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Cisco Video Infrastructure Design

Cisco 500-701

Version Demo

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Topic Break Down

Topic	No. of Questions
Topic 1, Cisco Video Architecture	24
Topic 2, Cisco Video Endpoints	12
Topic 3, Cisco Video Infrastructure	39
Topic 4, Cisco Video Management	22
Total	97

QUESTION NO: 1

Which protocol is used for an immersive telepresence meeting?

A. Assent

B. TIP

C. H.323

D. H.239

ANSWER: B

Explanation:

TIP is correct because Cisco TelePresence Interoperability Protocol is specifically designed to support Cisco immersive telepresence experiences. In an immersive meeting, multiple displays, cameras, microphones, speakers, and codec resources must operate as one coordinated room system. TIP carries the information required for that coordinated multipoint media experience, including the relationship between the audio, video, and presentation streams associated with the participating telepresence systems. This enables a participant at one immersive endpoint to see a life-size, spatially arranged view of participants at the far-end immersive endpoint, preserving the room-continuity experience that distinguishes telepresence from a standard single-screen video call.

Cisco documents TIP as the protocol used between Cisco TelePresence systems for interoperable immersive calls and describes its role in providing the multiple-stream media behavior required by those systems. In a Cisco video-infrastructure design, support for TIP must therefore be considered when immersive Cisco TelePresence endpoints are expected to call one another through the call-control and conferencing environment. See Cisco's Cisco TelePresence IX5000 overview and the Cisco Collaboration Endpoints software documentation for Cisco TelePresence platform and interoperability details.

QUESTION NO: 2

Which call type is used when a Cisco video endpoint sends the same video stream to all other participants in a multipoint conference?

A. Continuous presence

B. Point-to-point

C. Traversal

D. Ad hoc routing

ANSWER: A

Explanation:

Continuous presence is correct because a continuous-presence conference sends a composed video layout to each participant. The conference bridge receives the participant video streams, selects or arranges the active participants according to the layout, and sends a common composite stream to the endpoint.

This differs from a switched conference, in which the bridge normally forwards selected participant video rather than creating a composed layout for every participant. Continuous presence is useful when participants need to see several attendees at the same time, but it can require additional media-processing resources on the conferencing bridge. See the Cisco Meeting Server installation and configuration guides.

QUESTION NO: 3

Which Cisco Webex Control Hub setting allows an administrator to manage access to external communication in Webex spaces?

A. External communication settings

B. Device connector settings

C. Calling behavior settings

D. Directory synchronization settings

ANSWER: A

Explanation:

External communication settings is correct because Webex Control Hub includes organization-level controls for external communication. These settings allow an administrator to determine whether users can communicate with people outside the organization and to apply related collaboration policies.

Controlling external communication is important when an organization must balance collaboration with customers, partners, and guests against data-protection requirements. These settings are separate from user licensing, device activation, and directory synchronization, which serve different administrative functions. See the Webex Control Hub external communication documentation.

QUESTION NO: 4

How many video endpoints can call into a CMR Cloud meeting?

A. 8

B. 10

C. 50

D. 26

E. 25

ANSWER: E

Explanation:

A CMR Cloud meeting supports up to 25 video endpoints. CMR Cloud, formerly known as WebEx-enabled TelePresence, combined a Webex meeting with a Cisco-managed video bridge so standards-based video systems could join the same meeting as Webex attendees. The video-endpoint limit is a capacity characteristic of the CMR Cloud service and is distinct from the larger number of Webex-only attendees that the meeting service could support. In a design context, this limit is important when determining whether a customer's expected number of simultaneously connected room systems, TelePresence devices, or other SIP/H.323 video endpoints can be accommodated in one meeting. If a meeting requires more than 25 concurrent video endpoints, the design should use a conferencing architecture and licensing model that provides the required video-port scale rather than assuming that the Webex attendee limit also applies to video systems. Cisco's CMR Cloud documentation and service descriptions identify the 25-video-endpoint meeting capacity; Cisco's collaboration documentation is available through the Webex Meetings product documentation, and historical Cisco collaboration resources can be accessed through the CMR Cloud support documentation.

QUESTION NO: 5

Which conferencing solution is designed for messaging, meeting, calling and persistent Sharing?

A. Cisco Meeting Server

B. CMR

C. TelePresence Server

D. Spark

ANSWER: D

Explanation:

Cisco Spark is correct. At the time this terminology was used, Cisco Spark was Cisco's cloud collaboration platform that brought persistent team messaging, online meetings, calling, and content sharing together in a single application and set of services. Its key design characteristic was persistent spaces: conversations and shared files remained available to the team before, during, and after a meeting, rather than being limited to a single scheduled conference session. This made it suitable for ongoing project collaboration as well as real-time voice and video communications. Cisco Spark also integrated with Cisco collaboration endpoints and calling infrastructure, allowing users to move naturally among messaging, meetings, and calls while retaining the relevant shared content and conversation context. Cisco subsequently renamed Cisco Spark as Webex Teams, and the product experience is now incorporated into the Webex App. Therefore, current Cisco documentation generally uses the Webex name, but "Spark" is the historically accurate product name that matches the wording of this exam question. See Cisco's current Webex collaboration overview and the Webex App overview for the modern continuation of these messaging, meeting, calling, and sharing capabilities.

