You company plans to implement a deployment environment

The company identifies the following requirements for the planned implementation

* Install multiple computers simultaneously
* Use the least amount of network traffic to deploy images
* Automatically start each deployment only whe 10 computers are ready for installation
* Ensure that all customers accept the End-User License Agreement (EULA) the first time they start their computer.

A manager at the company recommends deploying generalized images by using Windows Deployment Services (WDS) configured for unicast deployment.

You need to identify which requirements the recommendation meets

Which two requirements should you identify?

\*When performing multicast deployments, the image is copied and then applied. However, when using unicast functionality, the image is applied over the network and is not copied to the client computer. All data is sent in compressed blocks of data. When these data blocks are received, the data is expanded and written to the disk.

\*WDS uses unicast to send images to clients by default. If you are only imaging 1 or 2 computers, that’s fine; however if you needed to image 50 computers at once, it would cause enormous amounts of traffic. That is where the multicast comes in. With WDS, multicast uses a ‘round robin’ approach. Computers can join the multicast whenever they want and if they miss out on the first 100 packets, they will get them net time around. This means that you can set up 50 computers, start them at the same time, and the image will get sent once, but will be received by all 50 computers. This greatly reduces network bandwidth utilization and speed up imaging performance when imaging large numbers of machines.

\*As an example, imagine you need to deploy Windows 7 Ultimate to 10 clients. If you used 10 unicast transmissions at the same time, the WDS server would try to send 10 different images to these clients. Each transmission would be competing with the others for network bandwidth, and each would be consuming additional resources on the server. However if I configured a multicast transmission, you could deploy a single image to all 10 clients simultaneously. Only a single image is being sent over the network and being processed by the server.