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ECCouncil 312-97 Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none">Understanding DevOps Culture: This module introduces DevOps principles, covering cultural and technical foundations that emphasize collaboration between development and operations teams. It addresses automation, CICD practices, continuous improvement, and the essential communication patterns needed for faster, reliable software delivery.
Topic 2	<ul style="list-style-type: none">DevSecOps Pipeline - Build and Test Stage: This module explores integrating automated security testing into build and testing processes through CI pipelines. It covers SAST and DAST approaches to identify and address vulnerabilities early in development.
Topic 3	<ul style="list-style-type: none">DevSecOps Pipeline - Operate and Monitor Stage: This module focuses on securing operational environments and implementing continuous monitoring for security incidents. It covers logging, monitoring, incident response, and SIEM tools for maintaining security visibility and threat identification.
Topic 4	<ul style="list-style-type: none">DevSecOps Pipeline - Code Stage: This module discusses secure coding practices and security integration within the development process and IDE. Developers learn to write secure code using static code analysis tools and industry-standard secure coding guidelines.

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ECCouncil EC-Council Certified DevSecOps Engineer (ECDE) Sample

Questions (Q74-Q79):

NEW QUESTION # 74

(Elizabeth Moss has been working as a DevSecOps engineer in an IT company located in San Diego, California. Due to the robust security and cost-effective service provided by AWS, her organization transferred all the workloads from on-prem to AWS cloud in 2017. Elizabeth would like to prevent committing AWS keys into repositories; therefore, she created a global git-templates directory using command line. Then, she created another directory, named it as hooks, wherein she created a file named pre-commit. In the pre-commit file, Elizabeth pasted the script that would prevent committing AWS keys into the repositories. She would like to ensure that the hook is executable. Which of the following command should Elizabeth run to make sure that the pre-commit hook is executable?)

- A. chmod a+e ~/.git-templates/hooks/pre-commit.
- B. chmod a+x ~/.git-templates/hooks/pre-commit.
- C. chmod a+x ~/.hooks/git-templates/pre-commit.
- D. chmod a+e ~/.hooks/git-templates/pre-commit.

Answer: B

Explanation:

Git hooks must have executable permissions to run automatically during Git operations such as commits. The standard way to make a file executable on Unix-like systems is by using the chmod command with the +x flag. In Elizabeth's setup, the pre-commit hook is located in the ~/.git-templates/hooks/ directory, so the correct command is chmod a+x ~/.git-templates/hooks/pre-commit. The a+x option grants execute permission to all users, ensuring that the hook runs regardless of the user context. Options using +e are invalid because e is not a recognized permission flag. Ensuring that the hook is executable during the Code stage helps prevent accidental exposure of AWS credentials by enforcing security checks before commits are finalized.

NEW QUESTION # 75

(Walter O'Brien recently joined as a junior DevSecOps engineer in an IT company located in Lansing, Michigan. His organization develops robotic process automation software for various clients stretched across the globe. Walter's team leader asked him to configure username and user email for git in VS Code.

Therefore, he opened Visual Studio Code IDE console, then clicked on Terminal tab and selected New terminal. Which of the following command should Walter execute in the terminal to configure username and user email for git in VS Code?)

- A. get config --global user-name "walter username for git"
get config --global user-email "walter email address used for git".
- B. get config --global user.name "walter username for git"
get config -global user.email "walter email address used for git".
- C. get config --global user_name "walter username for git"
get config --global user_email "walter email address used for git".
- D. get git config --global user.name "walter username for git"
get git config -global user.email "walter email address used for git".

Answer: B

Explanation:

Git requires developers to configure their identity using two specific configuration keys: user.name and user.email. These values are embedded into every commit and are essential for accountability, auditing, and collaboration. The correct configuration syntax uses dot-separated key names (user.name and user.email) and the --global flag to apply the settings across all repositories on the system. Among the provided options, only option B uses the correct configuration keys. The other options use invalid key names such as user-name, user_name, or incorrect command structure. Although the options display a minor command typo ("get config" instead of git config), the question is clearly testing knowledge of the correct Git configuration keys.

Configuring Git identity in the Code stage ensures accurate commit history and supports traceability across the DevSecOps pipeline.

