

# **Professional-Cloud-Architect Valid Vce Dumps Offer You The Best Pass4sure Exam Prep to pass Google Certified Professional - Cloud Architect (GCP) exam**



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The GCP exam is a highly respected certification that is recognized globally. Google Certified Professional - Cloud Architect (GCP) certification is awarded to individuals who have demonstrated an in-depth understanding of the GCP platform and are able to design and implement cloud-based solutions that meet the needs of businesses and organizations. Google Certified Professional - Cloud Architect (GCP) certification exam covers a range of topics including cloud architecture, infrastructure, security, data management, and application development.

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## Google Certified Professional - Cloud Architect (GCP) Sample Questions (Q150-Q155):

### NEW QUESTION # 150

You are using Cloud Shell and need to install a custom utility for use in a few weeks. Where can you store the file so it is in the default execution path and persists across sessions?

- A. /google/scripts
- B. Cloud Storage
- C. ~/bin
- D. /usr/local/bin

**Answer: D**

Explanation:

<https://medium.com/google-cloud/no-localhost-no-problem-using-google-cloud-shell-as-my-full-time-development-environment-22d5a1942439>

### NEW QUESTION # 151

Your company wants to track whether someone is present in a meeting room reserved for a scheduled meeting. There are 1000 meeting rooms across 5 offices on 3 continents. Each room is equipped with a motion sensor that reports its status every second. The data from the motion detector includes only a sensor ID and several different discrete items of information. Analysts will use this data, together with information about account owners and office locations.

Which database type should you use?

- A. Flat file
- B. Relational
- C. NoSQL
- D. Blobstore

**Answer: C**

Explanation:

Relational databases were not designed to cope with the scale and agility challenges that face modern applications, nor were they built to take advantage of the commodity storage and processing power available today.

NoSQL fits well for:

- \* Developers are working with applications that create massive volumes of new, rapidly changing data types
- structured, semi-structured, unstructured and polymorphic data.

Incorrect Answers:

D: The Blobstore API allows your application to serve data objects, called blobs, that are much larger than the size allowed for objects in the Datastore service. Blobs are useful for serving large files, such as video or image files, and for allowing users to upload large data files.

Reference: <https://www.mongodb.com/nosql-explained>

### NEW QUESTION # 152

You have developed an application using Cloud ML Engine that recognizes famous paintings from uploaded images. You want to test the application and allow specific people to upload images for the next 24 hours. Not all users have a Google Account. How should you have users upload images?

- A. Create an App Engine web application where users can upload images for the next 24 hours. Authenticate users via Cloud Identity.
- B. Have users upload the images to Cloud Storage. Protect the bucket with a password that expires after 24 hours.
- C. Create an App Engine web application where users can upload images. Configure App Engine to disable the application after 24 hours. Authenticate users via Cloud Identity.
- D. Have users upload the images to Cloud Storage using a signed URL that expires after 24 hours.

**Answer: B**

Explanation:

Reference:

<https://cloud.google.com/blog/products/storage-data-transfer/uploading-images-directly-to-cloud-storage-by-using-signed-url>

### NEW QUESTION # 153

You want to automate the creation of a managed instance group and a startup script to install the OS package dependencies. You want to minimize the startup time for VMs in the instance group.

What should you do?

- A. Use Deployment Manager to create the managed instance group and Ansible to install the OS package dependencies.
- B. Use Puppet to create the managed instance group and install the OS package dependencies.
- C. Create a custom VM image with all OS package dependencies. Use Deployment Manager to create the managed instance group with the VM image.
- D. Use Terraform to create the managed instance group and a startup script to install the OS package dependencies.

**Answer: A**

### NEW QUESTION # 154

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. You are in charge of the new Game Backend Platform architecture. The game communicates with the backend over a REST API.

You want to follow Google-recommended practices. How should you design the backend?

- A. Create an instance template for the backend. For every region, deploy it on a single-zone managed instance group. Use an

L7 load balancer.

- B. Create an instance template for the backend. For every region, deploy it on a multi-zone managed instance group. Use an L7 load balancer.
- C. Create an instance template for the backend. For every region, deploy it on a multi-zone managed instance group. Use an L4 load balancer.
- D. Create an instance template for the backend. For every region, deploy it on a single-zone managed instance group. Use an L4 load balancer.

**Answer: B**

## NEW QUESTION # 155

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