

Google Professional-Cloud-Architect Prüfungsinformationen, Professional-Cloud-Architect Testking



BONUS!!! Laden Sie die vollständige Version der It-Pruefung Professional-Cloud-Architect Prüfungsfragen kostenlos herunter:
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Haben Sie It-Pruefung, haben Sie den Schlüssel zum Erfolg, denn Sie können damit die Google Professional-Cloud-Architect Zertifizierungsprüfung zügig bestehen. Unsere Berufsgruppe aus gut ausgebildeten und erfahrenen IT-Eliten haben die Entwicklungen der ständig veränderten IT-Branche untersucht und erforscht, dann erstellen Sie die Schulungsunterlagen zur Google Professional-Cloud-Architect Zertifizierungsprüfung für It-Pruefung. Ihre Autorität ist zweifellos. Bevor Sie unsere Prüfungsmaterialien kaufen, können Sie die Demo durch unsere Webseite It-Pruefung herunterladen.

Um ein Google Certified Professional - Cloud Architect zu werden, müssen Kandidaten eine anspruchsvolle Prüfung bestehen, die ihr Verständnis verschiedener Cloud-Architekturkonzepte testet, wie das Entwerfen und Planen einer Cloud-Lösungsarchitektur, das Verwalten und Bereitstellen einer Cloud-Infrastruktur, das Optimieren und Sichern einer Cloud-Lösung und das Analysieren und Optimieren technischer und geschäftlicher Prozesse einer Cloud-Lösung.

>> **Google Professional-Cloud-Architect Prüfungsinformationen** <<

Professional-Cloud-Architect Testking & Professional-Cloud-Architect Deutsch Prüfungsfragen

Manche würden fragen, wo ist der Erfolg? Ich sage Ihnen, Erfolg ist bei It-Pruefung. Wenn Sie It-Pruefung wählen, können Sie Erfolg erzielen. Die Schulungsunterlagen zur Google Professional-Cloud-Architect Zertifizierungsprüfung von It-Pruefung helfen allen Kandidaten, die Google Professional-Cloud-Architect Prüfung zu bestehen. Die Feedbacks von den Kandidaten zeigen, dass die Schulungsunterlagen bei den Kandidaten große Resonanz finden und einen guten Ruf genießen. Das heißt, wenn Sie die Schulungsunterlagen zur Google Professional-Cloud-Architect Zertifizierungsprüfung von It-Pruefung wählen, kommt der Erfolg auf Sie zu.

Google Certified Professional - Cloud Architect (GCP) Professional-Cloud-

Architect Prüfungsfragen mit Lösungen (Q304-Q309):

304. Frage

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

Mountkirk Games wants to set up a continuous delivery pipeline. Their architecture includes many small services that they want to be able to update and roll back quickly. Mountkirk Games has the following requirements:

- * Services are deployed redundantly across multiple regions in the US and Europe.
- * Only frontend services are exposed on the public internet.
- * They can provide a single frontend IP for their fleet of services.
- * Deployment artifacts are immutable.

Which set of products should they use?

- A. Google Kubernetes Registry, Google Container Engine, Google HTTP(S) Load Balancer
- B. Google Cloud Storage, Google Cloud Dataflow, Google Compute Engine
- C. Google Cloud Functions, Google Cloud Pub/Sub, Google Cloud Deployment Manager
- D. Google Cloud Storage, Google App Engine, Google Network Load Balancer

Antwort: A

Begründung:

Topic 2, TerramEarth Case Study

Company Overview

TerramEarth manufactures heavy equipment for the mining and agricultural industries: About 80% of their business is from mining and 20% from agriculture. They currently have over 500 dealers and service centers in 100 countries. Their mission is to build products that make their customers more productive.

Company Background

TerramEarth formed in 1946, when several small, family owned companies combined to retool after World War II. The company cares about their employees and customers and considers them to be extended members of their family.

TerramEarth is proud of their ability to innovate on their core products and find new markets as their customers' needs change. For the past 20 years trends in the industry have been largely toward increasing productivity by using larger vehicles with a human operator.

Solution Concept

There are 20 million TerramEarth vehicles in operation that collect 120 fields of data per second. Data is stored locally on the vehicle and can be accessed for analysis when a vehicle is serviced. The data is downloaded via a maintenance port. This same port can be used to adjust operational parameters, allowing the vehicles to be upgraded in the field with new computing modules.

Approximately 200,000 vehicles are connected to a cellular network, allowing TerramEarth to collect data directly. At a rate of 120 fields of data per second, with 22 hours of operation per day, TerramEarth collects a total of about 9 TB/day from these connected vehicles.

Existing Technical Environment

TerramEarth's existing architecture is composed of Linux-based systems that reside in a data center. These systems gzip CSV files from the field and upload via FTP, transform and aggregate them, and place the data in their data warehouse. Because this process takes time, aggregated reports are based on data that is 3 weeks old.

With this data, TerramEarth has been able to preemptively stock replacement parts and reduce unplanned downtime of their vehicles by 60%. However, because the data is stale, some customers are without their vehicles for up to 4 weeks while they wait for replacement parts.

Business Requirements

* Decrease unplanned vehicle downtime to less than 1 week, without increasing the cost of carrying surplus inventory

* Support the dealer network with more data on how their customers use their equipment IP better position new products and services.

* Have the ability to partner with different companies-especially with seed and fertilizer suppliers in the fast-growing agricultural business-to create compelling joint offerings for their customers
CEO Statement We have been successful in capitalizing on the trend toward larger vehicles to increase the productivity of our customers. Technological change is occurring rapidly and TerramEarth has taken advantage of connected devices technology to provide our customers with better services, such as our intelligent farming equipment. With this technology, we have been able to increase farmers' yields by 25%, by using past trends to adjust how our vehicles operate. These advances have led to the rapid growth of our agricultural product line, which we expect will generate 50% of our revenues by 2020.

