

Professional-Cloud-Architect Schulungsunterlagen & Professional-Cloud-Architect PDF Demo



P.S. Kostenlose und neue Professional-Cloud-Architect Prüfungsfragen sind auf Google Drive freigegeben von Fast2test verfügbar: <https://drive.google.com/open?id=1Rgn5cfl8w1mW-QhlWhFTComMixxTiNW>

Als der professionelle Lieferant der IT-Zertifizierungsunterlagen, bieten wir Fast2test immer die besten Unterlagen für Kandidaten und helfen vielen Leuten, die Google Professional-Cloud-Architect Prüfung zu bestehen. Mit denen Google Professional-Cloud-Architect Dumps von Fast2test können Sie mehr selbstbewusster werden. Bei guter Nutzung der Dumps können Sie in sehr kürzer Zeit, die Google Professional-Cloud-Architect Prüfung zu bestehen. Finden Sie es unglaublich? Aber es ist wirklich. Wenn Sie diese Unterlagensfragen von Fast2test benutzen, können Sie das Wunder sehen.

Die Google Professional-Cloud-Architect-Prüfung ist eine Zertifizierungsprüfung von Google, die die Fähigkeit einer Person validiert, robuste, sichere und skalierbare Cloud-Architekturlösungen mit GCP zu entwerfen, zu entwickeln und zu verwalten. Das Prüfungsformat besteht aus Multiple-Choice- und Szenariobasierten Fragen, und die Kandidaten müssen ein starkes Verständnis von Cloud-Computing-Konzepten und GCP-Diensten und -Tools haben. Das Erreichen dieser Zertifizierung demonstriert Expertise in GCP und ist besonders wertvoll für Cloud-Architekten, Cloud-Ingenieure und Lösungsarchitekten.

Die Google Professional-Cloud-Architect-Prüfung ist eine Zertifizierung für Fachleute, die ihr Know-how zum Entwerfen, Entwickeln und Verwalten von Lösungen auf der Google Cloud-Plattform demonstrieren möchten. Es ist für Personen konzipiert, die Erfahrung in der Cloud -Architektur haben und ihre Fähigkeiten erweitern möchten. Die Prüfung testet Kandidaten auf ihre Fähigkeit, Lösungen für GCP sowie ihr Verständnis der Cloud -Architektur -Prinzipien zu entwerfen und zu verwalten.

>> Professional-Cloud-Architect Schulungsunterlagen <<

Professional-Cloud-Architect PDF Demo, Professional-Cloud-Architect Echte Fragen

Wenn Sie sich noch anstrengend bemühen, die Google Professional-Cloud-Architect Prüfung zu bestehen, kann Fast2test Ihren Traum verwirklichen. Die Schulungsunterlagen zur Google Professional-Cloud-Architect Zertifizierung von Fast2test sind die besten und bieten Ihnen auch eine gute Plattform zum Lernen. Die Frage lautet, wie Sie sich auf die Prüfung vorbereiten sollen, um die Professional-Cloud-Architect Prüfung 100% zu bestehen. Die Antwort ist ganz einfach. Sie sollen die Fragenkataloge zur Google

Professional-Cloud-Architect Zertifizierung von Fast2test wählen. Mit ihr können Sie sich ganz entspannt auf die Professional-Cloud-Architect Prüfung vorbereiten.

Google Certified Professional - Cloud Architect (GCP) Professional-Cloud-Architect Prüfungsfragen mit Lösungen (Q295-Q300):

295. Frage

The JencoMart security team requires that all Google Cloud Platform infrastructure is deployed using a least privilege model with separation of duties for administration between production and development resources.

What Google domain and project structure should you recommend?

- **A. Create a single G Suite account to manage users with one project for the development/test/staging environment and one project for the production environment**
- B. Create a single G Suite account to manage users with each stage of each application in its own project
- C. Create two G Suite accounts to manage users: one with a single project for all development applications and one with a single project for all production applications
- D. Create two G Suite accounts to manage users: one for development/test/staging and one for production. Each account should contain one project for every application

Antwort: A

Begründung:

Note: The principle of least privilege and separation of duties are concepts that, although semantically different, are intrinsically related from the standpoint of security. The intent behind both is to prevent people from having higher privilege levels than they actually need

* Principle of Least Privilege: Users should only have the least amount of privileges required to perform their job and no more. This reduces authorization exploitation by limiting access to resources such as targets, jobs, or monitoring templates for which they are not authorized.

* Separation of Duties: Beyond limiting user privilege level, you also limit user duties, or the specific jobs they can perform. No user should be given responsibility for more than one related function. This limits the ability of a user to perform a malicious action and then cover up that action.

Reference: <https://cloud.google.com/kms/docs/separation-of-duties>

Mountkirk Games, A

Testlet 1

Company Overview

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

They build all of their games using some server-side integration. Historically, they have used cloud providers to lease physical servers.

Due to the unexpected popularity of some of their games, they have had problems scaling their global audience, application servers MySQL databases, and analytics tools.

Their 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.

Business Requirements

- * Increase to a global footprint
- * Improve uptime - downtime is loss of players
- * Increase efficiency of the cloud resources we use
- * Reduce latency to all customers

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 customize Linux 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.

296. Frage

Your marketing department wants to send out a promotional email campaign. The development team wants to minimize direct operation management. They project a wide range of possible customer responses, from 100 to 500,000 click-through per day. The link leads to a simple website that explains the promotion and collects user information and preferences.