NEW QUESTION # 76

(Sandra Oliver joined SinClare Soft Pvt. Ltd. as a DevSecOps engineer in January of 2010. Her organization develops software and web applications related to the healthcare industry. Using IAST runtime security testing technology, she is detecting and diagnosing security issues in applications and APIs. The IAST solution used by Sandra encompasses a web scanner with an agent that works inside the server that hosts the application to provide additional analysis details such as the location of the vulnerability in the

application code. Based on the given information, which of the following IAST solutions is Sandra using?)

- A. Passive IAST.
- B. Active IAST.
- C. Semi-passive IAST.
- D. **Semi-active IAST.**

Answer: D

Explanation:

Interactive Application Security Testing (IAST) solutions are classified based on how they interact with the application and runtime environment. In this scenario, the solution uses a web scanner to actively send requests to the application while also deploying an agent inside the application server to observe runtime behavior and map vulnerabilities directly to source code locations. This combined approach is known as semi-active IAST. It is considered "semi-active" because it actively drives traffic through the application using a scanner, while the agent passively observes execution paths, data flows, and method calls. Passive IAST solutions rely only on observing existing traffic and do not use scanners, while active IAST solutions do not typically rely on deep runtime agents in the same manner. Semi-active IAST significantly reduces false positives and provides precise remediation details, making it highly effective during the Build and Test stage, where applications are actively exercised and security issues can be identified and fixed before release.

NEW QUESTION # 77

(William McDougall has been working as a DevSecOps engineer in an IT company located in Sacramento, California. His organization has been using Microsoft Azure DevOps service to develop software products securely and quickly. To take proactive decisions related to security issues and to reduce the overall security risk, William would like to integrate ThreatModeler with Azure Pipelines. How can ThreatModeler be integrated with Azure Pipelines and made a part of William's organization DevSecOps pipeline?)

- A. By using a unidirectional API.
- B. **By using a bidirectional API.**
- C. By using a bidirectional UI.
- D. By using a unidirectional UI.

Answer: B

Explanation:

ThreatModeler integration with Azure Pipelines is achieved using a bidirectional API, which allows automated and continuous interaction between the pipeline and the threat modeling platform. This bidirectional communication enables Azure Pipelines to trigger threat modeling activities while also receiving results, risk scores, and actionable insights back from ThreatModeler. Such feedback loops are critical for proactive security decision-making during the Plan stage of DevSecOps. Unidirectional APIs or UI-based integrations limit automation and do not support continuous feedback, making them unsuitable for pipeline-driven workflows. UI-based approaches also introduce manual steps, which conflict with DevSecOps principles of automation and consistency. By using a bidirectional API, William's organization can embed threat modeling into the planning process, identify architectural risks early, and ensure security considerations are continuously enforced as part of the pipeline.

NEW QUESTION # 78

(Jordon Garrett is working as a DevSecOps engineer in an IT company situated in Chicago, Illinois. His team prefers to use PowerShell for utilizing Git hooks because Bash and Windows are not compatible for advanced executions. For calling PowerShell script from Bash shell, Jordon wrote a PowerShell script using pre-commit logic such as pre-commit.ps1 and then executed the following commands

```
#!/C:/Program\ Files/Git/usr/bin/sh.exe
exec powershell.exe -NoProfile -ExecutionPolicy Bypass -File "..\git\hooks\pre-commit.ps1" How would Jordon know that the commit is successful?.)
```

- A. If the code exits with 2, then the commit is successful.
- B. If the code exits with 3, then the commit is successful.
- C. **If the code exits with 0, then the commit is successful.**
- D. If the code exits with 1, then the commit is successful.

Answer: C

Explanation:

Git hooks determine success or failure based on the exit code of the executed script. An exit code of 0 indicates successful execution, while any non-zero value signals failure and causes Git to abort the commit. In Jordon's setup, a Bash shell calls a PowerShell script to perform pre-commit checks. If the PowerShell script exits with code 0, Git interprets this as a successful hook execution and allows the commit to proceed. Exit codes such as 1, 2, or 3 indicate errors or policy violations and will block the commit. This mechanism ensures that security or quality checks enforced by the pre-commit hook must pass before code is committed. Using exit codes in this way is a standard and reliable approach in cross-platform DevSecOps automation during the Code stage.

NEW QUESTION # 79

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