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The Google Professional-Cloud-Architect exam covers a wide range of topics, including cloud solution design, GCP infrastructure, data storage and processing, security, compliance, and cost optimization. Candidates are expected to have a deep understanding of GCP services, architecture principles, and best practices for cloud computing. Professional-Cloud-Architect Exam also tests soft skills such as communication, project management, and problem-solving.

Google Certified Professional - Cloud Architect (GCP) Sample Questions (Q262-Q267):

NEW QUESTION # 262

Case Study: 7 - Mountkirk Games

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.

For this question, refer to the Mountkirk Games case study. Mountkirk Games wants you to design a way to test the analytics platform's resilience to changes in mobile network latency.

What should you do?

- A. Create an opt-in beta of the game that runs on players' mobile devices and collects response times from analytics endpoints running in Google Cloud Platform regions all over the world.
- B. Build a test client that can be run from a mobile phone emulator on a Compute Engine virtual machine, and run multiple copies in Google Cloud Platform regions all over the world to generate realistic traffic.
- C. Deploy failure injection software to the game analytics platform that can inject additional latency to mobile client analytics traffic.
- **D. Add the ability to introduce a random amount of delay before beginning to process analytics files uploaded from mobile devices.**

Answer: D

NEW QUESTION # 263

TerramEarth has equipped all connected trucks with servers and sensors to collect telemetry data. Next year they want to use the data to train machine learning models. They want to store this data in the cloud while reducing costs.

What should they do?

- A. Have the vehicle's computer compress the data in hourly snapshots, and store it in a Google Cloud Storage (GCS) Nearline bucket
- B. Push the telemetry data in real-time to a streaming dataflow job that compresses the data, and store it in Cloud Bigtable

- C. Push the telemetry data in real-time to a streaming dataflow job that compresses the data, and store it in Google BigQuery
- **D. Have the vehicle's computer compress the data in hourly snapshots, and store it in a GCS Coldline bucket**

Answer: D

Explanation:

Storage is the best choice for data that you plan to access at most once a year, due to its slightly lower availability, 90-day minimum storage duration, costs for data access, and higher per-operation costs. For example:

Cold Data Storage - Infrequently accessed data, such as data stored for legal or regulatory reasons, can be stored at low cost as Coldline Storage, and be available when you need it.

Disaster recovery - In the event of a disaster recovery event, recovery time is key. Cloud Storage provides low latency access to data stored as Coldline Storage.

References: <https://cloud.google.com/storage/docs/storage-classes>

NEW QUESTION # 264

To reduce costs, the Director of Engineering has required all developers to move their development infrastructure resources from on-premises virtual machines (VMs) to Google Cloud Platform. These resources go through multiple start/stop events during the day and require state to persist. You have been asked to design the process of running a development environment in Google Cloud while providing cost visibility to the finance department. Which two steps should you take? Choose 2 answers

- A. Store all state in Google Cloud Storage, snapshot the persistent disks, and terminate the VM.
- **B. Use the --no-auto-delete flag on all persistent disks and stop the VM.**
- C. Use the -auto-delete flag on all persistent disks and terminate the VM.
- D. Apply VM CPU utilization label and include it in the BigQuery billing export.
- E. Store all state into local SSD, snapshot the persistent disks, and terminate the VM.
- **F. Use Google BigQuery billing export and labels to associate cost to groups.**

Answer: B,F

Explanation:

Explanation: <https://cloud.google.com/billing/docs/how-to/export-data-bigquery>

NEW QUESTION # 265

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

- A. Create a new Kubernetes Engine cluster with the following command: `gcloud alpha container clusters create mycluster --enable-autoscaling --min-nodes=1 --max-nodes=10` and redeploy your application
- B. 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`
- C. Add additional nodes to your Kubernetes Engine cluster using the following command: `gcloud container clusters resize CLUSTER_NAME --size 10`
- **D. Update the existing Kubernetes Engine cluster with the following command: `gcloud alpha container clusters update mycluster --enable-autoscaling --min-nodes=1 --max-nodes=10`**

Answer: D

Explanation:

<https://cloud.google.com/kubernetes-engine/docs/concepts/cluster-autoscaler> To enable autoscaling for an existing node pool, run the following command:

```
gcloud container clusters update [CLUSTER_NAME] --enable-autoscaling --min-nodes 1 --max-nodes 10 --zone [COMPUTE_ZONE] --node-pool default-pool
```

NEW QUESTION # 266

For this question, refer to the Mountkirk Games case study. Mountkirk Games wants to design their solution for the future in order to take advantage of cloud and technology improvements as they become available.

Which two steps should they take? (Choose two.)

- A. Set up a CI/CD pipeline using Jenkins and Spinnaker to automate canary deployments and improve development velocity.
- B. Adopt a schema versioning tool to reduce downtime when adding new game features that require storing additional player data in the database.
- C. Begin packaging their game backend artifacts in container images and running them on Kubernetes Engine to improve the availability to scale up or down based on game activity.
- D. Store as much analytics and game activity data as financially feasible today so it can be used to train machine learning models to predict user behavior in the future.
- E. Implement a weekly rolling maintenance process for the Linux virtual machines so they can apply critical kernel patches and package updates and reduce the risk of 0-day vulnerabilities.

Answer: A,C

NEW QUESTION # 267

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