiering for Virtual Pools (FAST VP) ensures your data is distributed effectively across the various media types in a multi-tier pool.

Reference: https://www.emc.com/collateral/white-papers/h15084-emc-unity-introduction-to-the-unity-platform.pdf (page 20)

QUESTION 6

The preferred production interface is active. What does the Dell EMC Unity XT system do once a NAS Server starts outbound traffic to an external service?

A. Selects interfaces based on advanced static routes

B. Uses Packet Reflect for outbound communication

C. Uses the active production interface

D. Selects the shortest path available

Correct Answer: C

Reference: https://www.dell.com/community/Unity/Unity-NAS-Server-Network-Interfaces/m-p/7116802

QUESTION 7

A system administrator wants to configure asynchronous replication on their Unity system. What is required before creating a replication session?

A. A Fibre Channel connection configured between the remote systems. A configured replication connection between the remote systems.

B. A Sync Replication Management Port configured on each system. A Fibre Channel connection configured between the remote systems. A configured replication connection between the remote systems.

C. An IP-based replication interface on the same network as the destination system\\'s replication interface. A configured replication connection between the remote systems.

D. A Sync Replication Management Port configured on each system. An IP-based replication interface on the same network as the destination system\\'s interface. A configured replication connection between the remote systems.

Correct Answer: D

Asynchronous remote replication requires a replication interface be created on each SP on the system.

For asynchronous replication, replication is performed over Ethernet interfaces configured on the system. On EMC Unity physical systems, the onboard 10GbE BaseT ports, CNA ports with Ethernet personality, or Ethernet ports located on I/O modules can be used for replication. In UnityVSA systems, any I/O port can be used for asynchronous replication.

QUESTION 8

What is the maximum number of Dell EMC Unity arrays that can participate is a Synchronous Replication topology?

A. 2

B. 4

C. 5

D. 16

Correct Answer: A

Reference: https://www.dellemc.com/resources/en-us/asset/white-papers/products/storage/h15088-dell_emc_unity-replication_technologies.pdf (13)

QUESTION 9

According to best practices, what is the maximum latency of the link between local and remote systems when using synchronous replication?

A. 5 ms

B. 10 ms

C. 20 ms

D. 40 ms

Correct Answer: B

Reference: https://www.dellemc.com/resources/en-us/asset/white-papers/products/storage/h15088-dell_emc_unity-replication_technologies.pdf (7)

QUESTION 10

With Redirect on Write technology, when writes are made to the storage resource and more space is required, what size is the slice allocated from the parent pool?

A. 8 KB

B. 64 KB

C. 128 MB

D. 256 MB

Correct Answer: D

QUESTION 11

After performing the initial configuration of a new UnityVSA, when do alerts concerning license expiration first occur?

A. 7 days prior to expiration

B. 15 days prior to expiration

C. 1 month prior to expiration

D. 2 months prior to expiration

Correct Answer: C

References: https://www.emc.com/collateral/white-papers/h15092-dell-emc-unity-vsa.pdf

QUESTION 12

On a physical Dell EMC Unity system, what is the maximum size to which a UFS64 file system can be extended?

A. 32 TB

B. 64 TB

C. 128 TB

D. 256 TB

Correct Answer: B

Reference: https://www.dellemc.com/en-us/collaterals/unauth/white-papers/products/storage/h15572-dell-emc-unity-nas-capabilities.pdf (19)

QUESTION 13

How is encryption set for a Unity storage system?

A. By selecting "Status" on the Manage Encryption page

B. Automatically the first time the license file is applied

C. By clicking the "Mode" checkbox on the Manage Encryption page

D. Programmatically set at the factory.

Correct Answer: B

QUESTION 14

Fibre Channel access from a server to the Storage Processor can use what pathing options?

A. Single Path, Multipath, and Alternate path

B. Single path and Multipath only
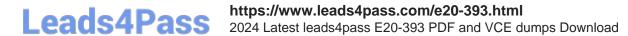
C. Single Path and Alternate path only

D. Multipath only

Correct Answer: B

Reference: https://www.emc.com/collateral/TechnicalDocument/docu69325.pdf

QUESTION 15

How long before a license expires will UnityVSA send the first alert warning?

A. 3 days

B. 7 days

C. 15 days

D. 1 month

Correct Answer: D

As a reminder, UnityVSA displays several alerts in Unisphere prior to the license expiration date. The table below shows when alerts are generated leading up to the expiration date.

Weeks	Days
4 weeks	6 days
3 weeks	5 days
2 weeks	4 days
1 week	3 days
	2 days
	1 day

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