

# Quiz Marvelous Professional-Cloud-Architect - Reliable Google Certified Professional - Cloud Architect (GCP) Exam Vce



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## New Professional-Cloud-Architect Exam Objectives - Professional-Cloud-Architect Test Simulator Online

Due to busy routines, applicants of the Google Certified Professional - Cloud Architect (GCP) (Professional-Cloud-Architect) exam need real Google Certified Professional - Cloud Architect (GCP) (Professional-Cloud-Architect) exam questions. When they don't study with updated Google Professional-Cloud-Architect practice test questions, they fail and lose money. If you want to save your resources, choose updated and actual Google Certified Professional - Cloud Architect (GCP) (Professional-Cloud-Architect) exam questions of Pass4training.

## Google Certified Professional - Cloud Architect (GCP) Sample Questions (Q203-Q208):

### NEW QUESTION # 203

For this question, refer to the EHR Healthcare case study. You are a developer on the EHR customer portal team. Your team recently migrated the customer portal application to Google Cloud. The load has increased on the application servers, and now the application is logging many timeout errors. You recently incorporated Pub/Sub into the application architecture, and the application is not logging any Pub/Sub publishing errors.

You want to improve publishing latency. What should you do?

- A. Increase the Pub/Sub Total Timeout retry value.
- B. Create a backup Pub/Sub message queue.
- C. Move from a Pub/Sub subscriber pull model to a push model.
- D. Turn off Pub/Sub message batching.

### Answer: D

Explanation:

<https://cloud.google.com/pubsub/docs/publisher?hl=en#batching>

### NEW QUESTION # 204

For this question, refer to the Dress4Win case study.

Dress4Win has asked you for advice on how to migrate their on-premises MySQL deployment to the cloud. They want to minimize downtime and performance impact to their on-premises solution during the migration. Which approach should you recommend?

- A. Create a new MySQL cluster in the cloud, configure applications to begin writing to both on-premises and cloud MySQL masters, and destroy the original cluster at cutover.
- B. Create a dump of the MySQL replica server into the cloud environment, load it into: Google Cloud Datastore, and configure applications to read/write to Cloud Datastore at cutover.
- C. Setup a MySQL replica server/slave in the cloud environment, and configure it for asynchronous replication from the MySQL master server on-premises until cutover.
- D. Create a dump of the on-premises MySQL master server, and then shut it down, upload it to the cloud environment, and load into a new MySQL cluster.

### Answer: C

### NEW QUESTION # 205

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 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.
- B. 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.
- C. 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.
- D. 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.

### Answer: D

### NEW QUESTION # 206

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

Mountkirk Games has deployed their new backend on Google Cloud Platform (GCP). You want to create a thorough testing process for new versions of the backend before they are released to the public. You want the testing environment to scale in an

economical way. How should you design the process?

- A. Use the existing infrastructure to test the GCP-based backend at scale.
- B. Create a set of static environments in GCP to test different levels of load - for example, high, medium, and low.
- C. Build stress tests into each component of your application using resources internal to GCP to simulate load.
- D. **Create a scalable environment in GCP for simulating production load.**

#### **Answer: D**

Explanation:

Explanation

From scenario: Requirements for Game Backend Platform

\* Dynamically scale up or down based on game activity

\* Connect to a managed NoSQL database service

\* Run customize Linux distro

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 game 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.

Topic 1, 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 lower 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.

### NEW QUESTION # 207

For this question refer to the TerramEarth case study.

Which of TerramEarth's legacy enterprise processes will experience significant change as a result of increased Google Cloud Platform adoption.

- A. Data Center expansion, TCO calculations, utilization measurement
- B. Opex/capex allocation, LAN changes, capacity planning
- C. Capacity planning, TCO calculations, opex/capex allocation
- D. Capacity planning, utilization measurement, data center expansion

**Answer: C**

### NEW QUESTION # 208

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