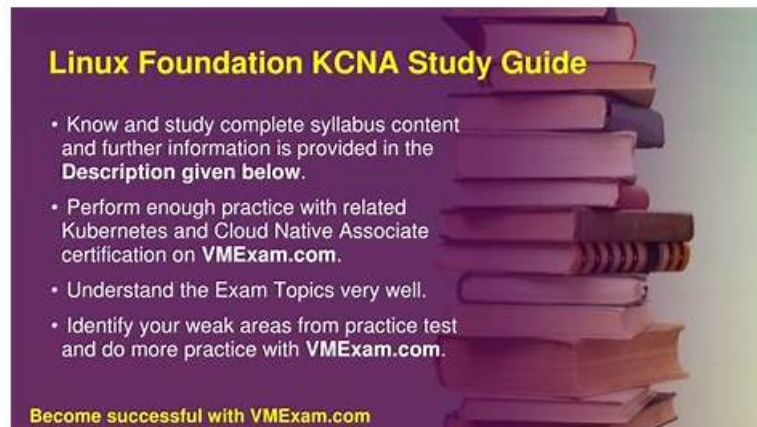


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Linux Foundation Kubernetes and Cloud Native Associate Sample Questions (Q141-Q146):

NEW QUESTION # 141

What is a best practice to minimize the container image size?

- A. Use multistage builds.
- B. Add a build.sh script.
- C. Build images with different tags.
- D. Use a DockerFile.

Answer: A

Explanation:

A proven best practice for minimizing container image size is to use multi-stage builds, so B is correct. Multi-stage builds allow you to separate the "build environment" from the "runtime environment." In the first stage, you can use a full-featured base image (with compilers, package managers, and build tools) to compile your application or assemble artifacts. In the final stage, you copy only the resulting binaries or necessary runtime assets into a much smaller base image (for example, a distroless image or a slim OS image). This dramatically reduces the final image size because it excludes compilers, caches, and build dependencies that are not needed at runtime.

In cloud-native application delivery, smaller images matter for several reasons. They pull faster, which speeds up deployments, rollouts, and scaling events (Pods become Ready sooner). They also reduce attack surface by removing unnecessary packages, which helps security posture and scanning results. Smaller images tend to be simpler and more reproducible, improving reliability across environments.

Option A is not a size-minimization practice: using a Dockerfile is simply the standard way to define how to build an image; it doesn't inherently reduce size. Option C (different tags) changes image identification but not size. Option D (a build script) may help automation, but it doesn't guarantee smaller images; the image contents are determined by what ends up in the layers.

Multi-stage builds are commonly paired with other best practices: choosing minimal base images, cleaning package caches, avoiding copying unnecessary files (use .dockerignore), and reducing layer churn. But among the options, the clearest and most directly correct technique is multi-stage builds.

Therefore, the verified answer is B.

NEW QUESTION # 142

In a serverless computing architecture:

- A. Users of the cloud provider are charged based on the number of requests to a function.
- B. Users should make a reservation to the cloud provider based on an estimation of usage.
- C. Containers serving requests are running in the background in idle status.
- D. Serverless functions are incompatible with containerized functions.

Answer: A

Explanation:

Serverless architectures typically bill based on actual consumption, often measured as number of requests and execution duration (and sometimes memory/CPU allocated), so A is correct. The defining trait is that you don't provision or manage servers directly; the platform scales execution up and down automatically, including down to zero for many models, and charges you for what you use.

Option B is incorrect: many serverless platforms can run container-based workloads (and some are explicitly "serverless containers"). The idea is the operational abstraction and billing model, not incompatibility with containers. Option C is incorrect because "making a reservation based on estimation" describes reserved capacity purchasing, which is the opposite of the typical serverless pay-per-use model. Option D is misleading: serverless systems aim to avoid charging for idle compute; while platforms may keep some warm capacity for latency reasons, the customer-facing model is not "containers running idle in the background." In cloud-native architecture, serverless is often chosen for spiky, event-driven workloads where you want minimal ops overhead and cost efficiency at low utilization. It pairs naturally with eventing systems (queues, pub/sub) and can be integrated with Kubernetes ecosystems via event-driven autoscaling frameworks or managed serverless offerings.

