

# 312-97 Simulation Questions - Valid 312-97 Test Cost



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## ECCouncil 312-97 Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none"><li>• Understanding DevOps Culture: This module introduces DevOps principles, covering cultural and technical foundations that emphasize collaboration between development and operations teams. It addresses automation, CI</li><li>• CD practices, continuous improvement, and the essential communication patterns needed for faster, reliable software delivery.</li></ul>
Topic 2	<ul style="list-style-type: none"><li>• DevSecOps Pipeline - Plan Stage: This module covers the planning phase, emphasizing security requirement identification and threat modeling. It highlights cross-functional collaboration between development, security, and operations teams to ensure alignment with security goals.</li></ul>
Topic 3	<ul style="list-style-type: none"><li>• 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.</li></ul>
Topic 4	<ul style="list-style-type: none"><li>• 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.</li></ul>

Topic 5	<ul style="list-style-type: none"> <li>• Introduction to DevSecOps: This module covers foundational DevSecOps concepts, focusing on integrating security into the DevOps lifecycle through automated, collaborative approaches. It introduces key components, tools, and practices while discussing adoption benefits, implementation challenges, and strategies for establishing a security-first culture.</li> </ul>
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## Valid 312-97 Test Cost, 312-97 Exam Score

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## ECCouncil EC-Council Certified DevSecOps Engineer (ECDE) Sample Questions (Q31-Q36):

### NEW QUESTION # 31

(Alex Hales recently joined TAVR Software Solution Pvt. Ltd. As a DevSecOps engineer. To automatically detect security loopholes in the web applications while building and testing them, he integrated OWASP ZAP DAST Plugin with Jenkins. How can Alex uniquely identify every build in the project?.)

- A. By specifying a file name followed by `${Profile_ID}` in Post-build Actions tab.
- B. By specifying a file name followed by `${ZAPROXY_HOME}` in Post-build Actions tab.
- **C. By specifying a file name followed by `${Build_ID}` in Post-build Actions tab.**
- D. By specifying a file name followed by `${zap_scan}` in Post-build Actions tab.

**Answer: C**

Explanation:

Jenkins automatically assigns a unique identifier to each build using the environment variable `BUILD_ID`. When integrating OWASP ZAP with Jenkins, appending `${BUILD_ID}` to output filenames or reports ensures that every scan result corresponds to a specific build execution. This avoids overwriting previous reports and allows traceability between build artifacts and security findings. Variables such as `${ZAPROXY_HOME}` refer to installation paths, not build uniqueness, while `${Profile_ID}` and `${zap_scan}` are not standard Jenkins variables for uniquely identifying builds. Using `${BUILD_ID}` supports better auditing, historical analysis, and correlation between detected vulnerabilities and the exact build in which they were found, which is critical during the Build and Test stage of a DevSecOps pipeline.

### NEW QUESTION # 32

(Matt LeBlanc has been working as a DevSecOps engineer in an IT company that develops software products and web applications for IoT devices. His team leader has asked him to use GitRob tool to find sensitive data in the organizational public GitHub repository. To install GitRob, Matt ensured that he has correctly configured Go `>= 1.8` environment and that `$GOPATH/bin` is in his `$PATH`. The GitHub repository URL from which he is supposed to install the tool is <https://github.com/michenriksen/gitrob>. Which of the following command should Matt use to install GitRob?.)

- A. `$ go get gitrob github.com/michenriksen/gitrob.`
- B. `$ go git github.com/michenriksen/gitrob.`
- **C. `$ go get github.com/michenriksen/gitrob.`**
- D. `$ go git gitrob github.com/michenriksen/gitrob.`

**Answer: C**

Explanation:

In Go-based tool installation, the standard method to download, compile, and install a Go package is using the `go get` command followed by the repository import path. Since Matt has already ensured that Go version 1.8 or later is installed and that `$GOPATH/bin` is included in the system `PATH`, running `go get github.com/michenriksen/gitrob` will fetch the GitRob source code, build the binary, and place it in the appropriate bin directory. Options B, C, and D are invalid because `go get` does not accept multiple positional arguments in that manner, and `go git` is not a valid Go command. Installing GitRob during the Code stage enables DevSecOps teams to scan repositories for accidentally committed credentials, API keys, and other sensitive information, helping prevent data leakage from public repositories.

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#### NEW QUESTION # 33

(Maria Howell is working as a senior DevSecOps engineer at Global SoftSec Pvt. Ltd. Her team is currently working on the development of a cybersecurity software. There are 5 developers who are working on code development. Howell's team is using a private GitHub repository for the source code development. Which of the following commands should Howell use to grab the online updates and merge them with her local work?.)

- A. `$ git get remotename branchname.`
- B. `$ git push remotename branchname.`
- C. `$ git pull remotename branchname.`
- D. `$ git grabs remotename branchname.`

**Answer: C**

Explanation:

The `git pull` command is used to fetch changes from a remote repository and automatically merge them into the current local branch. In collaborative development environments, especially when multiple developers are committing code to a shared repository, regularly pulling updates is essential to stay synchronized and avoid merge conflicts. The syntax `git pull <remote-name> <branch-name>` correctly specifies the source of the updates. Commands such as `git get` and `git grabs` do not exist in Git, and `git push` performs the opposite action by sending local changes to the remote repository rather than retrieving updates. Using `git pull` during the Code stage supports continuous collaboration and ensures that developers integrate the latest changes securely and efficiently.

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#### NEW QUESTION # 34

(Brett Ryan has been working as a senior DevSecOps engineer in an IT company in Charleston, South Carolina. He is using `git-multimail` tool to send email notification for every push to git repository. By default, the tool will send one output email providing details about the reference change and one output email for every new commit due to a reference change. How can Brett ensure that `git-multimail` is set up appropriately?)

- A. Running the environmental variable `GIT_MULTIMAIL_CHECK_SETUP` by setting it to empty string.
- B. Running the environmental variable `GITHUB_MULTIMAIL_CHECK_SETUP` by setting it to non- empty string.
- C. Running the environmental variable `GITHUB_MULTIMAIL_CHECK_SETUP` by setting it to empty string.
- D. Running the environmental variable `GIT_MULTIMAIL_CHECK_SETUP` by setting it to non-empty string.

**Answer: D**

Explanation:

The `git-multimail` tool provides a mechanism to verify whether it has been installed and configured correctly before being relied upon for production notifications. This verification is done using an environment variable named `GIT_MULTIMAIL_CHECK_SETUP`. When this variable is set to a non-empty string, `git-multimail` performs a setup validation and outputs diagnostic information to confirm that configuration values, hooks, and parameters are correctly defined. This helps prevent silent failures where commits occur but email notifications are not sent. Options that reference `GITHUB_MULTIMAIL_CHECK_SETUP` are incorrect because `git-multimail` is not limited to GitHub and does not use that variable name. Additionally, setting the variable to an empty string does not trigger the setup check. Ensuring proper configuration during the Code stage is important because it supports auditability, traceability, and timely communication among development and security teams. Therefore, Brett must run the environment variable `GIT_MULTIMAIL_CHECK_SETUP` with a non-empty value to ensure the tool is set up appropriately.

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#### NEW QUESTION # 35

