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Linux Foundation CNPA Exam Syllabus Topics:

Topic	Details
Topic 1	• Platform APIs and Provisioning Infrastructure: This part of the exam evaluates Procurement Specialists on the use of Kubernetes reconciliation loops, APIs for self-service platforms, and infrastructure provisioning with Kubernetes. It also assesses knowledge of the Kubernetes operator pattern for integration and platform scalability.
Topic 2	• Platform Observability, Security, and Conformance: This part of the exam evaluates Procurement Specialists on key aspects of observability and security. It includes working with traces, metrics, logs, and events while ensuring secure service communication. Policy engines, Kubernetes security essentials, and protection in CI • CD pipelines are also assessed here.
Topic 3	• IDPs and Developer Experience: This section of the exam measures the skills of Supplier Management Consultants and focuses on improving developer experience. It covers simplified access to platform capabilities, API-driven service catalogs, developer portals for platform adoption, and the role of AI • ML in platform automation.
Topic 4	• Measuring your Platform: This part of the exam assesses Procurement Specialists on how to measure platform efficiency and team productivity. It includes knowledge of applying DORA metrics for platform initiatives and monitoring outcomes to align with organizational goals.

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Linux Foundation Certified Cloud Native Platform Engineering Associate Sample Questions (Q84-Q89):

NEW QUESTION # 84
A development team is struggling to find and connect to various services within a cloud platform. What is the primary benefit of implementing an API-driven service catalog for this team?

- A. It allows the team to bypass security protocols.
- B. It increases the time taken to provision services.
- C. It enables easier service discovery through a consistent interface.
- D. It requires the development team to manage provisioning details themselves.

Answer: C

Explanation:
An API-driven service catalog provides a centralized and standardized interface where developers can discover and provision platform services. Option A is correct because it simplifies service discovery, allowing teams to connect to databases, messaging systems, and other infrastructure without needing in-depth platform knowledge. This improves productivity and developer experience by reducing cognitive load and ensuring consistent, governed access.
Option B is the opposite of the benefit-catalogs accelerate provisioning. Option C is incorrect because catalogs do not bypass security; they enforce guardrails and compliance. Option D is also incorrect because service catalogs abstract away provisioning details rather than forcing developers to manage them.
By providing golden paths and API-driven self-service, service catalogs ensure developers focus on building applications while platform teams maintain consistency and compliance.
References:- CNCF Platforms Whitepaper- CNCF Platform Engineering Maturity Model- Cloud Native Platform Engineering Study Guide

NEW QUESTION # 85
To simplify service consumption for development teams on a Kubernetes platform, which approach combines service discovery with an abstraction of underlying infrastructure details?

- A. Shared service connection strings and network configurations document.
- B. Manual service dependencies configuration within application code.
- C. Service catalog with abstracted APIs and automated service registration.
- D. Direct Kubernetes API access with detailed documentation.

Answer: C

Explanation:
Simplifying developer access to platform services is a central goal of internal developer platforms (IDPs).
Option D is correct because a service catalog with abstracted APIs and automated registration provides a unified interface for developers to consume services without dealing with low-level infrastructure details. This approach combines service discovery with abstraction, offering golden paths and self-service capabilities.
Option A burdens developers with hardcoded dependencies, reducing flexibility and portability. Option B relies on manual documentation, which is error-prone and not dynamic. Option C increases cognitive load by requiring developers to interact directly with Kubernetes APIs, which goes against platform engineering's goal of reducing complexity.
A service catalog enables developers to provision databases, messaging queues, or APIs with minimal input, while the platform automates backend provisioning and wiring. It also improves consistency, compliance, and observability by embedding platform-wide policies into the service provisioning workflows. This results in a seamless developer experience that accelerates delivery while maintaining governance.
References:- CNCF Platforms Whitepaper- CNCF Platform Engineering Maturity Model- Cloud Native Platform Engineering Study Guide

NEW QUESTION # 86
Why might a platform allow different resource limits for development and production environments?

