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Linux Foundation Kubernetes and Cloud Native Associate Sample Questions (Q90-Q95):

NEW QUESTION # 90
The IPv4/IPv6 dual stack in Kubernetes:

- A. Allows you to create IPv4 and IPv6 dual stack Services.
- B. Translates an IPv4 request from a Service to an IPv6 Service.
- C. Requires NetworkPolicies to prevent Services from mixing requests.
- D. Allows you to access the IPv4 address by using the IPv6 address.

Answer: A

Explanation:
The correct answer is D: Kubernetes dual-stack support allows you to create Services (and Pods, depending on configuration) that use both IPv4 and IPv6 addressing. Dual-stack means the cluster is configured to allocate and route traffic for both IP families. For Services, this can mean assigning both an IPv4 ClusterIP and an IPv6 ClusterIP so clients can connect using either family, depending on their network stack and DNS resolution.
Option A is incorrect because dual-stack is not about protocol translation (that would be NAT64/other gateway mechanisms, not the core Kubernetes dual-stack feature). Option B is also a form of translation
/aliasing that isn't what Kubernetes dual-stack implies; having both addresses available is different from
"access IPv4 via IPv6." Option C is incorrect: dual-stack does not inherently require NetworkPolicies to
"prevent mixing requests." NetworkPolicies are about traffic control, not IP family separation.
In Kubernetes, dual-stack requires support across components: the network plugin (CNI) must support IPv4
/IPv6, the cluster must be configured with both Pod CIDRs and Service CIDRs, and DNS should return appropriate A and AAAA records for Service names. Once configured, you can specify preferences such as ipFamilyPolicy (e.g., PreferDualStack) and ipFamilies (IPv4, IPv6 order) for Services to influence allocation behavior.
Operationally, dual-stack is useful for environments transitioning to IPv6, supporting IPv6-only clients, or running in mixed networks. But it adds complexity: address planning, firewalling, and troubleshooting need to consider two IP families. Still, the definition in the question is straightforward: Kubernetes dual-stack enables dual-stack Services, which is option D.

NEW QUESTION # 91
What are the most important resources to guarantee the performance of an etcd cluster?

- A. CPU and disk capacity.
- B. CPU and RAM memory.
- C. Network throughput and disk I/O.
- D. Network throughput and CPU.

Answer: C

Explanation:
etcd is the strongly consistent key-value store backing Kubernetes cluster state. Its performance directly affects the entire control plane because most API operations require reads/writes to etcd. The most critical resources for etcd performance are disk I/O (especially latency) and network throughput/latency between etcd members and API servers-so B is correct.
etcd is write-ahead-log (WAL) based and relies heavily on stable, low-latency storage. Slow disks increase commit latency, which slows down object updates, watches, and controller loops. In busy clusters, poor disk performance can cause request backlogs and timeouts, showing up as slow kubectl operations and delayed controller reconciliation. That's why production guidance commonly emphasizes fast SSD-backed storage and careful monitoring of fsync latency.

Network performance matters because etcd uses the Raft consensus protocol. Writes must be replicated to a quorum of members, and leader-follower communication is continuous. High network latency or low throughput can slow replication and increase the time to commit writes. Unreliable networking can also cause leader elections or cluster instability, further degrading performance and availability.
CPU and memory are still relevant, but they are usually not the first bottleneck compared to disk and network. CPU affects request processing and encryption overhead if enabled, while memory affects caching and compaction behavior. Disk "capacity" alone (size) is less relevant than disk I/O characteristics (latency, IOPS), because etcd performance is sensitive to fsync and write latency.
In Kubernetes operations, ensuring etcd health includes: using dedicated fast disks, keeping network stable, enabling regular compaction/defragmentation strategies where appropriate, sizing correctly (typically odd-numbered members for quorum), and monitoring key metrics (commit latency, fsync duration, leader changes). Because etcd is the persistence layer of the API, disk I/O and network quality are the primary determinants of control-plane responsiveness-hence B.

NEW QUESTION # 92
In a serverless computing architecture:

- A. Users of the cloud provider are charged based on the number of requests to a function.
- B. Containers serving requests are running in the background in idle status.
- C. Users should make a reservation to the cloud provider based on an estimation of usage.
- D. Serverless functions are incompatible with containerized functions.

