

# TESTPASSPORT

## 練習問題

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1年間無料アップデート

**Exam : 410**

**Title : Installing and Configuring  
Windows Server 2012**

**Version : DEMO**

## 1. Topic 1, Volume A

You have a server named Server1 that runs Windows Server 2012 R2. Server1 has the Hyper-V server role installed. An iSCSI SAN is available on the network. Server1 hosts four virtual machines named VM1, VM2, VM3, and VM4. You create a LUN on the SAN to host the virtual hard drive files for the virtual machines. You need to create a 3-TB virtual hard disk for VM1 on the LUN. The solution must prevent VM1 from being paused if the LUN runs out of disk space.

Which type of virtual hard disk should you create on the LUN?

- A. Dynamically expanding VHDX
- B. Fixed-size VHDX
- C. Fixed-size VHD
- D. Dynamically expanding VHD

**Answer: B**

**Explanation:**

The virtual disk needs to be a VHDX file since it is going to be over 2TB in size and it must be fixed-size so that the space is already taken on the server (that way the server does not run out of space as the volume grows) even if the actual virtual disk does not yet hold that amount of data.

2. Your network contains an Active Directory domain named adatum.com. The domain contains a member server named Host1. Host1 runs Windows Server 2012 R2 and has the Hyper-V server role installed. Host1 hosts two virtual machines named VM5 and VM6. Both virtual machines connect to a virtual switch named Virtual1.

On VM5, you install a network monitoring application named Monitor1.

You need to capture all of the inbound and outbound traffic to VM6 by using Monitor1.

Which two commands should you run from Windows PowerShell? (Each correct answer presents part of the solution. Choose two.)

- A. Get-VM "VM6" | Set-VMNetworkAdapter-iovWeight 1
- B. Get-VM "VM5" | Set-VMNetworkAdapter -iovWeight 0
- C. Get-VM "VM5" | Set-VMNetworkAdapter -PortMirroring Source
- D. Get-VM "VM6" | Set-VMNetworkAdapter -AllowTeaming On
- E. Get-VM "VM6" | Set-VMNetworkAdapter -PortMirroring Destination
- F. Get-VM "VM5" | Set-VMNetworkAdapter -AllowTeaming On

**Answer: C, E**

**Explanation:**

-PortMirroring specifies the port mirroring mode for the network adapter. This can be set to None, Source, and Destination.

- If set to Source, a copy of every network packet it sends or receives is forwarded to a virtual network adapter configured to receive the packets.
- If set to Destination, it receives copied packets from the source virtual network adapter.

In this scenario, VM5 is the destination which must receive a copy of the network packets from VM6, which is the source.

Reference: <http://technet.microsoft.com/en-us/library/hh848457.aspx>

3. You have a Hyper-V host named Server1 that runs Windows Server 2012 R2.

Server1 has the virtual switches listed in the following table.

| Virtual switch name | Virtual switch type | Physical network adapter name |
|---------------------|---------------------|-------------------------------|
| vSwitch1            | External            | NIC1                          |
| vSwitch2            | External            | NIC2                          |

You create a virtual machine named VM1. VM1 has two network adapters. One network adapter connects to vSwitch1. The other network adapter connects to vSwitch2. You configure NIC teaming on VM1. You need to ensure that if a physical NIC fails on Server1, VM1 remains connected to the network. What should you do on Server1?

- A. Run the Set-VmNetworkAdaptercmdlet.
- B. Add a new network adapter to VM1.
- C. Create a new virtual switch on Server 1.
- D. Modify the properties of vSwitch1 and vSwitch2.
- E. Run the Set-VmNetworkAdapterAdapterFailoverConfiguration cmdlet.

**Answer: A**

4. Your network contains two Hyper-V hosts that run Windows Server 2012 R2. The Hyper-V hosts contain several virtual machines that run Windows Server 2012 R2. You install the Network Load Balancing feature on the virtual machines. You need to configure the virtual machines to support Network Load Balancing (NLB).

Which virtual machine settings should you configure?

- A. DHCP guard
- B. Port mirroring
- C. Router guard
- D. MAC address

**Answer: D**

**Explanation:**

<http://social.technet.microsoft.com/Forums/windowsserver/en-US/5b3a0a9d-26a2-49ba-bbbe-29d11fcbb7ce/nlb-on-hyperv?forum=winserverhyperv>

For NLB to be configured you need to enable MAC address spoofing.

5. You have a server named Server1 that runs Windows Server 2012 R2. Server1 has the Hyper-V server role installed.

Server1 is connected to two Fibre Channel SANs and is configured as shown in the following table.

| Host bus adapter (HBA) name | Fibre Channel SAN name |
|-----------------------------|------------------------|
| HBA1                        | SAN1                   |
| HBA2                        | SAN2                   |
| HBA3                        | SAN1                   |
| HBA4                        | SAN2                   |

You have a virtual machine named VM1.

You need to configure VM1 to connect to SAN1.

What should you do first?

- A. Add one HBA
- B. Create a Virtual Fibre Channel SAN.
- C. Create a Hyper-V virtual switch.
- D. Configure network adapter teaming.

**Answer: B**

**Explanation:**

You need your virtualized workloads to connect easily and reliably to your existing storage arrays.

Windows Server 2012 provides Fibre Channel ports within the guest operating system, which allows you to connect to Fibre Channel directly from within virtual machines. This feature protects your investments in Fibre Channel, enables you to virtualize workloads that use direct access to Fibre Channel storage, allows you to cluster guest operating systems over Fibre Channel, and provides an important new storage option for servers hosted in your virtualization infrastructure.

With this Hyper-V virtual Fibre Channel feature, you can connect to Fibre Channel storage from within a virtual machine. This allows you to use your existing Fibre Channel investments to support virtualized workloads.

Support for Fibre Channel in Hyper-V guests also includes support for many related features, such as virtual SANs, live migration, and MPIO.

