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Professional Cloud Architect

Certification exam guide

A Google Cloud Certified Professional Cloud Architect enables organizations to leverage Google Cloud technologies. Through an understanding of cloud architecture and Google technology, this individual designs, develops, and manages robust, secure, scalable, highly available, and dynamic solutions to drive business objectives. The Cloud Architect should be proficient in all aspects of enterprise cloud strategy, solution design, and architectural best practices. The Cloud Architect should also be experienced in software development methodologies and approaches including multi-tiered distributed applications which span multicloud or hybrid environments.

Case studies

During the exam for the Cloud Architect Certification, some of the questions may refer you to a case study that describes a fictitious business and solution concept. These case studies are intended to provide additional context to help you choose your answers. Review the case studies that may be used in the exam.

[EHR Healthcare](#)
[Helicopter Racing League](#)
[Mountkirk Games](#)
[TerramEarth](#)

Section 1: Designing and planning a cloud solution architecture (~24% of the exam)

1.1 Designing a solution infrastructure that meets business requirements. Considerations include:

- Business use cases and product strategy
- Cost optimization
- Supporting the application design
- Integration with external systems
- Movement of data
- Design decision trade-offs
- Build, buy, modify, or deprecate

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Nowadays, the Professional-Cloud-Architect certificate is popular among job seekers. After all, the enormous companies attach great importance to your skills. If you can obtain the Professional-Cloud-Architect certificate, you will have the greatest chance to get the job. So you need to improve yourself during your spare time. Maybe you are always worrying that you are too busy to prepare for an exam, but our Professional-Cloud-Architect Training Materials will help you obtain the certification in the least time for the advantage of high-efficiency.

Passing the Google Professional-Cloud-Architect exam is a significant achievement for IT professionals who want to demonstrate their expertise in cloud architecture and Google Cloud technologies. It opens up a wide range of career opportunities in cloud computing, including roles such as cloud architect, cloud engineer, cloud consultant, and cloud solutions architect. Google Certified Professional - Cloud Architect (GCP) certification is recognized globally as a mark of excellence in cloud architecture and is highly regarded by employers in the IT industry.

The Google Professional-Cloud-Architect exam is designed for professionals with experience in cloud architecture and a deep understanding of the Google Cloud Platform. Professional-Cloud-Architect Exam covers a wide range of topics, including cloud architecture, design, security, networking, data processing, and business continuity. Professional-Cloud-Architect exam is challenging and requires a deep understanding of the Google Cloud Platform to pass.

Google Professional-Cloud-Architect certification is highly valued in the industry and is recognized by many organizations as a standard for cloud architects. Google Certified Professional - Cloud Architect (GCP) certification validates the skills of an individual in designing, developing, and managing solutions using Google Cloud technologies. It also demonstrates the candidate's ability to

design solutions that are highly available, scalable, and secure.

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Google Certified Professional - Cloud Architect (GCP) Sample Questions (Q214-Q219):

NEW QUESTION # 214

For this question, refer to the Dress4Win case study. Considering the given business requirements, how would you automate the deployment of web and transactional data layers?

- A. Deploy Nginx and Tomcat using Cloud Deployment Manager to Compute Engine. Deploy a Cloud SQL server to replace MySQL. Deploy Jenkins using Cloud Deployment Manager.
- B. Migrate Nginx and Tomcat to App Engine. Deploy a Cloud Datastore server to replace the MySQL server in a high-availability configuration. Deploy Jenkins to Compute Engine using Cloud Launcher.
- C. Deploy Nginx and Tomcat using Cloud Launcher. Deploy a MySQL server using Cloud Launcher. Deploy Jenkins to Compute Engine using Cloud Deployment Manager scripts.
- D. Migrate Nginx and Tomcat to App Engine. Deploy a MySQL server using Cloud Launcher. Deploy Jenkins to Compute Engine using Cloud Launcher.

Answer: A

NEW QUESTION # 215

Your development teams release new versions of games running on Google Kubernetes Engine (GKE) daily.

You want to create service level indicators (SLIs) to evaluate the quality of the new versions from the user's perspective. What should you do?

- A. Create Request Latency and Error Rate as service level indicators.
- B. Create GKE CPU Utilization and Memory Utilization as service level indicators.
- C. Create CPU Utilization and Request Latency as service level indicators.
- D. Create Server Uptime and Error Rate as service level indicators.

Answer: A

Explanation:

Topic 10, Helicopter Racing League

Company Overview

Helicopter Racing League (HRL) is a global sports league for competitive helicopter racing. Each year HRL holds the world championship and several regional league competitions where teams compete to earn a spot in the world championship. HRL offers a paid service to stream the races all over the world with live telemetry and predictions throughout each race.

Solution concept

HRL wants to migrate their existing service to a new platform to expand their use of managed AI and ML services to facilitate race predictions. Additionally, as new fans engage with the sport, particularly in emerging regions, they want to move the serving of their content, both real-time and recorded, closer to their users.

Existing technical environment

HRL is a public cloud-first company; the core of their mission-critical applications runs on their current public cloud provider. Video recording and editing is performed at the race tracks, and the content is encoded and transcoded, where needed, in the cloud.