Which infrastructure should you recommend? (Choose two.)

- A. Use a managed instance group to serve the website and Google Cloud Bigtable to store user data.
- B. Use Google App Engine to serve the website and Google Cloud Datastore to store user data.
- C. Use a single Compute Engine virtual machine (VM) to host a web server, backend by Google Cloud SQL.
- D. Use a Google Container Engine cluster to serve the website and store data to persistent disk.

Antwort: A,B

Begründung:

Reference: <https://cloud.google.com/storage-options/>

297. Frage

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

Antwort: C

Begründung:

Topic 3, JencoMart Case Study

Company Overview

JencoMart is a global retailer with over 10,000 stores in 16 countries. The stores carry a range of goods, such as groceries, tires, and jewelry. One of the company's core values is excellent customer service. In addition, they recently introduced an environmental policy to reduce their carbon output by 50% over the next 5 years.

Company Background

JencoMart started as a general store in 1931, and has grown into one of the world's leading brands known for great value and customer service. Over time, the company transitioned from only physical stores to a stores and online hybrid model, with 25% of sales online. Currently, JencoMart has little presence in Asia, but considers that market key for future growth.

Solution Concept

JencoMart wants to migrate several critical applications to the cloud but has not completed a technical review to determine their suitability for the cloud and the engineering required for migration. They currently host all of these applications on infrastructure that is at its end of life and is no longer supported.

Existing Technical Environment

JencoMart hosts all of its applications in 4 data centers: 3 in North American and 1 in Europe, most applications are dual-homed.

JencoMart understands the dependencies and resource usage metrics of their on-premises architecture.

Application Customer loyalty portal

LAMP (Linux, Apache, MySQL and PHP) application served from the two JencoMart-owned U.S. data centers.

Database

- * Oracle Database stores user profiles

- * 20 TB

- * Complex table structure

- * Well maintained, clean data

- * Strong backup strategy

- * PostgreSQL database stores user credentials

- * Single-homed in US West

No redundancy

Backed up every 12 hours

- * 100% uptime service level agreement (SLA)

- * Authenticates all users

Compute

- * 30 machines in US West Coast, each machine has:

Twin, dual core CPUs

32GB of RAM

- * Twin 250 GB HDD (RAID 1)

- * 20 machines in US East Coast, each machine has:

Single dual-core CPU

24 GB of RAM

- * Twin 250 GB HDD (RAID 1)

Storage

- * Access to shared 100 TB SAN in each location

- * Tape backup every week

Business Requirements

- * Optimize for capacity during peak periods and value during off-peak periods

- * Guarantee service availability and support

- * Reduce on-premises footprint and associated financial and environmental impact.

- * Move to outsourcing model to avoid large upfront costs associated with infrastructure purchase

- * Expand services into Asia.

Technical Requirements

- * Assess key application for cloud suitability.

- * Modify application for the cloud.

- * Move applications to a new infrastructure.

- * Leverage managed services wherever feasible

- * Sunset 20% of capacity in existing data centers

- * Decrease latency in Asia

CEO Statement

JencoMart will continue to develop personal relationships with our customers as more people access the web.

The future of our retail business is in the global market and the connection between online and in-store experiences. As a large global company, we also have a responsibility to the environment through 'green' initiatives and policies.

CTO Statement

The challenges of operating data centers prevents focus on key technologies critical to our long-term success.

Migrating our data services to a public cloud infrastructure will allow us to focus on big data and machine learning to improve our service customers.

CFO Statement

Since its founding JencoMart has invested heavily in our data services infrastructure. However, because of changing market trends, we need to outsource our infrastructure to ensure our long-term success. This model will allow us to respond to increasing customer demand during peak and reduce costs.

For this question, refer to the TerramEarth case study.

TerramEarth's 20 million vehicles are scattered around the world. Based on the vehicle's location its telemetry data is stored in a Google Cloud Storage (GCS) regional bucket (US, Europe, or Asia). The CTO has asked you to run a report on the raw telemetry data to determine why vehicles are breaking down after 100 K miles.

You want to run this job on all the data. What is the most cost-effective way to run this job?

- A. Launch a cluster in each region to preprocess and compress the raw data, then move the data into a multi region bucket and use a Dataproc cluster to finish the job.
- B. Move all the data into 1 region, then launch a Google Cloud Dataproc cluster to run the job.
- C. Move all the data into 1 zone, then launch a Cloud Dataproc cluster to run the job.
- **D. Launch a cluster in each region to preprocess and compress the raw data, then move the data into a region bucket and use a Cloud Dataproc cluster to finish the job**

Antwort: D

Begründung:

Explanation

Storage guarantees 2 replicates which are geo diverse (100 miles apart) which can get better remote latency and availability.

More importantly, is that multiregional heavily leverages Edge caching and CDNs to provide the content to the end users.

All this redundancy and caching means that Multiregional comes with overhead to sync and ensure consistency between geo-diverse areas. As such, it's much better for write-once-read-many scenarios. This means frequently accessed (e.g. "hot" objects) around the world, such as website content, streaming videos, gaming or mobile applications.

References:

<https://medium.com/google-cloud/google-cloud-storage-what-bucket-class-for-the-best-performance-5c847ac8f9>

Topic 2, 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.

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