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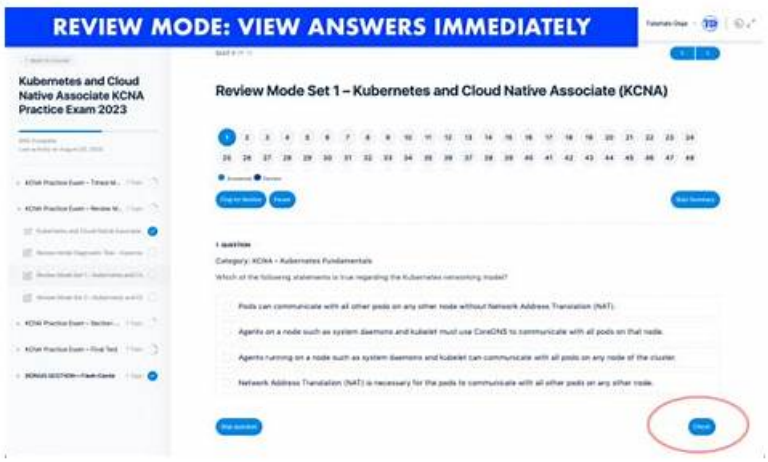

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Linux Foundation Kubernetes and Cloud Native Associate Sample Questions (Q41-Q46):

NEW QUESTION # 41
What Kubernetes component handles network communications inside and outside of a cluster, using operating system packet filtering if available?

- A. kube-controller-manager
- B. kube-proxy
- C. etcd
- D. kubelet

Answer: B

Explanation:
kube-proxy is the Kubernetes component responsible for implementing Service networking on nodes, commonly by programming operating system packet filtering / forwarding rules (like iptables or IPVS), which makes A correct.

Kubernetes Services provide stable virtual IPs and ports that route traffic to a dynamic set of Pod endpoints. kube-proxy watches the API server for Service and EndpointSlice/Endpoints updates and then configures the node's networking so that traffic to a Service is correctly forwarded to one of the backend Pods. In iptables mode, kube-proxy installs NAT and forwarding rules; in IPVS mode, it programs kernel load-balancing tables. In both cases, it leverages OS-level packet handling to efficiently steer traffic. This is the "packet filtering if available" concept referenced in the question.
kube-proxy's work affects both "inside" and "outside" paths in typical setups. Internal cluster clients reach Services via ClusterIP and DNS, and kube-proxy rules forward that traffic to Pods. For external traffic, paths often involve NodePort or LoadBalancer Services or Ingress controllers that ultimately forward into Services/Pods-again relying on node-level service rules. While some modern CNI/eBPF dataplanes can replace or bypass kube-proxy, the classic Kubernetes architecture still defines kube-proxy as the component implementing Service connectivity.
The other options are not networking dataplane components: kubelet runs Pods and reports status; etcd stores cluster state; kube-controller-manager runs control loops for API objects. None of these handle node-level packet routing for Services. Therefore, the correct verified answer is A: kube-proxy.

NEW QUESTION # 42
You are managing a Kubernetes cluster with several nodes. You notice that one node is experiencing high CPU utilization due to a specific pod. How can you force this pod to be moved to a different node without deleting or restarting it?

- A. Use the 'kubectl delete pod ' command to delete the pod, causing it to reschedule on another node.
- B. Use the 'kubectl cordon ' command to prevent new pods from being scheduled on the overloaded node.
- C. Manually edit the pod's YAML configuration and change the 'nodeName' field to a different node in the cluster
- D. Use the 'kubectl drain ' command to remove all pods from the node, allowing you to reschedule the specific pod.
- E. Use the 'kubectl exec -it - bash' command to access the pod's shell and manually migrate the container to another node.

Answer: D

Explanation:
The 'kubectl drain ' command is used to gracefully remove all pods from a node, preparing it for maintenance or eviction. The command will not delete the pods, allowing them to be rescheduled on other nodes. This allows you to move the pod without deleting or restarting it. Option A deletes the pod, which is not what the question asks for. Options B and C are not possible or recommended actions for pod migration. Option D prevents new pods from scheduling on the overloaded node but won't force the pod to move.

NEW QUESTION # 43
What is ephemeral storage?

- A. Storage space that need not persist across restarts.
- B. Storage that may grow dynamically.
- C. Storage used by multiple consumers (e.g., multiple Pods).
- D. Storage that is always provisioned locally.

