Dell EMC

E20-393 Exam

Dell EMC Implementation Engineer, Unity Solutions Specialist Exam

Questions & Answers
Demo

Version: 13.0

Question: 1

A storage administrator has requested a recommendation on upgrading their VNX5600 to a comparable Unity storage array. The solution requires a maximum capacity of 3.5 PB.
To meet the administrator's requirement without over provisioning the capacity, which Unity Hybrid storage array is recommended?

A. Unity 300
B. Unity 400
C. Unity 500
D. Unity 600

Answer: D

Explanation:
Unity 600 delivers 1.2 TB to 3.0 PB max raw capacity.

Question: 2

What is the minimum VMware Hypervisor version a server must be running in order to support the deployment of a UnityVSA system?

A. 4.0
B. 5.0
C. 5.5
D. 6.0

Answer: C

Explanation:
UnityVSA requirements include: VMWare ESXi 5.x, 6.x
References: https://sweden.emc.com/products-solutions/trial-software-download/unity-vsa.htm

Question: 3

Which feature is supported on a UnityVSA operating environment?

A. Asynchronous Replication
B. MCC Write Caching
C. Quick Start Pool Provisioning
D. Data at Rest Encryption

Answer: A

Explanation:
Asynchronous Unified Replication is available natively on UnityVSA. This allows file and block resources to be replicated between UnityVSA systems, between UnityVSA and physical Unity systems, and also locally back to the same UnityVSA system

Question: 4

A storage administrator is creating a host profile in Unisphere to provide host access to block storage resources using the iSCSI protocol. The host initiators were not automatically discovered and must be manually added.
In addition to the SAN host IQN, what other configuration can be performed through the "Create iSCSI Initiator Wizard" window?

A. Enable and disable CHAP settings
B. Create Mutual CHAP secret
C. Create Global CHAP secret
D. Enter CHAP username and secret

Answer: D

Explanation:
A sample from a Broadcomm BIOS is provided in the figure below, illustrating the IQN assignment for the VNX iSCSI target.

References: https://www.emc.com/collateral/hardware/technical-documentation/h8229-vnx-vmware-tb.pdf
(page 34)

Question: 5

A storage administrator is configuring a storage pool on a Unity system containing Flash disks and SAS disks. What tier will the system assign to each of the disk types?

A. Flash: Extreme PerformanceSAS: Performance
B. Flash: PerformanceSAS: Capacity
C. Flash: Extreme PerformanceSAS: Capacity
D. Flash: CapacitySAS: Performance

Answer: A

Explanation:
Hybrid pools can have up to 3 tiers (Extreme Performance, Performance, and Capacity).
For the Extreme Performance tier, use only SAS Flashdrives.
For the Capacity tier, use only SAS drives.

Question: 6

What describes the LUN Snapshot Copy operation?

A. Parent cannot be a snapshot copyCan only copy a detached snapshotHas an independent Retention Policy from the parent
B. Parent can be a snapshot copyCan only copy a detached snapshotHas an independent Retention Policy from the parent
C. Parent can be a snapshot copyCan copy an attached or detached snapshotInherits the parent Snapshot Retention Policy

D. Parent cannot be a snapshot copyCan copy an attached or detached snapshotInherits the parent Snapshot Retention Policy

Answer: B

Explanation:
Note: You can create copies of LUNs by cloning LUNs from the Snapshot copies in a volume. These FlexClone LUNs are readable and writable copies of the LUNs as the LUN existed when the Snapshot copy was created. Before you can clone a LUN, you must create a Snapshot copy (the backing Snapshot copy) of the LUN you want to clone.
References: https://library.netapp.com/ecmdocs/ECMP1368845/html/GUID-E0660F7B-491B-4AA0-A1A8-22B12DC6917D.html

Question: 7

Which technology is used by Unity Snapshots?

A. Copy on First Write
B. Inline Deduplication
C. Redirect on Write
D. Block Compression

Answer: C

Explanation:
The technology used for snapshots of both block and file resources in Unity is called redirect on write.

Question: 8

DRAG DROP
What is the correct sequence of steps taken by the storage array when an AC power failure is detected?

