

# Professional-Cloud-Architect Latest Braindumps Questions - Exam Professional-Cloud-Architect Collection



[Sep 26, 2022] Prepare For The Professional-Cloud-Architect Question Papers In Advance [Q119-Q142]

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Google Professional-Cloud-Architect Certification is highly regarded in the industry and is recognized by many organizations. It is a valuable certification for professionals who want to advance their career in cloud architecture. Google Certified Professional - Cloud Architect (GCP) certification is also a testament to the candidate's expertise in GCP and their ability to design and implement solutions that meet the needs of organizations.

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## Exam Professional-Cloud-Architect Collection, Reliable Professional-Cloud-Architect Exam Syllabus

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## Google Certified Professional - Cloud Architect (GCP) Sample Questions (Q234-Q239):

### NEW QUESTION # 234

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. Move all the data into 1 region, then launch a Google Cloud Dataproc cluster to run the job.
- B. Move all the data into 1 zone, then launch a Cloud Dataproc cluster to run the job.

- C. 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.
- **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**

**Answer: D**

Explanation:

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>

### NEW QUESTION # 235

JencoMart has decided to migrate user profile storage to Google Cloud Datastore and the application servers to Google Compute Engine (GCE). During the migration, the existing infrastructure will need access to Datastore to upload the data.

What service account key-management strategy should you recommend?

- A. Deploy a custom authentication service on GCE/Google Kubernetes Engine (GKE) for the on-premises infrastructure and use GCP managed keys for the VMs
- B. Authenticate the on-premises infrastructure with a user account and provision service account keys for the VMs
- C. Provision service account keys for the on-premises infrastructure and for the GCE virtual machines (VMs)
- **D. Provision service account keys for the on-premises infrastructure and use Google Cloud Platform (GCP) managed keys for the VMs**

**Answer: D**

Explanation:

Migrating data to Google Cloud Platform

Let's say that you have some data processing that happens on another cloud provider and you want to transfer the processed data to Google Cloud Platform. You can use a service account from the virtual machines on the external cloud to push the data to Google Cloud Platform. To do this, you must create and download a service account key when you create the service account and then use that key from the external process to call the Cloud Platform APIs.

Reference:

[https://cloud.google.com/iam/docs/understanding-service-accounts#migrating\\_data\\_to\\_google\\_cloud\\_platform](https://cloud.google.com/iam/docs/understanding-service-accounts#migrating_data_to_google_cloud_platform)

### NEW QUESTION # 236

For this question, refer to the TerramEarth case study

Your development team has created a structured API to retrieve vehicle data. They want to allow third parties to develop tools for dealerships that use this vehicle event data. You want to support delegated authorization against this data. What should you do?

- A. Restrict data access based on the source IP address of the partner systems.
- **B. Build or leverage an OAuth-compatible access control system**
- C. Build SAML 2.0 SSO compatibility into your authentication system.
- D. Create secondary credentials for each dealer that can be given to the trusted third party.

**Answer: B**

Explanation:

Explanation

<https://cloud.google.com/appengine/docs/flexible/go/authorizing-apps>

[https://cloud.google.com/docs/enterprise/best-practices-for-enterprise-organizations#delegate\\_application\\_autho](https://cloud.google.com/docs/enterprise/best-practices-for-enterprise-organizations#delegate_application_autho) Delegate application authorization with OAuth2 Cloud Platform APIs support OAuth 2.0, and scopes provide granular authorization over the methods that are supported. Cloud Platform supports both service-account and user-account OAuth, also called three-legged OAuth.

## References:

[https://cloud.google.com/docs/enterprise/best-practices-for-enterprise-organizations#delegate\\_application\\_autho](https://cloud.google.com/docs/enterprise/best-practices-for-enterprise-organizations#delegate_application_autho)

<https://cloud.google.com/appengine/docs/flexible/go/authorizing-apps>

Topic 2, Mountkirk Games Case Study

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 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 games 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 # 237

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. Use the `gcloud compute instances list` to list the virtual machine instances that have the `idle: true` label set.
- C. From the Google Console, identify which Compute Engine instances in the managed instance groups are no longer responding to health check probes.
- **D. Use the `gcloud recommender` command to list the idle virtual machine instances.**

**Answer: D**

Explanation:

Reference:

## NEW QUESTION # 238

For this question, refer to the TerramEarth case study

Your development team has created a structured API to retrieve vehicle data. They want to allow third parties to develop tools for dealerships that use this vehicle event data. You want to support delegated authorization against this data. What should you do?

- A. Restrict data access based on the source IP address of the partner systems.
- **B. Build or leverage an OAuth-compatible access control system.**
- C. Build SAML 2.0 SSO compatibility into your authentication system.
- D. Create secondary credentials for each dealer that can be given to the trusted third party.

**Answer: B**

Explanation:

Delegate application authorization with OAuth2

Cloud Platform APIs support OAuth 2.0, and scopes provide granular authorization over the methods that are supported. Cloud Platform supports both service-account and user-account OAuth, also called three-legged OAuth.

References: [https://cloud.google.com/docs/enterprise/best-practices-for-enterprise-organizations#delegate\\_application\\_authorization\\_with\\_oauth2](https://cloud.google.com/docs/enterprise/best-practices-for-enterprise-organizations#delegate_application_authorization_with_oauth2)

<https://cloud.google.com/appengine/docs/flexible/go/authorizing-apps>

Reference:

<https://cloud.google.com/appengine/docs/flexible/go/authorizing-apps>

[https://cloud.google.com/docs/enterprise/best-practices-for-enterprise-organizations#delegate\\_application\\_authorization\\_with\\_oauth2](https://cloud.google.com/docs/enterprise/best-practices-for-enterprise-organizations#delegate_application_authorization_with_oauth2)

## NEW QUESTION # 239

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