Answer: A

Explanation:
Serverless architectures typically bill based on actual consumption, often measured as number of requests and execution duration (and sometimes memory/CPU allocated), so A is correct. The defining trait is that you don't provision or manage servers directly; the platform scales execution up and down automatically, including down to zero for many models, and charges you for what you use.
Option B is incorrect: many serverless platforms can run container-based workloads (and some are explicitly "serverless containers"). The idea is the operational abstraction and billing model, not incompatibility with containers. Option C is incorrect because "making a reservation based on estimation" describes reserved capacity purchasing, which is the opposite of the typical serverless pay-per-use model. Option D is misleading: serverless systems aim to avoid charging for idle compute; while platforms may keep some warm capacity for latency reasons, the customer-facing model is not "containers running idle in the background." In cloud-native architecture, serverless is often chosen for spiky, event-driven workloads where you want minimal ops overhead and cost efficiency at low utilization. It pairs naturally with eventing systems (queues, pub/sub) and can be integrated with Kubernetes ecosystems via event-driven autoscaling frameworks or managed serverless offerings.
So the correct statement is A: charging is commonly based on requests (and usage), which captures the cost and operational model that differentiates serverless from always-on infrastructure.

NEW QUESTION # 93
Which component of the Kubernetes architecture is responsible for integration with the CRI container runtime?

- A. kubelet
- B. kube-apiserver
- C. kubeadm
- D. kubectl

Answer: A

Explanation:
The correct answer is B: kubelet. The Container Runtime Interface (CRI) defines how Kubernetes interacts with container runtimes in a consistent, pluggable way. The component that speaks CRI is the kubelet, the node agent responsible for running Pods on each node. When the kube-scheduler assigns a Pod to a node, the kubelet reads the PodSpec and makes the runtime calls needed to realize that desired state-pull images, create a Pod sandbox, start containers, stop containers, and retrieve status and logs. Those calls are made via CRI to a CRI-compliant runtime such as containerd or CRI-O.
Why not the others:
kubeadm bootstraps clusters (init/join/upgrade workflows) but does not run containers or speak CRI for workload execution.
kube-apiserver is the control plane API frontend; it stores and serves cluster state and does not directly integrate with runtimes.
kubectl is just a client tool that sends API requests; it is not involved in runtime integration on nodes.

This distinction matters operationally. If the runtime is misconfigured or CRI endpoints are unreachable, kubelet will report errors and Pods can get stuck in ContainerCreating, image pull failures, or runtime errors. Debugging often involves checking kubelet logs and runtime service health, because kubelet is the integration point bridging Kubernetes scheduling/state with actual container execution.
So, the node-level component responsible for CRI integration is the kubelet-option B.

NEW QUESTION # 94
What is a Dockerfile?

- A. A text file that contains all the commands a user could call on the command line to assemble an image.
- B. A config file that defines which image registry a container should be pushed to.
- C. A bash script that is used to automatically build a docker image.
- D. An image layer created by a running container stored on the host.

Answer: A

Explanation:
A Dockerfile is a text file that contains a sequence of instructions used to build a container image, so C is correct. These instructions include choosing a base image (FROM), copying files (COPY/ADD), installing dependencies (RUN), setting environment variables (ENV), defining working directories (WORKDIR), exposing ports (EXPOSE), and specifying the default startup command (CMD/ENTRYPOINT). When you run docker build (or compatible tools like BuildKit), the builder executes these instructions to produce an image composed of immutable layers.
In cloud-native application delivery, Dockerfiles (more generally, OCI image build definitions) are a key step in the supply chain. The resulting image artifact is what Kubernetes runs in Pods. Best practices include using minimal base images, pinning versions, avoiding embedding secrets, and using multi-stage builds to keep runtime images small. These practices improve security and performance, and make delivery pipelines more reliable.
Option A is incorrect because a Dockerfile is not a bash script, even though it can run shell commands through RUN. Option B is incorrect because registry destinations are handled by tooling and tagging/push commands (or CI pipeline configuration), not by the Dockerfile itself. Option D is incorrect because an image layer created by a running container is more closely related to container filesystem changes and commits; a Dockerfile is the build recipe, not a runtime-generated layer.
Although the question uses "Dockerfile," the concept maps well to OCI-based container image creation generally: you define a reproducible build recipe that produces an immutable image artifact. That artifact is then versioned, scanned, signed, stored in a registry, and deployed to Kubernetes through manifests/Helm/GitOps. Therefore, C is the correct and verified definition.

NEW QUESTION # 95
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