Array is powered down	STEP 1
BIOS loads the PMP firmware	STEP 2
Storage Processors reset and goes into Low Power mode	STEP 3
Power is switched to the BBU and SPs are reset	STEP 4
SP Cache dirty pages are written to flash	STEP 5

Answer:

Storage processors
Power
BIOS
SP Cache
Array

Explanation:
The Battery Backup Unit (BBU) provides power to the Storage Processor in the event that cabinet power is lost. The BBU is designed to power the SP long enough for the system to store SP cache content to the M.2 SSD device before powering down. The BBU includes sensors which communicate its charge and health status to the SP. In the event the BBU is discharged the SP will disable cache until the BBU has recharged. In the event the BBU has faulted or cannot sustain enough charge, an alert will be generated.
References: https://www.emc.com/collateral/white-papers/h15084-dell-emc-unity-introduction-to-the-platform.pdf

Question: 9

A system administrator is configuring asynchronous remote replication for an existing NAS server and its' file systems on a Unity system. What should the administrator create to ensure all data is replicated for the NAS server and the file system?

A. Replication sessions on each file system only
B. Replication sessions for each file system first and then the NAS server
C. A replication session on the NAS server and then manually create replication sessions on

each file system
D. A replication session for only the NAS server

Answer: D

Explanation:
Before File Systems or VMware NFS Datastores can be replicated, the NAS Server must be replicated.

Question: 10

Which Unity feature provides a high bandwidth connection for large file transfers, enables proactive Service Request generation and usage license reporting, and operates on a 24x7 basis?

A. EMC Service Center
B. Software Licensing Central
C. Unisphere Central
D. EMC Secure Remote Services

Answer: D

Explanation:
Benefit from secure, high-speed, 24x7 predictive monitoring and remote repair for your EMC information infrastructure. EMC Secure Remote Services (ESRS) enables EMC Customer Service to identify and proactively resolve potential issues before they can impact your business.

Question: 11

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

Answer: A

Explanation:
The UnityVSA offers a dynamic deployment model that allows you to start for free and grow

as business needs evolve.
UnityVSA include:

Question: 12

When configuring asynchronous remote replication, how many internal Unity Snapshots are
configured and utilized on the source system by a single replication session?

A. 1
B. 2
C. 3
D. 4

Answer: B

Explanation:
Internal Snapshot (Replication Snapshot) are Unity Snapshots created by the system which
are part of an asynchronous replication session. These Snapshots can be viewed in Unisphere,
but user operations are not permitted. Each asynchronous replication session uses two
internal snapshots taken on the source and destination storage resources.

Question: 13

A storage administrator is implementing FAST Cache on a Unity 500 storage array and can
select from a mix of SSD drives. Which drive types can be configured to meet the
administrator's requirements?

A. 200 GB and 400 GB
B. 400GB and 1.6 TB
C. 1.6 TB and 3.2 TB
D. 3.2 TB and 800 GB

Answer: A

Explanation:
Unity 500 FAST Cache is only supported by 200 GB and 400 GB SSD hard drives.

Question: 14

A storage administrator is required to test a new version of an application loaded on a
secondary host. The administrator must use existing data contained on a LUN provisioned

from Unity to a primary host.
Which solution will meet the requirement and provide space efficiency?

A. Create a snapshot of the LUNConfigure LUN access for the secondary hostAttach the
snapshot to the secondary host
B. Create a snapshot of the LUNConfigure snapshot access to the LUN for the secondary
hostAttach the snapshot to the secondary host
C. Create a Synchronous Replication session for the LUNConfigure access to the replica
LUN for the secondary hostAttach the secondary host
D. Create an Asynchronous Replication on session for the LUNConfigure access to the
replica LUN for the secondary hostAttach the secondary host

	Answer: B

Explanation:
Attaching a snapshot is only applicable for block snapshots, and makes the snapshot available
for host IO. A host must have Snapshot access or LUN and Snapshot access configured in
order to access the snapshot. When a snapshot is attached, Unisphere provides the option to
create a copy of the snapshot in case the administrator wants to preserve the current snapshot
view for future use.

