

# **Professional-Cloud-DevOps-Engineer - Google Cloud Certified - Professional Cloud DevOps Engineer Exam- Trustable Accurate Prep Material**



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## **Google Cloud Certified - Professional Cloud DevOps Engineer Exam Sample**

## Questions (Q114-Q119):

### NEW QUESTION # 114

Your team is building a service that performs compute-heavy processing on batches of data. The data is processed faster based on the speed and number of CPUs on the machine. These batches of data vary in size and may arrive at any time from multiple third-party sources. You need to ensure that third parties are able to upload their data securely. You want to minimize costs while ensuring that the data is processed as quickly as possible. What should you do?

- A. \* Provide a secure file transfer protocol (SFTP) server on a Compute Engine instance so that third parties can upload batches of data and provide appropriate credentials to the server
  - \* Create a Cloud Function with a `google.storage.object.finalize` Cloud Storage trigger. Write code so that the function can scale up a Compute Engine autoscaling managed instance group
  - \* Use an image pre-loaded with the data processing software that terminates the instances when processing completes
- B. \* Provide a Cloud Storage bucket so that third parties can upload batches of data, and provide appropriate Identity and Access Management (IAM) access to the bucket
  - \* Use Cloud Monitoring to detect new batches of data in the bucket and trigger a Cloud Function that processes the data
  - \* Set a Cloud Function to use the largest CPU possible to minimize the runtime of the processing
- C. \* Provide a Cloud Storage bucket so that third parties can upload batches of data, and provide appropriate Identity and Access Management (IAM) access to the bucket
  - \* Use a standard Google Kubernetes Engine (GKE) cluster and maintain two services: one that processes the batches of data and one that monitors Cloud Storage for new batches of data
  - \* Stop the processing service when there are no batches of data to process
- D. \* Provide a Cloud Storage bucket so that third parties can upload batches of data, and provide appropriate Identity and Access Management (IAM) access to the bucket
  - \* Create a Cloud Function with a `google.storage.object.finalise` Cloud Storage trigger. Write code so that the function can scale up a Compute Engine autoscaling managed instance group
  - \* Use an image pre-loaded with the data processing software that terminates the instances when processing completes

### Answer: D

Explanation:

Explanation

The best option for ensuring that third parties are able to upload their data securely and minimizing costs while ensuring that the data is processed as quickly as possible is to provide a Cloud Storage bucket so that third parties can upload batches of data, and provide appropriate Identity and Access Management (IAM) access to the bucket; create a Cloud Function with a `google.storage.object.finalize` Cloud Storage trigger; write code so that the function can scale up a Compute Engine autoscaling managed instance group; use an image pre-loaded with the data processing software that terminates the instances when processing completes. A Cloud Storage bucket is a resource that allows you to store and access data in Google Cloud. You can provide a Cloud Storage bucket so that third parties can upload batches of data securely and conveniently. You can also provide appropriate IAM access to the bucket by using roles and policies to control who can read or write data to the bucket. A Cloud Function is a serverless function that executes code in response to an event, such as a change in a Cloud Storage bucket. A `google.storage.object.finalize` trigger is a type of trigger that fires when a new object is created or an existing object is overwritten in a Cloud Storage bucket. You can create a Cloud Function with a `google.storage.object.finalize` trigger so that the function runs whenever a new batch of data is uploaded to the bucket. You can write code so that the function can scale up a Compute Engine autoscaling managed instance group, which is a group of VM instances that automatically adjusts its size based on load or custom metrics. You can use an image pre-loaded with the data processing software that terminates the instances when processing completes, which means that the instances only run when there is data to process and stop when they are done. This way, you can minimize costs while ensuring that the data is processed as quickly as possible.

### NEW QUESTION # 115

You support a high-traffic web application and want to ensure that the home page loads in a timely manner. As a first step, you decide to implement a Service Level Indicator (SLI) to represent home page request latency with an acceptable page load time set to 100 ms. What is the Google-recommended way of calculating this SLI?

- A. Count the number of home page requests that load in under 100 ms. and then divide by the total number of all web application requests.
- B. Bucketize the request latencies into ranges, and then compute the median and 90th percentiles.
- C. Bucketize the request latencies into ranges, and then compute the percentile at 100 ms.
- D. Count the number of home page requests that load in under 100 ms, and then divide by the total number of home page requests.

