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Google Certified Professional - Cloud Architect (GCP) Sample Questions (Q280-Q285):

NEW QUESTION # 280

You are tasked with building an online analytical processing (OLAP) marketing analytics and reporting tool. This requires a relational database that can operate on hundreds of terabytes of data. What is the Google recommended tool for such applications?

- A. Cloud Spanner, because it is globally distributed
- B. Cloud Firestore, because it offers real-time synchronization across devices
- C. Cloud SQL, because it is a fully managed relational database
- D. BigQuery, because it is designed for large-scale processing of tabular data

Answer: A

Explanation:

Reference: <https://cloud.google.com/files/BigQueryTechnicalWP.pdf>

NEW QUESTION # 281

The development team has provided you with a Kubernetes Deployment file. You have no infrastructure yet and need to deploy the application. What should you do?

- A. Use kubectl to create a Kubernetes cluster. Use Deployment Manager to create the deployment.
- B. Use kubectl to create a Kubernetes cluster. Use kubectl to create the deployment.
- C. Use gcloud to create a Kubernetes cluster. Use kubectl to create the deployment.
- D. Use gcloud to create a Kubernetes cluster. Use Deployment Manager to create the deployment.

Answer: C

Explanation:

<https://cloud.google.com/kubernetes-engine/docs/how-to/creating-a-cluster>

NEW QUESTION # 282

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

Mountkirk Games' gaming servers are not automatically scaling properly. Last month, they rolled out a new feature, which suddenly became very popular. A record number of users are trying to use the service, but many of them are getting 503 errors and very slow response times. What should they investigate first?

- A. Verify that the load-testing team is not running their tool against production.
- B. Verify that the new feature code did not introduce any performance bugs.
- C. Verify that the project quota hasn't been exceeded.
- D. Verify that the database is online.

Answer: C

Explanation:

503 is service unavailable error. If the database was online everyone would get the 503 error.

https://cloud.google.com/docs/quota#capping_usage

NEW QUESTION # 283

Mountkirk Games wants to set up a real-time analytics platform for their new game. The new platform must meet their technical requirements.

Which combination of Google technologies will meet all of their requirements?

- A. Cloud Dataproc, Cloud Pub/Sub, Cloud SQL, and Cloud Dataflow

- B. Cloud Pub/Sub, Compute Engine, Cloud Storage, and Cloud Dataproc
- **C. Cloud Dataflow, Cloud Storage, Cloud Pub/Sub, and BigQuery**
- D. Cloud SQL, Cloud Storage, Cloud Pub/Sub, and Cloud Dataflow
- E. Kubernetes Engine, Cloud Pub/Sub, and Cloud SQL

Answer: C

Explanation:

Ingest millions of streaming events per second from anywhere in the world with Cloud Pub/Sub, powered by Google's unique, high-speed private network. Process the streams with Cloud Dataflow to ensure reliable, exactly-once, low-latency data transformation. Stream the transformed data into BigQuery, the cloud-native data warehousing service, for immediate analysis via SQL or popular visualization tools.

From scenario: They plan to deploy the game's backend on Google Compute Engine so they can capture streaming metrics, run intensive analytics.

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

Reference: <https://cloud.google.com/solutions/big-data/stream-analytics/> Mountkirk Games, B Testlet 1 Company Overview

Mountkirk Games makes online, session-based, multiplayer games for 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

- * Dynamically scale up or down based on game activity
- * Connect to a transactional database service to manage user profiles and game state
- * Store game activity in a timeseries database service for future analysis
- * As the system scales, ensure that data is not lost due to processing backlogs
- * Run hardened Linux distro

Requirements for Game Analytics Platform

- * Dynamically scale up or down based on game activity
- * Process incoming data on the fly directly from the game servers
- * Process data that arrives late because of slow mobile networks
- * Allow queries to access at least 10 TB of historical data
- * Process files that are regularly uploaded by users' mobile devices

Executive 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. Additionally, 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.

NEW QUESTION # 284

The current Dress4win system architecture has high latency to some customers because it is located in one data center.

As of a future evaluation and optimizing for performance in the cloud, Dress4win wants to distribute its system architecture to

multiple locations when Google cloud platform.
Which approach should they use?

- A. Use a global load balancer with a set of virtual machines that forward the requests to a closer group of virtual machines managed by your operations team.
- B. Use regional managed instance groups and a global load balancer to increase reliability by providing automatic failover between zones in different regions.
- C. Use a global load balancer with a set of virtual machines that forward the requests to a closer group of virtual machines as part of a separate managed instance groups.
- **D. Use regional managed instance groups and a global load balancer to increase performance because the regional managed instance group can grow instances in each region separately based on traffic.**

Answer: D

NEW QUESTION # 285

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