Question: 15

On which systems is Quality of Service available?

A. Physical Unity systems only
B. UnityVSA systems only
C. Physical Unity and UnityVSA systems
D. All Flash Unity systems only

	Answer: C

Explanation:
UnitVSA features Host I/O limits, also known as Quality of service.
The EMC [Physical] Unity array comes with a pack of new hardware and software features
focusing on the true unification:
References:
https://www.presidio.com/blog/1554/technical-summary-emc-unification-with-unity

Question: 16

When deploying virtual disks for a UnityVSA system, what is an EMC recommended Disk Provision Policy?

A. Thick Provision Eager Zeroed
B. Thin Provision
C. Thick Provision
D. Thick Provision Lazy Zeroed

Answer: A

Explanation:
EMC recommends the following settings for all virtual disks:

Question: 17

Which UnityVSA user interface allows advanced users to create scripts for automating routine tasks?

A. Unisphere Central
B. UEMCLI
C. SP Console
D. Unisphere GUI

Answer: B

Explanation:
Unisphere Command Line Interface (UEMCLI) is an interface that allows a user to perform tasks on the storage system by typing commands instead of using the graphical user interface. Note: Representational State Transfer (REST) is a management API that allows clients to interact with UnityVSA using standard HTTP mechanisms and semantics. Operations that can be performed in Unisphere or UEMCLI can also be performed using REST API. Application developers can access REST API with any programming or scripting language capable of making HTTP requests, without requiring a separate client.

Question: 18

A system administrator has configured a system using the Initial Configuration wizard. After completing the wizard, the administrator discovers that an incorrect IP address has been assigned to the Unity system.
How can the IP address be changed?

A. The IP address cannot be changed once it has been configured
B. Through the Service interface using the ifconfig command
C. In the Unisphere Settings menu
D. The IP address can only be changed using the UEMCLI

Answer: D

Explanation:
The svc_initial_config UEMCLI command sets up initial system configuration. It configures a management IP address when the Connection Utility (CU) is not available on the network. If an address is set, this command can also change the management IPv4 and IPv6 configuration mode. It attempts to configure the system with the given friendly name and/or network parameters.
Note: The Unisphere CLI (UEMCLI) is a tool that provides us with the CLI access to perform the same actions as one would on the Unisphere web interface.
References: https://www.emc.com/collateral/TechnicalDocument/docu69328.pdf
(page 60)

Question: 19

Which FAST Cache operation can be performed from the Settings window?

A. Disable FAST Cache use on a specific pool
B. Pause FAST Cache use
C. Expand FAST Cache
D. Enable FAST Cache use on a specific pool

Answer: A

Question: 20

Which Unity service task is used to reinstall the root operating system while leaving the user's data intact?

A. Restore the Management server
B. Reimage the Storage Processor
C. Restore the Management software
D. Reinitialize the storage system

Answer: B

Explanation:
Re-image a storage processor (SP) to safely fix problems with the system software that could
not be resolved by rebooting the SP. Re-imaging analyzes the system software for errors and
attempts to correct them instantly. Re-image an SP from the Service System page.
Your configuration settings and stored files will not be changed.
References: https://community.emc.com/docs/DOC-40315

Question: 21

What is the maximum number of LUNs in a Consistency Group?

A. 25
B. 50
C. 75
D. 100

Answer: C

Explanation:
The consistency group (CG) term is used for grouping several LUNs together in order to
ensure write-order consistency over several volumes. Each LUN can contain up to 2 TB, and
the total supported capacity can be up to 150 TB.
References: https://en.wikipedia.org/wiki/RecoverPoint

Question: 22

Which migration tool can be used to move file data a Unity storage array in both NFS and
CIFS/SMB protocols?

A. EMC Select Datadobi
B. Unity Async Replication
C. rsync
D. EMCopy

Answer: D

Explanation:
EMcopy will work to copy the data from Solaris host to export CIFS and NFS including the
security configuration.

Question: 23

Which step must be completed prior to performing the initial configuration of a UnityVSA system and creating the first storage pool?

