

Professional-Cloud-DevOps-Engineer Valid Exam Voucher, Professional-Cloud-DevOps-Engineer New Questions



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To earn the Google Professional-Cloud-DevOps-Engineer certification, candidates are required to pass a two-hour online exam that consists of multiple-choice and multiple-select questions. Professional-Cloud-DevOps-Engineer exam is designed to test a candidate's ability to use Google Cloud Platform tools and services to implement DevOps practices, design and manage continuous integration and delivery pipelines, manage infrastructure as code, and monitor and troubleshoot applications. Google Cloud Certified - Professional Cloud DevOps Engineer Exam certification is valid for two years and requires recertification to stay current with the latest cloud technologies and trends. With this certification, professionals can demonstrate their expertise in DevOps practices and technologies on the Google Cloud Platform and stand out in a competitive job market.

Google Professional-Cloud-DevOps-Engineer exam is a hands-on, performance-based exam that requires candidates to demonstrate their skills in real-world scenarios. Professional-Cloud-DevOps-Engineer Exam is taken online and can be scheduled at any time. Candidates are given a set of tasks that they must complete within a given time frame. They are evaluated based on their ability to complete the tasks correctly and efficiently.

Google Professional-Cloud-DevOps-Engineer exam is a certification offered by Google Cloud that focuses on validating the skills and knowledge of professionals in the field of cloud-based DevOps. Google Cloud Certified - Professional Cloud DevOps Engineer Exam certification is intended for individuals who have a strong understanding of cloud-based infrastructure, continuous integration and delivery, automation, and collaboration. Professional-Cloud-DevOps-Engineer exam is designed to assess a candidate's ability to design, implement, and manage DevOps workflows on Google Cloud.

>> **Professional-Cloud-DevOps-Engineer Valid Exam Voucher <<**

Realistic Professional-Cloud-DevOps-Engineer Valid Exam Voucher - Google Cloud Certified - Professional Cloud DevOps Engineer Exam New Questions

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Google Cloud Certified - Professional Cloud DevOps Engineer Exam Sample Questions (Q25-Q30):

NEW QUESTION # 25

Your application services run in Google Kubernetes Engine (GKE). You want to make sure that only images from your centrally-managed Google Container Registry (GCR) image registry in the altostrat-images project can be deployed to the cluster while minimizing development time. What should you do?

- A. Create a custom builder for Cloud Build that will only push images to gcr.io/altostrat-images.
- B. Add logic to the deployment pipeline to check that all manifests contain only images from gcr.io/altostrat-images.
- **C. Use a Binary Authorization policy that includes the whitelist name pattern gcr.io/attostrat-images/.**
- D. Add a tag to each image in gcr.io/altostrat-images and check that this tag is present when the image is deployed.

Answer: C

NEW QUESTION # 26

You are analyzing Java applications in production. All applications have Cloud Profiler and Cloud Trace installed and configured by default. You want to determine which applications need performance tuning. What should you do?

Choose 2 answers

- **A. O Examine the latency time, the wall-clock time, and the CPU time of the application. If the latency time is slowly burning down the error budget, and the difference between wall-clock time and CPU time is minimal, mark the application for optimization.**
- B. 17 Examine the wall-clock time and the CPU time of the application. If the difference is substantial, increase the local disk storage allocation.
- C. Examine the heap usage Of the application. If the usage is low, mark the application for optimization.
- **D. Examine the wall-clock time and the CPU time Of the application. If the difference is substantial, increase the CPU resource allocation.**
- E. Examine the wall-clock time and the CPU time of the application. If the difference is substantial, increase the memory resource allocation.

Answer: A,D

Explanation:

The correct answers are A and D)

Examine the wall-clock time and the CPU time of the application. If the difference is substantial, increase the CPU resource allocation. This is a good way to determine if the application is CPU-bound, meaning that it spends more time waiting for the CPU than performing actual computation. Increasing the CPU resource allocation can improve the performance of CPU-bound applications1.

Examine the latency time, the wall-clock time, and the CPU time of the application. If the latency time is slowly burning down the error budget, and the difference between wall-clock time and CPU time is minimal, mark the application for optimization. This is a good way to determine if the application is I/O-bound, meaning that it spends more time waiting for input/output operations than performing actual computation. Increasing the CPU resource allocation will not help I/O-bound applications, and they may need optimization to reduce the number or duration of I/O operations2.

Answer B is incorrect because increasing the memory resource allocation will not help if the application is CPU-bound or I/O-bound. Memory allocation affects how much data the application can store and access in memory, but it does not affect how fast the application can process that data.

Answer C is incorrect because increasing the local disk storage allocation will not help if the application is CPU-bound or I/O-bound. Disk storage affects how much data the application can store and access on disk, but it does not affect how fast the application can process that data.

Answer E is incorrect because examining the heap usage of the application will not help to determine if the application needs performance tuning. Heap usage affects how much memory the application allocates for dynamic objects, but it does not affect how fast the application can process those objects. Moreover, low heap usage does not necessarily mean that the application is inefficient or unoptimized.

NEW QUESTION # 27

Your company experiences bugs, outages, and slowness in its production systems. Developers use the production environment for new feature development and bug fixes. Configuration and experiments are done in the production environment, causing outages for users. Testers use the production environment for load testing, which often slows the production systems. You need to redesign the environment to reduce the number of bugs and outages in production and to enable testers to load test new features. What should you do?

- A. Secure the production environment to ensure that developers can't change it and set up one controlled update per year.
- B. Create a development environment with smaller server capacity and give access only to developers and testers.
- C. Create a development environment for writing code and a test environment for configurations, experiments, and load testing.
- D. **Create an automated testing script in production to detect failures as soon as they occur.**

Answer: D

NEW QUESTION # 28

You encountered a major service outage that affected all users of the service for multiple hours. After several hours of incident management, the service returned to normal, and user access was restored. You need to provide an incident summary to relevant stakeholders following the Site Reliability Engineering recommended practices. What should you do first?

- A. **Develop a post-mortem to be distributed to stakeholders.**
- B. Require the engineer responsible to write an apology email to all stakeholders.
- C. Call individual stakeholders to explain what happened.
- D. Send the Incident State Document to all the stakeholders.

Answer: A

NEW QUESTION # 29

You support a high-traffic web application and want to ensure that the home page loads in a timely manner.

As a first step, you decide to implement a Service Level Indicator (SLI) to represent home page request latency with an acceptable page load time set to 100 ms. What is the Google-recommended way of calculating this SLI?

- A. Bucketize the request latencies into ranges, and then compute the median and 90th percentiles.
- B. Count the number of home page requests that load in under 100 ms. and then divide by the total number of all web application requests.
- C. **Count the number of home page requests that load in under 100 ms, and then divide by the total number of home page requests.**
- D. Bucketize the request latencies into ranges, and then compute the percentile at 100 ms.

Answer: C

Explanation:

<https://sre.google/workbook/implementing-slos/>

In the SRE principles book, it's recommended treating the SLI as the ratio of two numbers: the number of good events divided by the total number of events. For example: Number of successful HTTP requests / total HTTP requests (success rate)

NEW QUESTION # 30

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