E20-393 Q&As

Unity Solutions Specialist Exam for Implementation Engineers

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QUESTION 1

What can be used by advanced users to create scripts for automating routine Unity tasks?

A. Unisphere GUI

B. Unisphere CLI commands

C. CloudIQ

D. UEMCLI commands

Correct Answer: B

References: https://www.dellemc.com/en-us/documentation/unity-family/unity-p-cli-user-guide/01-unity-cli-br-introduction.htm

QUESTION 2

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 3

What is a use case for Thin Clones?

A. Primary production

B. Development and testing

C. Offline backup

D. Data archiving

Correct Answer: B

Reference: https://www.dellemc.com/resources/en-us/asset/white-papers/products/storage/h15089-dell-emc-unity-snapshots-and-thin-clones.pdf (25)

QUESTION 4

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

Correct Answer: D

EMcopy will work to copy the data from Solaris host to export CIFS and NFS including the security configuration.
References: https://it.toolbox.com/question/copy-data-from-nfs-shared-file-systems-to-nfs-and-cifs-101012

QUESTION 5

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

A. Minimum= 5 minutes Maximum= 24 hours

B. Minimum= 5 minutes Maximum= 48 hours

C. Minimum= 1 minute Maximum= 24 hours

D. Minimum= 1 minute Maximum= 48 hours

Correct Answer: A

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)

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