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Google Certified Professional - Cloud Architect (GCP) Sample Questions (Q184-Q189):

NEW QUESTION # 184

Your customer is receiving reports that their recently updated Google App Engine application is taking approximately 30 seconds to load for some of their users. This behavior was not reported before the update. What strategy should you take?

- A. Work with your ISP to diagnose the problem.
- B. Roll back to an earlier known good release initially, then use Stackdriver Trace and logging to diagnose the problem in a development/test/staging environment.
- **C. Open a support ticket to ask for network capture and flow data to diagnose the problem, then roll back your application.**
- D. Roll back to an earlier known good release, then push the release again at a quieter period to investigate. Then use Stackdriver Trace and logging to diagnose the problem.

Answer: C

NEW QUESTION # 185

For this question, refer to the TerramEarth case study.

TerramEarth's 20 million vehicles are scattered around the world. Based on the vehicle's location its telemetry data is stored in a Google Cloud Storage (GCS) regional bucket (US, Europe, or Asia). The CTO has asked you to run a report on the raw telemetry data to determine why vehicles are breaking down after 100 K miles.

You want to run this job on all the data. What is the most cost-effective way to run this job?

- **A. Launch a cluster in each region to preprocess and compress the raw data, then move the data into a region bucket and use a Cloud Dataproc cluster to finish the job.**
- B. Launch a cluster in each region to preprocess and compress the raw data, then move the data into a multi region bucket and use a Dataproc cluster to finish the job.
- C. Move all the data into 1 zone, then launch a Cloud Dataproc cluster to run the job.
- D. Move all the data into 1 region, then launch a Google Cloud Dataproc cluster to run the job.

Answer: A

Explanation:

Explanation

Storage guarantees 2 replicates which are geo diverse (100 miles apart) which can get better remote latency and availability.

More importantly, is that multiregional heavily leverages Edge caching and CDNs to provide the content to the end users.

All this redundancy and caching means that Multiregional comes with overhead to sync and ensure consistency between geo-diverse areas. As such, it's much better for write-once-read-many scenarios. This means frequently accessed (e.g. "hot" objects) around the world, such as website content, streaming videos, gaming or mobile applications.

References:

<https://medium.com/google-cloud/google-cloud-storage-what-bucket-class-for-the-best-performance-5c847ac8f9>

NEW QUESTION # 186

Your company uses the Firewall Insights feature in the Google Network Intelligence Center. You have several firewall rules applied to Compute Engine instances. You need to evaluate the efficiency of the applied firewall ruleset. When you bring up the Firewall Insights page in the Google Cloud Console, you notice that there are no log rows to display. What should you do to troubleshoot the issue?

- A. Enable Virtual Private Cloud (VPC) flow logging.
- B. Install the Google Cloud SDK, and verify that there are no Firewall logs in the command line output.
- C. Verify that your user account is assigned the compute.networkAdmin Identity and Access Management (IAM) role.
- **D. Enable Firewall Rules Logging for the firewall rules you want to monitor.**

Answer: D

NEW QUESTION # 187

Case Study: 7 - Mountkirk Games

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.

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: A

NEW QUESTION # 188

You want to enable your running Google Container Engine cluster to scale as demand for your application changes. What should you do?

- Add additional nodes to your Container Engine cluster using the following
- A. ☐ command:
`gcloud container clusters resize CLUSTER_NAME --size 10`
- Add a tag to the instances in the cluster with the following command:
- B. ☐ `gcloud compute instances add-tags INSTANCE --tags enable-autoscaling max-nodes=10`
- Update the existing Container Engine cluster with the following command:
- C. ☐ `gcloud alpha container clusters update mycluster --enable-autoscaling --min-nodes=1 --max-nodes=10`
- Create a new Container Engine cluster with the following command:
- D. ☐ `gcloud alpha container clusters create mycluster --enable-autoscaling --min-nodes=1 --max-nodes=10`
 and redeploy your application.

- A. Option C
- B. Option D
- C. Option A
- D. Option B

Answer: A

Explanation:

<https://cloud.google.com/kubernetes-engine/docs/concepts/cluster-autoscaler> To enable autoscaling for an existing node pool, run the following command:

```
gcloud container clusters update [CLUSTER_NAME] --enable-autoscaling --min-nodes 1 --max-nodes 10 --zone [COMPUTE_ZONE] --node-pool default-pool
```

NEW QUESTION # 189

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