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Linux Foundation Kubernetes and Cloud Native Associate Sample Questions (Q154-Q159):

NEW QUESTION # 154

At which layer would distributed tracing be implemented in a cloud native deployment?

- **A. Application**
- B. Network
- C. Database
- D. Infrastructure

Answer: A

Explanation:

Distributed tracing is implemented primarily at the application layer, so B is correct. The reason is simple: tracing is about capturing the end-to-end path of a request as it traverses services, libraries, queues, and databases. That "request context" (trace ID, span ID, baggage) must be created, propagated, and enriched as code executes. While infrastructure components (proxies, gateways, service

meshes) can generate or augment trace spans, the fundamental unit of tracing is still tied to application operations (an HTTP handler, a gRPC call, a database query, a cache lookup).

In Kubernetes-based microservices, distributed tracing typically uses standards like OpenTelemetry for instrumentation and context propagation. Application frameworks emit spans for key operations, attach attributes (route, status code, tenant, retry count), and propagate context via headers (e.g., W3C Trace Context). This is what lets you reconstruct "Service A → Service B → Service C" for one user request and identify the slow or failing hop.

Why other layers are not the best answer:

Network focuses on packets/flows, but tracing is not a packet-capture problem; it's a causal request-path problem across services.

Database spans are part of traces, but tracing is not "implemented in the database layer" overall; DB spans are one component.

Infrastructure provides the platform and can observe traffic, but without application context it can't fully represent business operations (and many useful attributes live in app code).

So the correct layer for "where tracing is implemented" is the application layer—even when a mesh or proxy helps, it's still describing application request execution across components.

NEW QUESTION # 155

You are using Prometheus to monitor your Kubernetes cluster. You notice that several pods are experiencing high memory usage. You want to investigate further to determine which containers within these pods are consuming the most memory. How can you effectively use Prometheus to identify these memory-intensive containers?

- **A. Filter Prometheus queries by container name and sort by memory usage to pinpoint the memory-intensive containers.**
- B. Utilize the metric to identify pods that are not ready due to memory constraints.
- **C. Use the 'kube_pod_container_status_memory_usage_bytes' metric to analyze the actual memory usage of each container.**
- D. Use the metric to identify the requested memory limits for each container.
- E. Utilize the `restart_count` metric to identify containers that are frequently restarting due to memory pressure.

Answer: A,C

Explanation:

Both options B and D provide effective solutions for identifying memory-intensive containers. Option B allows you to directly analyze the 'kube_pod_container_status_memory_usage_bytes' metric, which provides the actual memory usage of each container within the pod. Option D suggests filtering Prometheus queries by container name and sorting by memory usage, enabling you to easily pinpoint containers with the highest memory consumption. While option A provides information about requested memory limits, it doesn't directly reflect the actual memory usage. Options C and E are not directly relevant to identifying memory-intensive containers.

NEW QUESTION # 156

You have a Kubernetes Deployment that defines 3 replicas of your application. During a deployment, one of the replicas fails to start. What happens to the deployment?

- **A. Kubernetes automatically restarts the failed replica.**
- B. The deployment continues, but with only 2 healthy replicas.
- C. The deployment fails and rolls back to the previous version.
- D. The deployment scales down to 2 replicas.
- E. The deployment remains in a failed state.

Answer: A

Explanation:

Kubernetes' self-healing capabilities ensure high availability. If a pod fails, Kubernetes will automatically restart it, attempting to bring the deployment back to the desired replica count.

NEW QUESTION # 157

Which persona is normally responsible for defining, testing, and running an incident management process?

- **A. Site Reliability Engineers**
- B. Project Managers
- C. Application Developers

- D. Quality Engineers

Answer: A

Explanation:

The role most commonly responsible for defining, testing, and running an incident management process is Site Reliability Engineers (SREs), so A is correct. SRE is an operational engineering discipline focused on ensuring reliability, availability, and performance of services in production. Incident management is a core part of that mission: when outages or severe degradations occur, someone must coordinate response, restore service quickly, and then drive follow-up improvements to prevent recurrence.

In cloud native environments (including Kubernetes), incident response involves both technical and process elements. On the technical side, SREs ensure observability is in place-metrics, logs, traces, dashboards, and actionable alerts-so incidents can be detected and diagnosed quickly. They also validate operational readiness: runbooks, escalation paths, on-call rotations, and post-incident review practices. On the process side, SREs often establish severity classifications, response roles (incident commander, communications lead, subject matter experts), and "game day" exercises or simulated incidents to test preparedness.

Project managers may help coordinate schedules and communication for projects, but they are not typically the owners of operational incident response mechanics. Application developers are crucial participants during incidents, especially for debugging application-level failures, but they are not usually the primary maintainers of the incident management framework. Quality engineers focus on testing and quality assurance, and while they contribute to preventing defects, they are not usually the owners of real-time incident operations.

In Kubernetes specifically, incidents often span multiple layers: workload behavior, cluster resources, networking, storage, and platform dependencies. SREs are positioned to manage the cross-cutting operational view and to continuously improve reliability through error budgets, SLOs/SLIs, and iterative hardening. That's why the correct persona is Site Reliability Engineers.

NEW QUESTION # 158

In Prometheus, what is the purpose of recording rules and how do they differ from alerting rules?

- A. Recording rules define data aggregation and analysis, while alerting rules focus on time-series data visualization.
- **B. Recording rules create new time series based on existing metrics, while alerting rules trigger notifications based on metric conditions.**
- C. Recording rules are primarily used for troubleshooting, while alerting rules are used for proactive issue detection.
- D. Recording rules and alerting rules are interchangeable and can be used for similar purposes.
- E. Recording rules are used for data storage optimization, while alerting rules are used for system performance monitoring.

Answer: B

Explanation:

Recording rules transform existing time series data into new, calculated metrics. Alerting rules, on the other hand, trigger notifications when certain metric conditions are met. Recording rules are used for data pre-processing, while alerting rules focus on proactive monitoring.

NEW QUESTION # 159

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