CTO Statement

Our competitive advantage has always been in the manufacturing process with our ability to build better vehicles for tower cost than our competitors. However, new products with different approaches are constantly being developed, and I'm concerned that we lack the skills to undergo the next wave of transformations in our industry. Unfortunately, our CEO doesn't take technology obsolescence seriously and he considers the many new companies in our industry to be niche players. My goals are to build our skills while

addressing immediate market needs through incremental innovations.

305. Frage

You want to enable your running Google Container Engine cluster to scale as demand for your application changes. What should you do?

- A. Update the existing Container Engine cluster with the following command:
`gcloud alpha container clusters update mycluster --enable-autoscaling --min-nodes=1 --max-nodes=10`
- B. Add additional nodes to your Container Engine cluster using the following command:
`gcloud container clusters resize CLUSTER_NAME --size 10`
- C. Add a tag to the instances in the cluster with the following command:
`gcloud compute instances add-tags INSTANCE --tags enable --autoscaling max-nodes-10`
- D. Create a new Container Engine cluster with the following command:
`gcloud alpha container clusters create mycluster --enable-autocaling --min-nodes=1 --max-nodes=10`

Antwort: C

Begründung:

and redeploy your application.

Explanation:

<https://cloud.google.com/kubernetes-engine/docs/concepts/cluster-autoscaler> Cluster autoscaling

`--enable-autoscaling`

Enables autoscaling for a node pool.

Enables autoscaling in the node pool specified by `--node-pool` or the default node pool if `--node-pool` is not provided.

Where:

`--max-nodes=MAX_NODES`

Maximum number of nodes in the node pool.

Maximum number of nodes to which the node pool specified by `--node-pool` (or default node pool if unspecified) can scale.

Incorrect Answers:

C, D: Warning: Do not use Alpha Clusters or alpha features for production workloads.

Note: You can experiment with Kubernetes alpha features by creating an alpha cluster. Alpha clusters are short-lived clusters that run stable Kubernetes releases with all Kubernetes APIs and features enabled. Alpha clusters are designed for advanced users and early adopters to experiment with workloads that take advantage of new features before those features are production-ready. You can use Alpha clusters just like normal Kubernetes Engine clusters.

306. Frage

For this question, refer to the TerramEarth case study. A new architecture that writes all incoming data to BigQuery has been introduced. You notice that the data is dirty, and want to ensure data quality on an automated daily basis while managing cost. What should you do?

- A. Set up a streaming Cloud Dataflow job, receiving data by the ingestion process. Clean the data in a Cloud Dataflow pipeline.
- B. Create a Cloud Function that reads data from BigQuery and cleans it. Trigger it. Trigger the Cloud Function from a Compute Engine instance.
- C. Create a SQL statement on the data in BigQuery, and save it as a view. Run the view daily, and save the result to a new table.
- D. Use Cloud Dataprep and configure the BigQuery tables as the source. Schedule a daily job to clean the data.

Antwort: A

Begründung:

Topic 8, Mountkrik Games Case 2

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.

307. Frage

You are using Cloud CDN to deliver static HTTP(S) website content hosted on a Compute Engine instance group. You want to improve the cache hit ratio.

What should you do?

- A. Replicate the static content in a Cloud Storage bucket. Point CloudCDN toward a load balancer on that
- **B. Customize the cache keys to omit the protocol from the key.**
- C. Shorten the expiration time of the cached objects.
- D. Make sure the HTTP(S) header "Cache-Region" points to the closest region of your users.

Antwort: B

Begründung:

bucket.

Reference:

Reference https://cloud.google.com/cdn/docs/bestpractices#using_custom_cache_keys_to_improve_cache_hit_ratio

308. Frage

You are developing an application using different microservices that should remain internal to the cluster. You want to be able to configure each microservice with a specific number of replicas.

You also want to be able to address a specific microservice from any other microservice in a uniform way, regardless of the number of replicas the microservice scales to. You need to implement this solution on Google Kubernetes Engine. What should you do?

- **A. Deploy each microservice as a Deployment.**
Expose the Deployment in the cluster using a Service, and use the Service DNS name to address it from other microservices within the cluster.
- B. Deploy each microservice as a Pod.
Expose the Pod in the cluster using an Ingress, and use the Ingress IP address name to address the Pod from other

microservices within the cluster.

- C. Deploy each microservice as a Deployment.
Expose the Deployment in the cluster using an Ingress, and use the Ingress IP address to address the Deployment from other microservices within the cluster.
- D. Deploy each microservice as a Pod.
Expose the Pod in the cluster using a Service, and use the Service DNS name to address the microservice from other microservices within the cluster.

Antwort: A

Begründung:

Microservice as Deployment - used to create replicas as per this request.

DNS name - used as an alias service name for External name which is user for internal requests.

309. Frage

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Unser It-Pruefung bietet erstklassige Informationsressourcen zur IT-Zertifizierung. In It-Pruefung können Sie die Lernhilfe sowie Lernmaterialien finden. Die Fragenkataloge zur Google Professional-Cloud-Architect Prüfung von It-Pruefung werden von den IT-Fachleuten langfristig nach ihren Erfahrungen und Kenntnissen bearbeitet. Unsere Fragenkataloge haben eine hohe Genauigkeit und starke Logik. Benutzen Sie beruhigt unsere Fragenkataloge zur Google Professional-Cloud-Architect Zertifizierung von It-Pruefung. Sie können sich ganz gut auf Ihre Professional-Cloud-Architect Prüfung vorbereiten.

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