QUESTION NO: 6

Which protocol secures SIP signaling between Cisco collaboration devices and call-control infrastructure?

A. TLS

B. SRTP

C. RTCP

D. HTTPS

ANSWER: A

Explanation:

TLS is correct because Transport Layer Security encrypts SIP signaling between endpoints, call-control systems, and infrastructure components. TLS also supports certificate-based identity validation, helping endpoints verify that they are communicating with the intended server.

SIP over TLS is commonly used with secure SIP deployments, while Secure RTP protects the media streams that carry audio, video, and presentation content. HTTPS is used for web-based administration and application access, but it is not the protocol used to secure SIP signaling itself. Cisco collaboration designs should include trusted certificates, appropriate DNS names, and synchronized time so certificate validation can succeed. See the Cisco Unified Communications Manager configuration guides and RFC 3261.

QUESTION NO: 7

TMS is a virtual application that relies on what Operating System?

A. Oracle

B. MS Access

C. Linux Ubuntu

D. Windows Server

ANSWER: D

Explanation:

Cisco TelePresence Management Suite (TMS) is deployed as a Windows-based server application and therefore relies on a supported Microsoft Windows Server operating system. TMS is installed on a dedicated or virtualized Windows Server instance, where it uses Windows services, Internet Information Services components, and Microsoft SQL Server connectivity to provide centralized management, scheduling, monitoring, and reporting for Cisco collaboration endpoints and infrastructure. Virtualization does not change the guest operating-system requirement: when TMS runs as a virtual machine, the virtual machine must still use a Cisco-supported version of Windows Server. Cisco's installation documentation identifies the supported Windows Server platforms and prerequisite server components for a TMS deployment. The exact supported Windows Server release can vary by TMS version, so a design or implementation should validate the applicable TMS release notes and installation guide before selecting the server image. See Cisco's TelePresence Management Suite installation guides and the Cisco TMS release notes for version-specific platform requirements.

QUESTION NO: 8

How is TIP defined?

A. TIP multiplexes RTP ports to reduce the number of video streams required in calls between any H.323 and SIP endpoint. Whether they are immersive endpoints or non-immersive endpoints.

B. TIP allows communication between any immersive and non-immersive endpoint.

C. TIP allows communication between any endpoint, regardless of what protocol is used

D. TIP multiplexes RTP ports to reduce the number of video streams required in cars between immersive endpoints.

ANSWER: B

Explanation:

TIP, or TelePresence Interoperability Protocol, is Cisco's proprietary protocol for enabling interoperability between immersive TelePresence systems and non-immersive video endpoints. Immersive systems use multiple displays, cameras, and coordinated media streams to create a life-size room experience, whereas non-immersive endpoints generally use a single screen and camera. TIP communicates the information needed to establish and manage a TelePresence call in which these endpoint types can participate together, allowing the immersive system's experience to be appropriately represented for the endpoint with fewer displays and media capabilities. It is associated with Cisco TelePresence interoperability and is not a general-purpose mechanism for making every H.323 and SIP endpoint interoperable regardless of their capabilities. Cisco documentation identifies TIP as a Cisco protocol used by TelePresence systems and describes its role in interoperability and multipoint TelePresence environments. See the Cisco TelePresence Server Configuration Guide and Cisco's TelePresence Interoperability Protocol overview.

QUESTION NO: 9

Which is a protocol used for sharing content?

A. TIP

B. H.239

C. Assent

D. H.323

ANSWER: B

Explanation:

H.239 is a standard specifically designed to enable content sharing in videoconferences. It lets a conference endpoint send an additional, separate media presentation alongside the primary people video, such as a slide deck, document camera feed, application window, or desktop. This capability is commonly called dual-stream presentation: participants continue to see the speaker or room video while also receiving the shared presentation content. H.239 defines the signaling and control mechanisms needed for conference participants to establish and manage that additional presentation channel, including

identifying which endpoint is providing the content. In Cisco video environments, this is particularly relevant to interoperability with standards-based H.323 and SIP video conferencing systems that use an H.239 presentation stream. The ITU-T recommendation identifies H.239 as “role management and additional media channels for H.3xx-series terminals,” reflecting its purpose of supporting extra media channels such as presentation content during a call. Cisco’s conferencing interoperability documentation also recognizes H.239 as the content-sharing method used with standards-based video endpoints. See the ITU-T H.239 recommendation and Cisco’s TelePresence Conductor documentation.