**Answer: D**

#### **NEW QUESTION # 116**

You are using Terraform to manage infrastructure as code within a CI/CD pipeline. You notice that multiple copies of the entire infrastructure stack exist in your Google Cloud project, and a new copy is created each time a change to the existing infrastructure is made. You need to optimize your cloud spend by ensuring that only a single instance of your infrastructure stack exists at a time. You want to follow Google-recommended practices. What should you do?

- A. Verify that the pipeline is storing and retrieving the `terraform.tfstate` file from a source control
- B. Create a new pipeline to delete old infrastructure stacks when they are no longer needed
- C. Update the pipeline to remove any existing infrastructure before you apply the latest configuration
- D. **Confirm that the pipeline is storing and retrieving the `terraform.tfstate` file from Cloud Storage with the Terraform gcs backend**

**Answer: D**

Explanation:

Explanation

The best option for optimizing your cloud spend by ensuring that only a single instance of your infrastructure stack exists at a time is to confirm that the pipeline is storing and retrieving the `terraform.tfstate` file from Cloud Storage with the Terraform gcs backend. The `terraform.tfstate` file is a file that Terraform uses to store the current state of your infrastructure. The Terraform gcs backend is a backend type that allows you to store the `terraform.tfstate` file in a Cloud Storage bucket. By using the Terraform gcs backend, you can ensure that your pipeline has access to the latest state of your infrastructure and avoid creating multiple copies of the entire infrastructure stack.

#### **NEW QUESTION # 117**

You are on-call for an infrastructure service that has a large number of dependent systems. You receive an alert indicating that the service is failing to serve most of its requests and all of its dependent systems with hundreds of thousands of users are affected. As part of your Site Reliability Engineering (SRE) incident management protocol, you declare yourself Incident Commander (IC) and pull in two experienced people from your team as Operations Lead (OLJ) and Communications Lead (CL). What should you do next?

- A. **Establish a communication channel where incident responders and leads can communicate with each other.**
- B. Look for ways to mitigate user impact and deploy the mitigations to production.
- C. Start a postmortem, add incident information, circulate the draft internally, and ask internal stakeholders for input.
- D. Contact the affected service owners and update them on the status of the incident.

**Answer: A**

#### **NEW QUESTION # 118**

You are analyzing Java applications in production. All applications have Cloud Profiler and Cloud Trace installed and configured by default. You want to determine which applications need performance tuning. What should you do?

Choose 2 answers

- A. Examine the wall-clock time and the CPU time of the application. If the difference is substantial, increase the memory resource allocation.
- B. Examine the heap usage of the application. If the usage is low, mark the application for optimization.
- C. **O Examine the latency time, the wall-clock time, and the CPU time of the application. If the latency time is slowly burning down the error budget, and the difference between wall-clock time and CPU time is minimal, mark the application for optimization.**
- D. Examine the wall-clock time and the CPU time of the application. If the difference is substantial, increase the CPU resource allocation.
- E. 17 Examine the wall-clock time and the CPU time of the application. If the difference is substantial, increase the local disk storage allocation.

**Answer: C,D**

Explanation:

The correct answers are A and D.

Examine the wall-clock time and the CPU time of the application. If the difference is substantial, increase the CPU resource allocation. This is a good way to determine if the application is CPU-bound, meaning that it spends more time waiting for the CPU than performing actual computation. Increasing the CPU resource allocation can improve the performance of CPU-bound applications1.

Examine the latency time, the wall-clock time, and the CPU time of the application. If the latency time is slowly burning down the error budget, and the difference between wall-clock time and CPU time is minimal, mark the application for optimization. This is a good way to determine if the application is I/O-bound, meaning that it spends more time waiting for input/output operations than performing actual computation.

Increasing the CPU resource allocation will not help I/O-bound applications, and they may need optimization to reduce the number or duration of I/O operations2.

Answer B is incorrect because increasing the memory resource allocation will not help if the application is CPU-bound or I/O-bound. Memory allocation affects how much data the application can store and access in memory, but it does not affect how fast the application can process that data.

Answer C is incorrect because increasing the local disk storage allocation will not help if the application is CPU-bound or I/O-bound. Disk storage affects how much data the application can store and access on disk, but it does not affect how fast the application can process that data.

Answer E is incorrect because examining the heap usage of the application will not help to determine if the application needs performance tuning. Heap usage affects how much memory the application allocates for dynamic objects, but it does not affect how fast the application can process those objects. Moreover, low heap usage does not necessarily mean that the application is inefficient or unoptimized.

## NEW QUESTION # 119

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