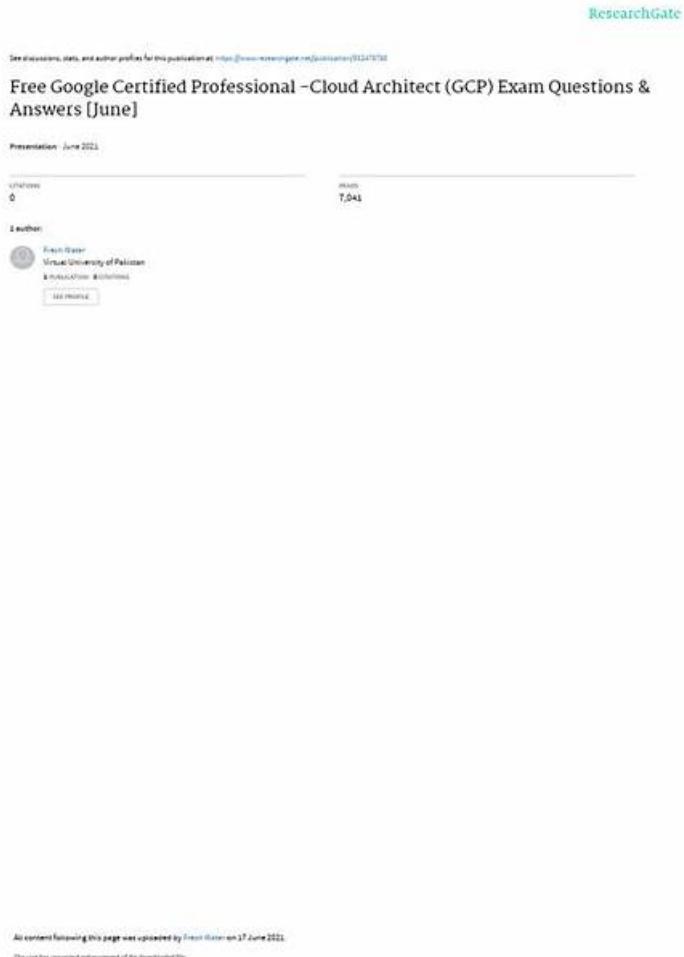


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Google Certified Professional - Cloud Architect (GCP) Sample Questions (Q247-Q252):

NEW QUESTION # 247

TerramEarth plans to connect all 20 million vehicles in the field to the cloud. This increases the volume to 20 million 600 byte records a second for 40 TB an hour.

How should you design the data ingestion?

- A. Vehicles write data directly to GCS
- B. Vehicles write data directly to Google Cloud Pub/Sub
- C. Vehicles continue to write data using the existing system (FTP)
- D. Vehicles stream data directly to Google BigQuery

Answer: D

NEW QUESTION # 248

For this question, refer to the Helicopter Racing League (HRL) case study. A recent finance audit of cloud infrastructure noted an exceptionally high number of Compute Engine instances are allocated to do video encoding and transcoding. You suspect that these Virtual Machines are zombie machines that were not deleted after their workloads completed. You need to quickly get a list of which VM instances are idle. What should you do?

- A. Log into each Compute Engine instance and collect disk, CPU, memory, and network usage statistics for analysis.
- B. From the Google Console, identify which Compute Engine instances in the managed instance groups are no longer responding to health check probes.
- C. Use the gcloud recommender command to list the idle virtual machine instances.
- D. Use the gcloud compute instances list to list the virtual machine instances that have the idle: true label set.

Answer: C

Explanation:

Reference: <https://cloud.google.com/compute/docs/instances/viewing-and-applying-idle-vm-recommendations>

NEW QUESTION # 249

Your company has an application deployed on Anthos clusters (formerly Anthos GKE) that is running multiple microservices. The cluster has both Anthos Service Mesh and Anthos Config Management configured. End users inform you that the application is responding very slowly. You want to identify the microservice that is causing the delay. What should you do?

