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NEW QUESTION: 1

Which of the following term related to network performance refers to the variation in the time of arrival of packets on the receiver of the information?

- A. Latency
- B. Bandwidth
- C. Jitter
- D. Throughput

Answer: C

Explanation:

Explanation/Reference:

Simply said, the time difference in packet inter-arrival time to their destination can be called jitter. Jitter is specific issue that normally exists in packet switched networks and this phenomenon is usually not causing any communication problems. TCP/IP is responsible for dealing with the jitter impact on communication.

On the other hand, in VoIP network environment, or better say in any bigger environment today where we use IP phones on our network this can be a bigger problem. When someone is sending VoIP communication at a normal interval (let's say one frame every 10 ms) those packets can stuck somewhere in between inside the packet network and not arrive at expected regular peace to the destined station.

That's the whole jitter phenomenon all about so we can say that the anomaly in tempo with which packet is expected and when it is in reality received is jitter.

jitter

Image from: <http://howdoesinternetwork.com/wp-content/uploads/2013/05/jitter.gif> In this image above, you can notice that the time it takes for packets to be send is not the same as the

period in which they will arrive on the receiver side. One of the packets encounters some delay on his way and it is received little later than it was assumed. Here are the jitter buffers entering the story. They will mitigate packet delay if required. VoIP packets in networks have very changeable packet inter-arrival intervals because they are usually smaller than normal data packets and are therefore more numerous with bigger chance to get some delay along the way. For your exam you should know below information about Network performance:

Network performance refers to measurement of service quality of a telecommunications product as seen by the customer.

The following list gives examples of network performance measures for a circuit-switched network and one type of packet-switched network (ATM):

Circuit-switched networks: In circuit switched networks, network performance is synonymous with the grade of service. The number of rejected calls is a measure of how well the network is performing under heavy traffic loads. Other types of performance measures can include noise, echo and so on.

ATM: In an Asynchronous Transfer Mode (ATM) network, performance can be measured by line rate, quality of service (QoS), data throughput, connect time, stability, technology, modulation technique and modem enhancements.

There are many different ways to measure the performance of a network, as each network is different in nature and design. Performance can also be modeled instead of measured; one example of this is using state transition diagrams to model queuing performance in a circuit-switched network. These diagrams allow the network planner to analyze how the network will perform in each state, ensuring that the network will be optimally designed. The following measures are often considered important:

The following measures are often considered important:

Bandwidth - Bandwidth is commonly measured in bits/second is the maximum rate that information can be transferred
Throughput - Throughput is the actual rate that information is transferred
Latency - Latency is the delay between the sender and the receiver decoding it, this is mainly a function of the signals travel time, and processing time at any nodes the information traverses
Jitter - Jitter is the variation in the time of arrival at the receiver of the information
Error Rate - Error rate is the number of corrupted bits expressed as a percentage or fraction of the total sent

The following answers are incorrect:
Bandwidth - Bandwidth is commonly measured in bits/second is the maximum rate that information can be transferred
Throughput - Throughput is the actual rate that information is transferred
Latency - Latency is the delay between the sender and the receiver decoding it, this is mainly a function of the signals travel time, and processing time at any nodes the information traverses

The following reference(s) were/was used to create this question:

CISA review manual 2014 page number 275

and

<http://howdoesinternetnetwork.com/2013/jitter>

NEW QUESTION: 2

An administrator wants to configure Near Sync on AOS 5.10 implementations. The Cluster has the following characteristics:

- 1) 2 nodes at both the primary and remote site
- 2) 60 TB of storage on each node
- 3) 1.9 TB SSD disks in each node
- 4) 8 VMs per protection domain
- 5) A mix of ESXi and AHV hypervisor

What three steps would need to be taken successfully enable Near Sync? (Choose Three)

- A.** Use all AHV or all ESXi hypervisor in the implementations
- B.** Increase the amount of VMs in each protection domain to at least 10
- C.** Reduce the SSD disks type 2 no more than 1 TB

- D. Reduce the amount of storage on each node to more than 40 TB
- E. Increase the number of nodes at both sites to a minimum of three

Answer: A,B,E

NEW QUESTION: 3

While implementing Oracle Payables, Oracle Purchasing, and Oracle General Ledger at GLO Ltd., you are informed by the accountant that the AP Clearing Account balance is increasing daily. To solve this issue, what would you check in the accounting process?

- A. whether journals are posted regularly
- B. whether Oracle Payables transactions are reconciled with Oracle General Ledger
- C. whether invoices are matched to purchase orders and receipts
- D. whether suppliers are sequentially numbered
- E. whether the month-end accrual process is run

Answer: C

NEW QUESTION: 4

You have an Exchange Server 2013 organization that contains two servers. The servers are configured as shown in the following table.

EX1 and EX2 are members of a database availability group (DAG) named DAG1.

You have a database named DB1 that replicates to EX1 and EX2.

EX1 fails.

You discover that DB1 does not mount on EX2.

You view the status of the mailbox databases as shown in the following table.

You need to ensure that the database attempts to mount on EX2 if EX1 fails.

What should you change?

- A. The activation preference of DB1EX2
- B. The AutoDatabaseMountDial setting to BestAvailability
- C. The activation preference of DB1EX1
- D. The AutoDatabaseMountDial setting to Lossless

Answer: B

Explanation:

* The MailboxServer.AutoDatabaseMountDial property gets or sets the automatic database mount behavior for an Exchange server that is running the Mailbox server role in a continuous replication environment after a database failover.

*The AutoDatabaseMountDial property specifies the automatic database mount behavior of a Mailbox server after a failover. Each behavior is based on the copy queue length, or the number of logs that are recognized by the passive copy that need to be replicated. If the copy queue length is greater than the value specified for the behavior, the database does not automatically mount. If the copy queue length is less than or equal to the value specified for the behavior, the Mailbox server tries to copy the remaining logs to the passive copy and mounts the database.

*BestAvailability The database automatically mounts immediately after a failover if the queue length is less than or equal to 12.

Incorrect: Not A: Lossless The database does not automatically mount until all logs generated on the active device are copied to the passive device

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