



E20-393^{Q&As}

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QUESTION 1

What is the size of a Private LUN slice?

- A. 8 KB
- B. 64 KB
- C. 256 MB
- D. 1024 MB

Correct Answer: C

Reference: https://www.dell EMC.com/resources/en-us/asset/white-papers/products/storage/h16289-dell_emc_unity-dynamic_pools.pdf

QUESTION 2

How long will a Copy Back operation take when a hot spare is invoked?

- A. Pro-Active hot spare does not use a Copy Back operation
- B. Copy Back time depends on the RAID type
- C. Copy Back time depends on the disk capacity
- D. Copy Back time depends on the disk type

Correct Answer: B

Note: Starting with Release 24, you can now use a proactive hot spare for proactive disk replacement. Before Release 24 you had to remove the physical disk to replace in order to force a rebuild. During the rebuild phase, the RAID group was "degraded" and at risk.

Resolution:

Three main benefits of using a proactive hot spare:

Avoiding "uncorrectable errors" due to media problems during the rebuild process.

Greatly reduce the risk of having a degraded RAID group, and the risk of having a double-faulted RAID group.

Performance - a copy to hot spare is faster than a normal rebuild.

References: <https://community.emc.com/docs/DOC-9419>

QUESTION 3

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 4

What is an advantage of using the InitCLI tool to assign an IP address to a Unity storage system?

- A. Allows additional services beyond what the Connection Utility offers.
- B. Supports an IPv6 configuration.
- C. Supports the configuration of DHCP addresses.
- D. Does not require the host to have Java installed.

Correct Answer: D

References: <https://www.emc.com/collateral/white-papers/h15085-dell-emc-unity-unisphere-overview.pdf>

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QUESTION 5

On which platform(s) is FAST Cache available?

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

Correct Answer: C

References: <https://www.emc.com/collateral/white-papers/h15084-dell-emc-unity-introduction-to-the-platform.pdf>

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