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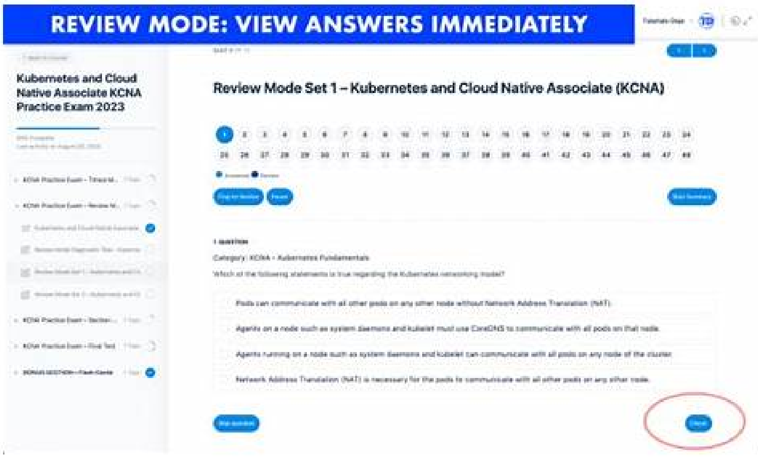

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Linux Foundation KCNA Certification Exam is designed to validate the skills required to deploy and manage containerized applications using Kubernetes. KCNA exam covers a range of topics, including Kubernetes architecture, deployment and configuration, scheduling and scaling, networking, storage, security, and troubleshooting. By passing the exam, IT professionals can demonstrate their expertise in cloud-native technologies and prove their ability to work with Kubernetes, one of the most popular container orchestration platforms in the industry. Kubernetes and Cloud Native Associate certification is valuable for those who want to advance their careers in DevOps, cloud computing, or other related fields.

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Linux Foundation Kubernetes and Cloud Native Associate Sample Questions (Q36-Q41):

NEW QUESTION # 36
What is the order of 4C's in Cloud Native Security, starting with the layer that a user has the most control over?

- A. Code -> Container -> Cluster -> Cloud
- B. Container -> Cluster -> Code -> Cloud
- C. Cluster -> Container -> Code -> Cloud
- D. Cloud -> Container -> Cluster -> Code

Answer: A

Explanation:
The Cloud Native Security "4C's" model is commonly presented as Code, Container, Cluster, Cloud, ordered from the layer you

control most directly to the one you control least-therefore D is correct. The idea is defense-in-depth across layers, recognizing that responsibilities are shared between developers, platform teams, and cloud providers.
Code is where users have the most direct control: application logic, dependencies, secure coding practices, secrets handling patterns, and testing. This includes validating inputs, avoiding vulnerabilities, and scanning dependencies. Next is the Container layer: building secure images, minimizing image size/attack surface, using non-root users, setting file permissions, and scanning images for known CVEs. Container security is about ensuring the artifact you run is trustworthy and hardened.
Then comes the Cluster layer: Kubernetes configuration and runtime controls, including RBAC, admission policies (OPA/Gatekeeper), Pod Security standards, network policies, runtime security, audit logging, and node hardening practices. Cluster controls determine what can run and how workloads interact. Finally, the Cloud layer includes the infrastructure and provider controls-IAM, VPC/networking, KMS, managed control plane protections, and physical security-which users influence through configuration but do not fully own.
The model's value is prioritization: start with what you control most (code), then harden the container artifact, then enforce cluster policy and runtime protections, and finally ensure cloud controls are configured properly. This layered approach aligns well with Kubernetes security guidance and modern shared-responsibility models.

NEW QUESTION # 37
How to create a headless Service?

- A. By specifying .spec.clusterIP: headless
- B. By specifying .spec.clusterIP: 0.0.0.0
- C. By specifying .spec.clusterIP: None
- D. By specifying .spec.clusterIP: localhost

Answer: C

Explanation:
A headless Service is created by setting spec.clusterIP: None, so B is correct. Normally, a Service gets a ClusterIP, and kube-proxy (or an alternative dataplane) implements virtual-IP-based load balancing to route traffic from that ClusterIP to the backend Pods. A headless Service intentionally disables that virtual IP allocation. Instead of giving you a single stable VIP, Kubernetes publishes DNS records that resolve directly to the endpoints (the Pod IPs) behind the Service.
This is especially important for workloads that need direct endpoint discovery or stable per-Pod identities, such as StatefulSets. With a headless Service, clients can discover all Pod IPs (or individual Pod DNS names in StatefulSet patterns) and implement their own selection, quorum, or leader/follower logic. Kubernetes DNS (CoreDNS) responds differently for headless Services: rather than returning a single ClusterIP, it returns multiple A/AAAA records (one per endpoint) or SRV records for named ports, enabling richer service discovery behavior.
The other options are invalid. "headless" is not a magic value for clusterIP; the API expects either an actual IP address assigned by the cluster or the special literal None. 0.0.0.0 and localhost are not valid ways to request headless semantics. Kubernetes uses None specifically to signal "do not allocate a ClusterIP." Operationally, headless Services are used to: (1) expose each backend instance individually, (2) support stateful clustering and stable DNS names, and (3) avoid load balancing when the application or client library must choose endpoints itself. The key is that the Service still provides a stable DNS name, but the resolution yields endpoints, not a VIP.