So the correct statement is A: charging is commonly based on requests (and usage), which captures the cost and operational model that differentiates serverless from always-on infrastructure.

NEW QUESTION # 143

Which of the following computing model doesn't require you to provision infrastructure?

- A. None of the above
- B. Compute Engine
- C. Serverless
- D. Virtual Machines
- E. Bare Metal

Answer: C

Explanation:

□

NEW QUESTION # 144

Which of the following options includes valid API versions?

- A. alpha1, beta3, v2
- B. alpha1v1, beta3v3, v2
- C. v1alpha1, v2beta3, 2.0
- **D. v1alpha1, v2beta3, v2**

Answer: D

Explanation:

Kubernetes API versions follow a consistent naming pattern that indicates stability level and versioning. The valid forms include stable versions like v1, and pre-release versions such as v1alpha1, v1beta1, etc. Option C contains valid-looking Kubernetes version strings-v1alpha1, v2beta3, v2-so C is correct.

In Kubernetes, the "v" prefix is part of the standard for API versions. A stable API uses v1, v2, etc. Pre- release APIs include a stability marker: alpha (earliest, most changeable) and beta (more stable but still may change). The numeric suffix (e.g., alpha1, beta3) indicates iteration within that stability stage.

Option A is invalid because strings like alpha1v1 and beta3v3 do not match Kubernetes conventions (the v comes first, and alpha/beta are qualifiers after the version: v1alpha1). Option B is invalid because alpha1 and beta3 are missing the leading version prefix; Kubernetes API versions are not just "alpha1." Option D includes 2.0, which looks like semantic versioning but is not the Kubernetes API version format. Kubernetes uses v2, not 2.0, for API versions.

Understanding this matters because API versions signal compatibility guarantees. Stable APIs are supported for a defined deprecation window, while alpha/beta APIs may change in incompatible ways and can be removed more easily. When authoring manifests, selecting the correct apiVersion ensures the API server accepts your resource and that controllers interpret fields correctly.

Therefore, among the choices, C is the only option comprised of valid Kubernetes-style API version strings.

NEW QUESTION # 145

Which of the following is the correct command to run an nginx deployment with 2 replicas?

- A. `kubectl create nginx deployment --image=nginx --replicas=2`
- **B. `kubectl create deploy nginx --image=nginx --replicas=2`**
- C. `kubectl run deploy nginx --image=nginx --replicas=2`
- D. `kubectl create deploy nginx --image=nginx --count=2`

Answer: B

Explanation:

The correct answer is B: `kubectl create deploy nginx --image=nginx --replicas=2`. This uses `kubectl create deployment` (shorthand `create deploy`) to generate a Deployment resource named `nginx` with the specified container image. The `--replicas=2` flag sets the desired replica count, so Kubernetes will create two Pod replicas (via a ReplicaSet) and keep that number stable.

Option A is incorrect because `kubectl run` is primarily intended to run a Pod (and in older versions could generate other resources, but it's not the recommended/consistent way to create a Deployment in modern `kubectl` usage). Option C is invalid syntax: `kubectl` subcommand order is incorrect; you don't say `kubectl create nginx deployment`. Option D uses a non-existent `--count` flag for Deployment replicas.

From a Kubernetes fundamentals perspective, this question tests two ideas: (1) Deployments are the standard controller for running stateless workloads with a desired number of replicas, and (2) `kubectl create deployment` is a common imperative shortcut for generating that resource. After running the command, you can confirm with `kubectl get deploy nginx`, `kubectl get rs`, and `kubectl get pods -l app=nginx` (label may vary depending on `kubectl` version). You'll see a ReplicaSet created and two Pods brought up. In production, teams typically use declarative manifests (`kubectl apply -f`) or GitOps, but knowing the imperative command is useful for quick labs and validation. The key is that replicas are managed by the controller, not by manually starting containers-Kubernetes reconciles the state continuously.

Therefore, B is the verified correct command.

NEW QUESTION # 146

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