



350-801^{Q&As}

Implementing and Operating Cisco Collaboration Core Technologies
(CLCOR)

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QUESTION 1

What is the maximum one-way latency and jitter for voice before quality issues arise?

- A. ≤ 150 ms Latency and ≤ 30 ms jitter
- B. ≤ 100 ms Latency and ≤ 10 ms jitter
- C. ≤ 300 ms Latency and ≤ 60 ms jitter
- D. ≤ 90 ms Latency and ≤ 30 ms jitter

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: A

QUESTION 2

Which program is required to deploy the Cisco Jabber client on an on-premises Cisco collaboration solution?

- A. Cisco Unity Connection
- B. Cisco Expressway-C
- C. Cisco UCM
- D. Cisco UCM IM and Presence

Correct Answer: C

Reference: https://www.cisco.com/c/en/us/td/docs/voice_ip_comm/jabber/14_0/cjab_b_deploy-jabber-on-premises-14_0/cjab_b_deploy-jabber-on-premises-129_chapter_010000.html

QUESTION 3

Which protocol does Cisco Prime Collaboration Assurance use to poll the health status of different systems in the Collaboration environment?

- A. SIP
- B. SNMP
- C. SCCP



D. SMTP

Correct Answer: B

Reference: https://www.cisco.com/c/en/us/products/collateral/cloud-systems-management/prime-collaboration/guide-c07-736946.html#_Toc446633083

QUESTION 4

Which IP Precedence value is used to classify a call signalling packet?

- A. 6
- B. 5
- C. 4
- D. 3

Correct Answer: D

The IP precedence is a 3-bit field in TOS that threats high priority packets as more important than other packets. In contrast, DSCP is 6 bits of the Differentiated Services Field (DS Field) in the IP header for packet classification purposes.

Value Description 000 (0) Routine or Best Effort 001 (1) Priority 010 (2) Immediate 011 (3) Flash - mainly used for Voice Signaling or for Video. 100 (4) Flash Override 101 (5) Critical -mainly used for Voice RTP. 110 (6) Internet 111 (7) Network https://www.cisco.com/c/en/us/td/docs/switches/datacenter/nexus1000/sw/4_0/qos/configuration/guide/nexus1000v_qos/qos_6dscp_val.pdf

QUESTION 5

Regarding SIP integrations with Cisco Unified Communications Manager, if the Cisco Unity Connection is configured to listen for incoming IPv4 and IPv6 traffic, how should the addressing mode be set up in the Cisco Unity Connection?

- A. Set up is not required.
- B. Set up for each group to use IPv4 and IPv6.
- C. Set up media ports for each port group to use IPv4.
- D. Set up IPv4 and IPv6 in Cisco Unified CM.

Correct Answer: B

For SIP integrations with Cisco Unified CM, if Unity Connection is configured to listen for incoming IPv4 and IPv6 traffic, you can configure the addressing mode that Unity Connection uses for call control signaling for each port group to use either IPv4 or IPv6. (This mode is also used when connecting to a TFTP server.) In addition, you can configure the addressing mode that Unity Connection uses for media for each port group to use either IPv4 or IPv6.