- A. Reinstall istio using the default istio profile in order to collect request latency. Evaluate the telemetry between the microservices in the Cloud Console.
- B. Use Anthos Config Management to create a ClusterSelector selecting the relevant cluster. On the Google Cloud Console page for Google Kubernetes Engine, view the Workloads and filter on the cluster. Inspect the configurations of the filtered workloads.
- C. Use the Service Mesh visualization in the Cloud Console to inspect the telemetry between the microservices.
- D. Use Anthos Config Management to create a namespaceSelector selecting the relevant cluster namespace. On the Google Cloud Console page for Google Kubernetes Engine, visit the workloads and filter on the namespace. Inspect the configurations of the filtered workloads.

Answer: C

NEW QUESTION # 250

Your company is moving 75 TB of data into Google Cloud. You want to use Cloud Storage and follow Google recommended practices. What should you do?

- A. Move your data onto a Transfer Appliance. Use Cloud Dataprep to decrypt the data into Cloud Storage.
- B. Install gsutil on each server that contains data. Use resumable transfers to upload the data into Cloud Storage.
- C. Move your data onto a Transfer Appliance. Use a Transfer Appliance Rehydrator to decrypt the data into Cloud Storage.
- D. Install gsutil on each server containing data. Use streaming transfers to upload the data into Cloud

Answer: C

Explanation:

Storage.

Explanation:

<https://cloud.google.com/transfer-appliance/docs/2.0/faq>

NEW QUESTION # 251

For this question, refer to the Mountkirk Games case study.

Mountkirk Games wants to set up a continuous delivery pipeline. Their architecture includes many small services that they want to be able to update and roll back quickly. Mountkirk Games has the following requirements:

* Services are deployed redundantly across multiple regions in the US and Europe.

* Only frontend services are exposed on the public internet.

* They can provide a single frontend IP for their fleet of services.

* Deployment artifacts are immutable.

Which set of products should they use?

- A. Google Kubernetes Registry, Google Container Engine, Google HTTP(S) Load Balancer
- B. Google Cloud Storage, Google Cloud Dataflow, Google Compute Engine
- C. Google Cloud Storage, Google App Engine, Google Network Load Balancer
- D. Google Cloud Functions, Google Cloud Pub/Sub, Google Cloud Deployment Manager

Answer: A

Explanation:

Topic 1, Mountkirk Games Case Study 1

Company Overview

Mountkirk Games makes online, session-based, multiplayer games for the most popular mobile platforms.

Company Background

Mountkirk Games builds all of their games with some server-side integration and has historically used cloud providers to lease physical servers. A few of their games were more popular than expected, and they had problems scaling their application servers, MySQL databases, and analytics tools.

Mountkirk's current model is to write game statistics to files and send them through an ETL tool that loads them into a centralized MySQL database for reporting.

Solution Concept

Mountkirk Games is building a new game, which they expect to be very popular. They plan to deploy the game's backend on Google Compute Engine so they can capture streaming metrics, run intensive analytics and take advantage of its autoscaling server environment and integrate with a managed NoSQL database.

Technical Requirements

Requirements for Game Backend Platform

1. Dynamically scale up or down based on game activity.
2. Connect to a managed NoSQL database service.
3. Run customized Linx distro.

Requirements for Game Analytics Platform

1. Dynamically scale up or down based on game activity.
2. Process incoming data on the fly directly from the game servers.
3. Process data that arrives late because of slow mobile networks.
4. Allow SQL queries to access at least 10 TB of historical data.
5. Process files that are regularly uploaded by users' mobile devices.
6. Use only fully managed services

CEO Statement

Our last successful game did not scale well with our previous cloud provider, resulting in lower user adoption and affecting the game's reputation. Our investors want more key performance indicators (KPIs) to evaluate the speed and stability of the game, as well as other metrics that provide deeper insight into usage patterns so we can adapt the game to target users.

CTO Statement

Our current technology stack cannot provide the scale we need, so we want to replace MySQL and move to an environment that provides autoscaling, low latency load balancing, and frees us up from managing physical servers.

CFO Statement

We are not capturing enough user demographic data usage metrics, and other KPIs. As a result, we do not engage the right users. We are not confident that our marketing is targeting the right users, and we are not selling enough premium Blast-Ups inside the games, which dramatically impacts our revenue.

NEW QUESTION # 252

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