

# DUMPS ARENA

## Dell Unity Deploy 2023 Exam

EMC D-UN-DY-23

Version Demo

Total Demo Questions: 6

Total Premium Questions: 64

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## Topic Break Down

| Topic                                    | No. of Questions |
|------------------------------------------|------------------|
| Topic 1, Dell Unity Family Overview      | 4                |
| Topic 2, Dell Unity Installation         | 3                |
| Topic 3, Dell Unity Configuration        | 11               |
| Topic 4, Dell Unity Storage Provisioning | 28               |
| Topic 5, Dell Unity Data Protection      | 17               |
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| Total                                    | 64               |

QUESTION NO: 1

What are two prerequisites when creating host configuration for NFS client? (Choose two.)

- A. Tenant information
- B. Network Address
- C. Subnet access
- D. Hostname

**ANSWER: B D**

**Explanation:**

For an NFS client host configuration, the required identifying information is the client's **Network Address** and **Hostname**. The network address identifies the NFS client on the IP network and enables Unity to apply NFS export access permissions to the appropriate client. It may be entered as a client IP address or, where the access design requires it, as a network-based definition. This information is fundamental to determining which client is permitted to mount and access an exported filesystem.

The hostname provides the client's host identity for administration and display in Unisphere. It should be resolvable consistently through the configured DNS service or applicable host-name resolution mechanism. Supplying both the hostname and network address lets an administrator clearly identify the NFS consumer and configure host access in a way that is traceable and maintainable. These details are collected as part of defining NFS host access rather than configuring block-storage initiators. Dell Unity documentation covering NAS and NFS configuration is available through the [Dell Unity Family documentation portal](#); Dell's NFS configuration guidance is also available in the [Dell Unity NFS exports knowledge-base article](#).

QUESTION NO: 2

A company needs to expand their dynamic pool by 10 TB. The current dynamic pool consists of 63 7.6 TB SSD drives that are configured for RAID 5 (12+1).

What is the minimum number of drives needed for the pool expansion?

- A. 1
- B. 15
- C. 13
- D. 2

**ANSWER: C**

**Explanation:**

**13** is the minimum number of drives required. Dell Unity dynamic pools use a distributed RAID design in which capacity is organized according to the configured RAID stripe width. With RAID 5 (12+1), each full stripe contains 12 data drives and one parity drive, for a total width of 13 drives. A dynamic-pool expansion must add drives in a quantity that is at least one complete RAID stripe width; therefore, the smallest supported expansion is 13 same-type, same-capacity 7.6 TB SSDs.

The stated requirement for an additional 10 TB does not permit adding a smaller arbitrary number of drives. Although the usable capacity supplied by a 13-drive expansion will exceed 10 TB after RAID overhead and system reserve considerations, the expansion operation is constrained by the pool's RAID layout rather than by the requested usable-capacity amount alone. The existing number of drives does not change this minimum increment: the relevant configuration detail is the RAID 5 (12+1) stripe width. Dell's Dynamic Pools technical documentation describes the requirement to expand a dynamic pool by at least the pool's RAID stripe width. See the [Dell EMC Unity Dynamic Pools Technical White Paper](#) and the [Dell Unity pool configuration documentation](#).

### QUESTION NO: 3 - (SIMULATION)

A storage engineer was asked to restore a LUN snapshot using a previous copy.

What is the correct sequence of steps for a restore process?

**ANSWER: See the explanation for the answer**

**Explanation:**

**Correct restore sequence:**

1. In Unisphere, go to *Storage > Block > LUNs* and select the production LUN that must be restored.
2. Open the LUN's *Snapshots* tab and select the required earlier (previous) snapshot copy.
3. Choose *More Actions > Restore (or Restore)*.
4. If offered, select the option to create a snapshot of the current LUN contents before continuing. This preserves the current state and permits recovery if the wrong snapshot was selected.
5. Confirm the warning/restore operation. Unity replaces the LUN's current contents with the contents of the selected snapshot.
6. Monitor the restore job until it completes, then verify host access and application data.

**Key point:** A restore is performed *from the selected snapshot back to its original LUN*; it is not a thin-clone operation. The restore overwrites the current LUN data, so retain a pre-restore snapshot when the current data may be needed.

### QUESTION NO: 4

Into what size slices is the LUN partitioned for RAID extents?

- A. 256 MB
- B. 128 MB
- C. 64 MB
- D. 512MB

**ANSWER: A**

**Explanation:**

**256 MB** is correct. In Dell Unity's traditional pool architecture, a LUN is logically divided into 256 MB slices for allocation across the pool's RAID extents. This slice-based layout enables Unity to distribute LUN capacity across the drives and RAID groups that make up the pool, rather than requiring the complete LUN to reside in a single RAID group. As capacity is allocated, the system maps these 256 MB LUN slices to appropriate RAID extents while maintaining the RAID protection configured for the pool. This design supports balanced use of pool resources and allows a LUN to grow by assigning additional slices as required, subject to available pool capacity. The slice size is an internal Unity storage-layout characteristic; administrators normally create and expand LUNs in larger practical capacity increments, while Unity manages the underlying slice-to-extent placement automatically. Dell's Unity storage-pool documentation describes the pool-based allocation model and RAID-extents implementation used for block storage. See the [Dell Unity pool configuration documentation](#) and the [Dell Unity host and LUN provisioning documentation](#) for Unity pool and LUN architecture details.

### QUESTION NO: 5

Which feature can be configured for a Dell Unity XT file system NFS share?

- A. Access-Based Enumeration
- B. Protocol Encryption
- C. Host Access Level

**ANSWER: C**

**Explanation:**

**Host Access Level** is configurable for a Dell Unity XT NFS share because NFS client access is controlled through the export's host-access configuration. When creating or modifying an NFS share, an administrator can identify the individual hosts or host groups permitted to mount the export and assign an access level. This enables the storage administrator to apply the appropriate access policy for each client, such as permitting read/write access for application servers that must create or modify data, while assigning read-only access where data must only be consumed. The configuration also supports controlling root access behavior for NFS clients, which is an important part of applying the required security model to an NFS export. These settings are managed as part of the NFS share/export configuration in Unisphere and are specific to the file-system sharing protocol. Dell Unity documentation describes configuring host access for NFS file systems and using export access settings to control which clients can access the shared file system. See the [Dell Unity XT documentation portal](#) and Dell's [guidance for configuring host access to NFS file systems](#).

**QUESTION NO: 6**

Which two statements describe synchronous replication on a Dell Unity XT system? (Choose two.)

- A. Host writes are acknowledged after they are committed at both systems.
- B. It requires connectivity that meets synchronous replication latency requirements.
- C. It uses an RPO schedule to determine when updates are transferred.
- D. It protects NAS servers and file systems through synchronous sessions.
- E. It permits the destination to lag the source by the configured RPO.

**ANSWER: A B**

**Explanation:**

Synchronous replication is intended for block resources that require a zero recovery point objective. A host write is not acknowledged as complete until the data has been committed at both the source and destination systems. This is the decisive behavior that prevents acknowledged-write data loss following a source-site failure.

Synchronous replication also requires a network path that can meet its latency and availability requirements. NAS server and file-system replication use asynchronous replication, and an asynchronous RPO schedule does not control synchronous replication updates.