Answer: A

Explanation:
The correct answer is A: ephemeral storage is non-persistent storage whose data does not need to survive Pod restarts or rescheduling. In Kubernetes, ephemeral storage typically refers to storage tied to the Pod's lifetime-such as the container writable layer, emptyDir volumes, and other temporary storage types. When a Pod is deleted or moved to a different node, that data is generally lost.
This is different from persistent storage, which is backed by PersistentVolumes and PersistentVolumeClaims and is designed to outlive individual Pod instances. Ephemeral storage is commonly used for caches, scratch space, temporary files, and intermediate build artifacts-data that can be recreated and is not the authoritative system of record.
Option B is incorrect because "may grow dynamically" describes an allocation behavior, not the defining characteristic of ephemeral storage. Option C is incorrect because multiple consumers is about access semantics (ReadWriteMany etc.) and shared volumes, not ephemerality. Option D is incorrect because ephemeral storage is not "always provisioned locally" in a strict sense; while many ephemeral forms are local to the node, the definition is about lifecycle and persistence guarantees, not necessarily physical locality.
Operationally, ephemeral storage is an important scheduling and reliability consideration. Pods can request/limit ephemeral storage similarly to CPU/memory, and nodes can evict Pods under disk pressure. Mismanaged ephemeral storage (logs written to the container filesystem, runaway temp files) can cause node disk exhaustion and cascading failures. Best practices include shipping logs off-node, using emptyDir intentionally with size limits where supported, and using persistent volumes for state that must survive

restarts.
So, ephemeral storage is best defined as storage that does not need to persist across restarts/rescheduling, matching option A.

NEW QUESTION # 44
What is a Pod?

- A. A storage volume within Kubernetes.
- B. A networked application within Kubernetes.
- C. A group of one or more containers within Kubernetes.
- D. A single container within Kubernetes.

Answer: C

Explanation:
A Pod is the smallest deployable/schedulable unit in Kubernetes and consists of a group of one or more containers that are deployed together on the same node-so D is correct. The key idea is that Kubernetes schedules Pods, not individual containers. Containers in the same Pod share important runtime context: they share the same network namespace (one Pod IP and port space) and can share storage volumes defined at the Pod level. This is why a Pod is often described as a "logical host" for its containers.
Most Pods run a single container, but multi-container Pods are common for sidecar patterns. For example, an application container might run alongside a service mesh proxy sidecar, a log shipper, or a config reloader.
Because these containers share localhost networking, they can communicate efficiently without exposing extra network endpoints. Because they can share volumes, one container can produce files that another consumes (for example, writing logs to a shared volume).
Options A and B are incorrect because a Pod is not "an application" abstraction nor is it a storage volume.
Pods can host applications, but they are the execution unit for containers rather than the application concept itself. Option C is incorrect because a Pod is not limited to a single container; "one or more containers" is fundamental to the Pod definition.
Operationally, understanding Pods is essential because many Kubernetes behaviors key off Pods: Services select Pods (typically by labels), autoscalers scale Pods (replica counts), probes determine Pod readiness
/liveness, and scheduling constraints place Pods on nodes. When a Pod is replaced (for example during a Deployment rollout), a new Pod is created with a new UID and potentially a new IP-reinforcing why Services exist to provide stable access.
Therefore, the verified correct answer is D: a Pod is a group of one or more containers within Kubernetes.
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NEW QUESTION # 45
What is CloudEvents?

- A. It is a Kubernetes specification for describing events data in common formats for iCloud services, iOS platforms and iMac.
- B. It is a specification for describing event data in common formats to provide interoperability across services, platforms and systems.
- C. It is a specification for describing event data in common formats in all cloud providers including major cloud providers.
- D. It is a specification for describing event data in common formats for Kubernetes network traffic management and cloud providers.

Answer: B

Explanation:
CloudEvents is an open specification for describing event data in a common way to enable interoperability across services, platforms, and systems, so C is correct. In cloud-native architectures, many components communicate asynchronously via events (message brokers, event buses, webhooks). Without a standard envelope, each producer and consumer invents its own event structure, making integration brittle. CloudEvents addresses this by standardizing core metadata fields-like event id, source, type, specversion, and time-and defining how event payloads are carried.
This helps systems interoperate regardless of transport. CloudEvents can be serialized as JSON or other encodings and carried over HTTP, messaging systems, or other protocols. By using a shared spec, you can route, filter, validate, and transform events more consistently.
Option A is too narrow and incorrectly ties CloudEvents to Kubernetes traffic management; CloudEvents is broader than Kubernetes. Option B is closer but still framed incorrectly-CloudEvents is not merely "for all cloud providers," it is an interoperability spec across services and platforms, including but not limited to cloud provider event systems. Option D is clearly incorrect.
In Kubernetes ecosystems, CloudEvents is relevant to event-driven systems and serverless platforms (e.g., Knative Eventing and other eventing frameworks) because it provides a consistent event contract across producers and consumers. That consistency

reduces coupling, supports better tooling (schema validation, tracing correlation), and makes event-driven architectures easier to operate at scale.
So, the correct definition is C: a specification for common event formats to enable interoperability across systems.

NEW QUESTION # 46
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