## ISLEVER

# 642-071

Cisco Unity and Design Networking(CUDN)

DEMO

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#### **QUESTION NO: 1**

Your customer has 5,000 users in a single Exchange 2000 routing group. They request that you configure a voice mail only solution. Without planning for the domain controllers and global catalog servers, what is the minimum number of Exchange servers that you need just to locate the users?

A. 2

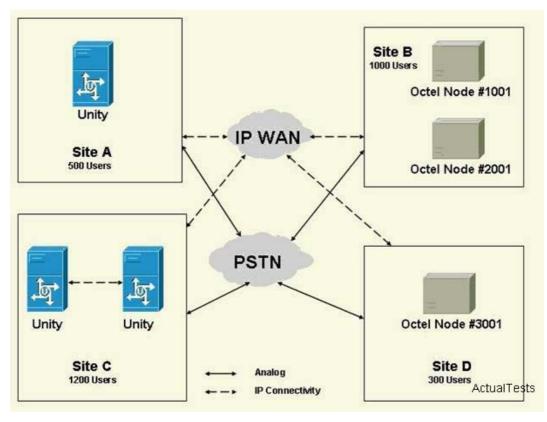
- B. 1
- C. 4
- D. 3

Answer: A

#### **QUESTION NO: 2**

Click the Exhibit button.

Company A deploys three Cisco Unity servers to provide messaging for their headquarters. They recently acquired Company B, which has a networked Octel voice mail system. Redundant OC-3 WAN connections have been provisioned for IP connectivity between all locations. You have been tasked with interconnecting the two voice mail systems. Referring to the exhibit, what is the best location for deploying the bridge server?



- A. Site B
- B. Site C

C. Site A D. Site D

#### Answer: A

#### **QUESTION NO: 3**

Your customer asks you to design a Unified Messaging solution for 20,000 users. They need voice mail now, but will not have the Exchange server infrastructure in place for at least 10 months.

They have Active Directory and global catalog infrastructure set up. They want you to add your own Exchange servers in a new Active Directory forest. However, they want to use the directory controllers global catalog servers from their current deployment.

How can you accomplish this?

A. install the new forest in mixed mode; place one NT PDC in both forests; set up a trust relationship between the two PDC servers to allow for user management

B. configure the servers the way the customer has requested; use Microsoft Server Merger to temporarily place the Exchange servers from the new forest under the control of the current forestC. use Microsoft Forest Manager to allow the current DCGC to service the new forest Exchange servers

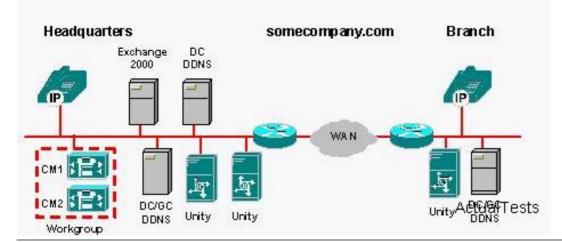
D. This cannot be done.

#### Answer: D

#### **QUESTION NO: 4**

Click the Exhibit button.

Why is the Cisco Unity deployment shown in the exhibit NOT supported?



- A. The Cisco Unity branch office server is remote from a message store.
- B. There are two Cisco Unity servers installed at headquarters.
- C. A CiscoCallManager cluster is required at the branch office.
- D. Digital networking will not work over the WAN.

#### Answer: A

#### **QUESTION NO: 5**

A company plans to implement the Cisco Unity messaging solution over the coming months. The Unity system will be installed at the main office and will integrate with Cisco CallManager v3.3. It must work with the existing VPIM compatible voice mail systems at the three branch locations until they are converted to Unity, one at a time. Unity will be using a centralized call processing and a centralized messaging deployment model.

There are 75 employees at each branch location. The IT department expects the process to take three months. They want all subscribers and outside callers to be able to address messages to all employees as soon as Unity is implemented.

Which is the best way to accomplish this goal?

A. All employees are created as Unity subscribers, calls are automatically transferred and voice messages are automatically forwarded to subscribers at the branch locations. No conversion is necessary when the branch locations are brought online.

B. All main office employees are created as Unity subscribers and all branch office employees are created as VPIM subscribers. Branch employee (VPIM subscriber) accounts are rebuilt, making them Unity subscribers one at a time.

C. All main office employees are created as Unity subscribers and all branch office employees are created as VPIM subscribers. When the time comes, branch employee accounts are converted using the Bulk Subscriber Import tool.

D. Main office employees are created as Unity subscribers and all branch office employees are created as VPIM subscribers. When the time comes, the Migrate Subscriber Data tool is used to convert the branch employee accounts.

#### Answer: B

#### **QUESTION NO: 6**

You have heard that Cisco Unity can react slowly to commands and the playing of messages after an antivirus tool is installed on the Unity server. To prevent this from occurring, you \_\_\_\_\_.