A. Create an ESXi host profile
B. License the system for NFS and SMB support
C. Add vDisks to the storage appliance
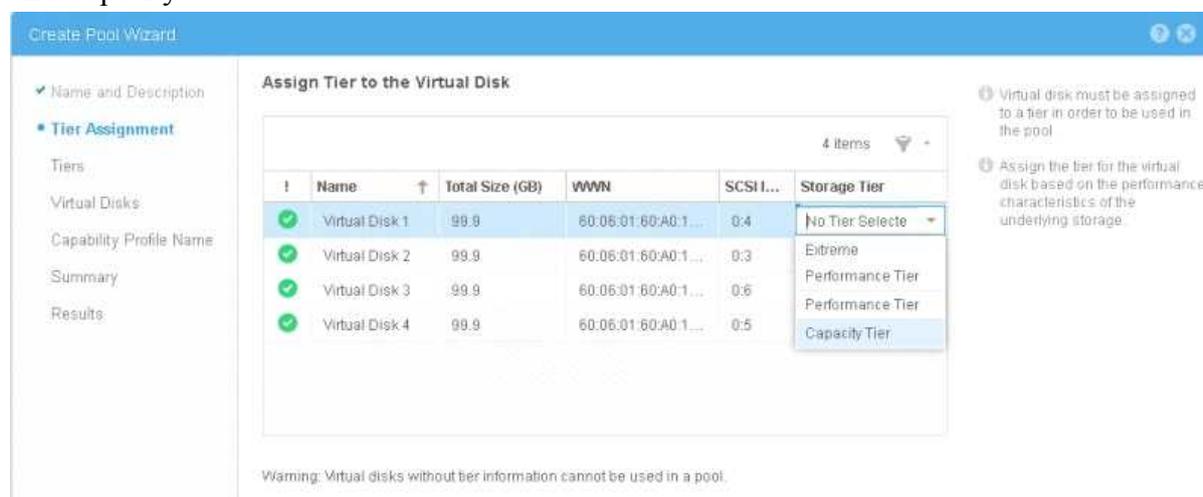D. Install license keys for thin provisioning

Answer: C

Explanation:
UNITY VSA STORAGE POOL CREATION
1. Under the Storage Pool Section go to Pools. Select the + to start the "Create Pool Wizard".
2. Name the Pool
3. Assign a Tier to each Virtual Disk attached to the VSA. You have Extreme, Performance and Capacity.

Etc.
References: https://samshouseblog.com/2016/06/08/unity-vsa-storage-pool-creation/

Question: 24

What is the minimum and maximum recovery point objectives (RPO) configurable when using Unity native asynchronous replication?

A. Minimum= 5 minutesMaximum= 24 hours
B. Minimum= 5 minutesMaximum= 48 hours
C. Minimum= 1 minuteMaximum= 24 hours

D. Minimum= 1 minuteMaximum= 48 hours

Answer: A

Explanation:
Recovery Point Objective (RPO) is an industry accepted term that indicates the acceptable amount of data, measured in units of time, that may be lost in a failure. When you set up an asynchronous replication session, you can configure automatic synchronization based on the RPO. You can specify an RPO from a minimum of 5 minutes up to a maximum of 1440 minutes (24 hours).
References: https://www.emc.com/dam/uwaem/documentation/unity-p-replication-config.pdf (page 7)

Question: 25

A system administrator has added a new Unity storage array to their environment. The administrator wants to migrate block data from vVNX running in their VMware environment to a UnityVS
A. In addition, the administrator needs to migrate the block data from an older CLARiiON storage array to the new Unity storage array.
Which single block migration option will work for both the virtual and hardware storage devices?
A. SAN Copy Push
B. VPLEX
C. Host-Based LVM
D. RecoverPoint

Answer: A

Explanation:
You move Block storage from a CLARiiON CX or VNX Series storage system to an EMC Unity system.
Note: Clariion (styled CLARiiON) is a discontinued [1] SAN disk array manufactured and sold by EMC Corporation, it occupied the entry-level and mid-range of EMC's SAN disk array products. In 2011, EMC introduced the EMC VNX Series, designed to replace both the Clariion and Celerra products.

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