- A. Aligning resource allocation with the specific purpose and constraints of each environment.
- B. Simplifying platform management by using identical resource settings everywhere.
- C. Encouraging developers to maximize resource usage in all environments for stress testing.
- D. Enforcing strict resource parity, ensuring development environments constantly mirror production exactly.

Answer: A

Explanation:
Resource allocation varies between environments to balance cost, performance, and reliability. Option D is correct because development environments usually require fewer resources and are optimized for speed and cost efficiency, while production environments require stricter limits to ensure stability, scalability, and resilience under real user traffic.
Option A (identical settings) may simplify management but wastes resources and fails to account for different needs. Option B (maximizing usage in all environments) increases costs unnecessarily. Option C (strict parity) may be used in testing scenarios but is impractical as a universal rule.
By tailoring resource limits per environment, platforms ensure cost efficiency in dev/staging and robust performance in production. This practice is central to cloud native engineering, as it allows teams to innovate quickly while maintaining governance and operational excellence in production.
References:- CNCF Platforms Whitepaper- Kubernetes Resource Management Guidance- Cloud Native Platform Engineering Study Guide

NEW QUESTION # 87
Why might a platform allow different resource limits for development and production environments?

- A. Aligning resource allocation with the specific purpose and constraints of each environment.
- B. Simplifying platform management by using identical resource settings everywhere.
- C. Encouraging developers to maximize resource usage in all environments for stress testing.
- D. Enforcing strict resource parity, ensuring development environments constantly mirror production exactly.

Answer: A

Explanation:
Resource allocation varies between environments to balance cost, performance, and reliability. Option D is correct because development environments usually require fewer resources and are optimized for speed and cost efficiency, while production environments require stricter limits to ensure stability, scalability, and resilience under real user traffic.
Option A (identical settings) may simplify management but wastes resources and fails to account for different needs. Option B (maximizing usage in all environments) increases costs unnecessarily. Option C (strict parity) may be used in testing scenarios but is impractical as a universal rule.
By tailoring resource limits per environment, platforms ensure cost efficiency in dev/staging and robust performance in production. This practice is central to cloud native engineering, as it allows teams to innovate quickly while maintaining governance and operational excellence in production.
References:- CNCF Platforms Whitepaper- Kubernetes Resource Management Guidance- Cloud Native Platform Engineering Study Guide

NEW QUESTION # 88
Which of the following statements describes the fundamental relationship between Continuous Integration (CI) and Continuous Delivery (CD) in modern software development?

- A. CI and CD are entirely separate practices; CI focuses on code quality, while CD focuses on infrastructure management.
- B. CI is a prerequisite for CD; CI automates the building and testing of code, and CD builds upon this by automating the release process.
- C. CI and CD are interchangeable terms; they both refer to the process of automating software release management.
- D. CD is a prerequisite for CI; CD automates the deployment of code and CI builds upon this by automating the integration of code changes.

Answer: B

Explanation:
Continuous Integration (CI) and Continuous Delivery (CD) are complementary practices. Option A is correct:
CI is a prerequisite for CD. CI focuses on automating code integration by building, testing, and validating changes, ensuring code

quality and early detection of defects. CD builds upon CI by automating the process of releasing validated builds into staging and production environments, making delivery repeatable and reliable.
Option B incorrectly treats them as entirely separate. Option C reverses the relationship, as CD cannot exist without CI pipelines. Option D is inaccurate because CI and CD are not interchangeable-they represent distinct stages in the software delivery lifecycle. Together, CI/CD accelerates software delivery, reduces risk, and improves quality. In platform engineering, CI /CD pipelines are critical enablers of developer productivity and efficient operations.
References:- CNCF Platforms Whitepaper- Continuous Delivery Foundation Guidance- Cloud Native Platform Engineering Study Guide

NEW QUESTION # 89
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