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Unity Solutions Specialist Exam for Implementation Engineers

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QUESTION 1

How is encryption set for a Unity storage system?

A. Clicking the "Mode" checkbox on the Manage Encryption page

B. Selecting "Status" on the Manage Encryption page

C. Automatically set at the factory

D. First time the license is applied

Correct Answer: D

D@RE is included by default on Unity arrays and included in the Unity license file unless otherwise requested during ordering. Therefore, all that is needed to activate D@RE is to install the D@RE enabled license file. The license installation process is not specific to D@RE, and is required to be performed before using the array. When logging into Unisphere for the first time, license installation appears as a step of the Unisphere Configuration Wizard, prompting the administrator to install the license file obtained from EMC. If this license file includes D@RE functionality, D@RE will be enabled once the license file is installed successfully

Note: Unity storage systems address sensitive data concerns through controller-based Data at Rest Encryption (D@RE), which encrypts stored data as it is written to disk. D@RE is a license controlled feature available by default on Unity storage systems, and, being designed to be largely invisible to administrative end users, requires almost no effort to enable or manage. Enabling the feature or backing up the encryption keys externally takes just seconds, and redundant keystore backups stored on array ensure that user data is always as available as it is secure.

QUESTION 2

A user observes a system alert that indicates an error has occurred that the user should be aware of, but does not have significant impact on the system. Which severity level is this alert?

A. Error

B. Warning

C. Information

D. Notice

Correct Answer: B

Reference: https://www.dellemc.com/fr-ma/collaterals/unauth/technical-guides-support-information/products/storage/docu86751.pdf

QUESTION 3

What are considerations when configuring a Proxy NAS Server?

A. Can be created on either SP regardless of where the replicated NAS Server resides May utilize different access protocols as the replicated NAS Server

B. Can be created on either SP regardless of where the replicated NAS Server resides Must use the same access protocols as the replicated NAS Server

C. Must be created on the same SP as the replicated NAS Server Must use the same access protocols as the replicated NAS Server

D. Must be created on the same SP as the replicated NAS Server Different access protocols may be utilized as the replicated NAS Server

Correct Answer: C

QUESTION 4

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 5

When a copy of a file system snapshot is created, what are the characteristics of the copy?

A. Read/write, shareable to clients

B. Read-only, accessed by clients through the CVFS mechanism

C. Read-only, shareable to clients

D. Read/write, accesses by clients through the CVFS mechanism

Correct Answer: C

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