Enterprise-grade connectivity and local compute is provided by truck-mounted mobile data centers. Their race prediction services

are hosted exclusively on their existing public cloud provider. Their existing technical environment is as follows:

Existing content is stored in an object storage service on their existing public cloud provider.

Video encoding and transcoding is performed on VMs created for each job.

Race predictions are performed using TensorFlow running on VMs in the current public cloud provider.

Business Requirements

HRL's owners want to expand their predictive capabilities and reduce latency for their viewers in emerging markets. Their requirements are:

Support ability to expose the predictive models to partners.

Increase predictive capabilities during and before races:

* Race results

* Mechanical failures

* Crowd sentiment

Increase telemetry and create additional insights.

Measure fan engagement with new predictions.

Enhance global availability and quality of the broadcasts.

Increase the number of concurrent viewers.

Minimize operational complexity.

Ensure compliance with regulations.

Create a merchandising revenue stream.

Technical Requirements

Maintain or increase prediction throughput and accuracy.

Reduce viewer latency.

Increase transcoding performance.

Create real-time analytics of viewer consumption patterns and engagement.

Create a data mart to enable processing of large volumes of race data.

Executive statement

Our CEO, S. Hawke, wants to bring high-adrenaline racing to fans all around the world. We listen to our fans, and they want enhanced video streams that include predictions of events within the race (e.g., overtaking). Our current platform allows us to predict race outcomes but lacks the facility to support real-time predictions during races and the capacity to process season-long results.

NEW QUESTION # 216

A lead engineer wrote a custom tool that deploys virtual machines in the legacy data center. He wants to migrate the custom tool to the new cloud environment. You want to advocate for the adoption of Google Cloud Deployment Manager.

What are two business risks of migrating to Cloud Deployment Manager? Choose 2 answers.

- A. Cloud Deployment Manager requires a Google APIs service account to run
- B. Cloud Deployment Manager only supports automation of Google Cloud resources
- C. Cloud Deployment Manager can be used to permanently delete cloud resources
- D. Cloud Deployment Manager uses Python
- E. Cloud Deployment Manager is unfamiliar to the company's engineers
- F. Cloud Deployment Manager APIs could be deprecated in the future

Answer: B,F

Explanation:

Explanation/Reference:

Explanation:

What are two business risks of migrating to Cloud Deployment Manager?

Risk 1 Cloud Deployment Manager APIs could be deprecated in the future.

Risk 2 Cloud Deployment Manager only supports automation of Google Cloud resources.

NEW QUESTION # 217

For this question, refer to the Mountkirk Games case study

Mountkirk Games needs to create a repeatable and configurable mechanism for deploying isolated application environments.

Developers and testers can access each other's environments and resources, but they cannot access staging or production resources.

The staging environment needs access to some services from production.

What should you do to isolate development environments from staging and production?

- A. Create one subnetwork for development and another for staging and production.
- **B. Create one project for development, a second for staging and a third for production.**
- C. Create a network for development and test and another for staging and production.
- D. Create a project for development and test and another for staging and production.

Answer: B

Explanation:

Topic 1, Mountkirk Games Case Study

Company Overview

Mountkirk Games makes online, session-based, multiplayer games for the most popular mobile platforms.

Company Background

Mountkirk Games builds all of their games with some server-side integration and has historically used cloud providers to lease physical servers. A few of their games were more popular than expected, and they had problems scaling their application servers, MySQL databases, and analytics tools.

Mountkirk's 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.

Technical Requirements

Requirements for Game Backend Platform

1. Dynamically scale up or down based on game activity.
2. Connect to a managed NoSQL database service.
3. Run customized Linx distro.

Requirements for Game Analytics Platform

1. Dynamically scale up or down based on game activity.
2. Process incoming data on the fly directly from the game servers.
3. Process data that arrives late because of slow mobile networks.
4. Allow SQL queries to access at least 10 TB of historical data.
5. Process files that are regularly uploaded by users' mobile devices.
6. Use only fully managed services

CEO 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 games to target users.

CTO Statement

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.

CFO Statement

We are not capturing enough user demographic data usage metrics, and other KPIs. As a result, we do not engage the right users. We are not confident that our marketing is targeting the right users, and we are not selling enough premium Blast-Ups inside the games, which dramatically impacts our revenue.

NEW QUESTION # 218

To speed up data retrieval, more vehicles will be upgraded to cellular connections and be able to transmit data to the ETL process. The current FTP process is error-prone and restarts the data transfer from the start of the file when connections fail, which happens often. You want to improve the reliability of the solution and minimize data transfer time on the cellular connections.

What should you do?

- A. Directly transfer the files to different Google Cloud Multi-Regional Storage bucket locations in US, EU, and Asia using Google APIs over HTTP(S). Run the ETL process using the data in the bucket
- **B. Directly transfer the files to a different Google Cloud Regional Storage bucket location in US, EU, and Asia using Google APIs over HTTP(S). Run the ETL process to retrieve the data from each Regional bucket**
- C. Use multiple Google Container Engine clusters running FTP servers located in different regions. Save the data to Multi-Regional buckets in US, EU, and Asia. Run the ETL process using the data in the bucket

