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To be eligible for the Google Professional-Cloud-Architect Certification Exam, the candidate must have at least three years of experience in designing and managing solutions using Google Cloud Platform technologies. The candidate must also have experience in designing and implementing solutions that are highly available, scalable, and secure.

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Google Professional-Cloud-Architect Certification is aimed at professionals who have experience in designing and managing cloud-based solutions. Google Certified Professional - Cloud Architect (GCP) certification is a valuable asset for individuals who want to advance their careers in cloud architecture. Google Certified Professional - Cloud Architect (GCP) certification demonstrates the candidate's ability to design and implement cloud solutions using GCP services.

Google Certified Professional - Cloud Architect (GCP) Sample Questions (Q146-Q151):

NEW QUESTION # 146

You need to set up Microsoft SQL Server on GCP. Management requires that there's no downtime in case of a data center outage in any of the zones within a GCP region. What should you do?

- A. Set up SQL Server on Compute Engine, using Always On Availability Groups using Windows Failover Clustering. Place nodes in different subnets.
- B. Set up SQL Server Always On Availability Groups using Windows Failover Clustering. Place nodes in different zones.
- C. Configure a Cloud SQL instance with high availability enabled.
- D. Configure a Cloud Spanner instance with a regional instance configuration.

Answer: A

Explanation:

<https://cloud.google.com/solutions/sql-server-always-on-compute-engine>

NEW QUESTION # 147

Your web application uses Google Kubernetes Engine to manage several workloads. One workload requires a consistent set of hostnames even after pod scaling and relaunches.

Which feature of Kubernetes should you use to accomplish this?

- A. Container environment variables
- B. StatefulSets
- C. Role-based access control
- D. Persistent Volumes

Answer: D

NEW QUESTION # 148

Your company is running a stateless application on a Compute Engine instance. The application is used heavily during regular business hours and lightly outside of business hours. Users are reporting that the application is slow during peak hours. You need to optimize the application's performance. What should you do?

- A. Create an instance template from the existing disk. Create a custom image from the instance template. Create an autoscaled managed instance group from the custom image.
- B. Create a custom image from the existing disk. Create an instance template from the custom image. Create an autoscaled managed instance group from the instance template.
- C. Create a snapshot of the existing disk. Create an instance template from the snapshot. Create an autoscaled managed instance group from the instance template.
- D. Create a snapshot of the existing disk. Create a custom image from the snapshot. Create an autoscaled managed instance group from the custom image.

Answer: D

Explanation:

Explanation

<https://cloud.google.com/compute/docs/instance-templates/create-instance-templates>

NEW QUESTION # 149

For this question, refer to the TerramEarth case study. You need to implement a reliable, scalable GCP solution for the data warehouse for your company, TerramEarth. Considering the TerramEarth business and technical requirements, what should you do?

- A. Replace the existing data warehouse with a Compute Engine instance with 96 CPUs.
- B. Replace the existing data warehouse with BigQuery. Use federated data sources.
- C. Replace the existing data warehouse with a Compute Engine instance with 96 CPUs. Add an additional Compute Engine pre-emptible instance with 32 CPUs.
- D. Replace the existing data warehouse with BigQuery. Use table partitioning.

Answer: D

Explanation:

Topic 7, Mountkirk Games Case 2

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.

NEW QUESTION # 150

For this question, refer to the Mountkirk Games case study. Mountkirk Games wants you to design a way to test the analytics platform's resilience to changes in mobile network latency. What should you do?

- A. Create an opt-in beta of the game that runs on players' mobile devices and collects response times from analytics endpoints running in Google Cloud Platform regions all over the world.
- B. Deploy failure injection software to the game analytics platform that can inject additional latency to mobile client analytics traffic.
- C. Build a test client that can be run from a mobile phone emulator on a Compute Engine virtual machine, and run multiple copies in Google Cloud Platform regions all over the world to generate realistic traffic.
- **D. Add the ability to introduce a random amount of delay before beginning to process analytics files uploaded from mobile devices.**

Answer: D

NEW QUESTION # 151

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