NEW QUESTION # 38
What is the purpose of the kube-proxy component in Kubernetes?

- A. Enables communication between Pods and services within a Kubernetes cluster.
- B. Manages the Kubernetes API server and handles authentication and authorization requests.
- C. Stores the configuration and state of the Kubernetes cluster
- D. Provides a secure and reliable connection between the Kubernetes control plane and nodes-
- E. Monitors and manages the health and status of Pods and other Kubernetes objects

Answer: A

Explanation:
kube-proxy acts as a network proxy that enables communication between Pods and services within a Kubernetes cluster. It handles service discovery, load balancing, and network rules for Pods.

NEW QUESTION # 39
What is the main purpose of the Ingress in Kubernetes?

- A. Access services different from HTTP or HTTPS running in the cluster based on their IP address.
- B. Access HTTP and HTTPS services running in the cluster based on their path.
- C. Access services different from HTTP or HTTPS running in the cluster based on their path.
- D. Access HTTP and HTTPS services running in the cluster based on their IP address.

Answer: B

Explanation:
D is correct. Ingress is a Kubernetes API object that defines rules for external access to HTTP/HTTPS services in a cluster. The defining capability is Layer 7 routing-commonly host-based and path-based routing-so you can route requests like example.com/app1 to one Service and example.com/app2 to another. While the question mentions "based on their path," that's a classic and correct Ingress use case (and host routing is also common).
Ingress itself is only the specification of routing rules. An Ingress controller (e.g., NGINX Ingress Controller, HAProxy, Traefik, cloud-provider controllers) is what actually implements those rules by configuring a reverse proxy/load balancer. Ingress typically terminates TLS (HTTPS) and forwards traffic to internal Services, giving a more expressive alternative to exposing every service via NodePort/LoadBalancer.
Why the other options are wrong:
A suggests routing by IP address; Ingress is fundamentally about HTTP(S) routing rules (host/path), not direct Service IP access.
B and C describe non-HTTP protocols; Ingress is specifically for HTTP/HTTPS. For TCP/UDP or other protocols, you generally use Services of type LoadBalancer/NodePort, Gateway API implementations, or controller-specific TCP/UDP configuration.
Ingress is a foundational building block for cloud-native application delivery because it centralizes edge routing, enables TLS management, and supports gradual adoption patterns (multiple services under one domain). Therefore, the main purpose described here matches D.

NEW QUESTION # 40
What is the telemetry component that represents a series of related distributed events that encode the end-to-end request flow through a distributed system?

- A. Spans
- B. Logs
- C. Metrics
- D. Traces

Answer: D

Explanation:
In observability, traces represent an end-to-end view of a request as it flows through multiple services, so D is correct. Tracing is particularly important in cloud-native microservices architectures because a single user action (like "checkout" or "search") may traverse many services via HTTP/gRPC calls, message queues, and databases. Traces link those related events together so you can see where time is spent, where errors occur, and how dependencies behave.
A trace is typically composed of multiple spans (option C). A span is a single timed operation (e.g., "HTTP GET /orders", "DB query", "call payment service"). Spans include timing, attributes (tags), status/error information, and parent/child relationships. While spans are essential building blocks, the "series of related distributed events encoding end-to-end request flow" is the trace as a whole, not an individual span.
Metrics (option A) are numeric time series used for aggregation and alerting (rates, latency percentiles when derived, resource usage). Logs (option B) are discrete event records (text or structured) useful for forensic detail and debugging. Both are valuable, but neither inherently provides a stitched, causal, end-to-end request path across services. Traces do exactly that by propagating trace context (trace IDs/span IDs) across service boundaries (often via headers).
In Kubernetes environments, traces are commonly exported via OpenTelemetry instrumentation/collectors and visualized in tracing backends. Tracing enables faster incident resolution by pinpointing the slow hop, the failing downstream dependency, or unexpected fan-out. Therefore, the correct telemetry component for end-to-end distributed request flow is Traces (D).

NEW QUESTION # 41
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Foundation KCNA practice tests help you identify the most important concepts and skills you need to master to pass the exam. We also provide ongoing 24/7 support to help you stay on track while using our product.

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