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The Google Professional-Cloud-Architect exam covers a wide range of topics, including designing and planning a cloud solution architecture, managing and provisioning the cloud infrastructure, optimizing the cloud solution for performance and cost, and ensuring security and compliance. Candidates are required to have a deep understanding of GCP services such as Compute Engine, Kubernetes Engine, Cloud Storage, Cloud SQL, and BigQuery, among others. They must also have experience in designing and implementing solutions that are scalable, reliable, and secure.

The Google Certified Professional - Cloud Architect (GCP) certification exam is intended for individuals who have significant experience in cloud architecture and design, and are proficient in Google Cloud Platform services such as Compute Engine, App Engine, Kubernetes Engine, and Cloud Storage. Candidates must also have a deep understanding of cloud architecture principles, including security, performance, and cost optimization.

To become a Google Certified Professional - Cloud Architect (GCP), candidates must pass a rigorous exam that covers a broad range of topics related to cloud architecture, including designing and planning a cloud solution architecture, managing and provisioning a solution infrastructure, optimizing and securing a solution, and analyzing and optimizing technical and business processes. Professional-Cloud-Architect Exam is designed to assess the candidate's knowledge and skills across all these areas, and it requires a deep understanding of the Google Cloud Platform and its various services.

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Google Certified Professional - Cloud Architect (GCP) Sample Questions

(Q258-Q263):

NEW QUESTION # 258

You have a Python web application with many dependencies that requires 0.1 CPU cores and 128 MB of memory to operate in production. You want to monitor and maximize machine utilization. You also to reliably deploy new versions of the application. Which set of steps should you take?

- A. Perform the following:
 - 1) Create a managed instance group with n1-standard-1 type machines.
 - 2) Build a Compute Engine image from the production branch that contains all of the dependencies and automatically starts the Python app.
 - 3) Rebuild the Compute Engine image, and update the instance template to deploy new production releases.
- B. Perform the following:
 - 1) Create a Kubernetes Engine (GKE) cluster with n1-standard-4 type machines.
 - 2) Build a Docker image from the master branch with all of the dependencies, and tag it with "latest".
 - 3) Create a Kubernetes Deployment in the default namespace with the imagePullPolicy set to "Always". Restart the pods to automatically deploy new production releases.
- C. Perform the following:
 - 1) Create a managed instance group with f1-micro type machines.
 - 2) Use a startup script to clone the repository, check out the production branch, install the dependencies, and start the Python app.
 - 3) Restart the instances to automatically deploy new production releases.
- D. Perform the following:
 - 1) Create a Kubernetes Engine cluster with n1-standard-1 type machines.
 - 2) Build a Docker image from the production branch with all of the dependencies, and tag it with the version number.
 - 3) Create a Kubernetes Deployment with the imagePullPolicy set to "IfNotPresent" in the staging namespace, and then promote it to the production namespace after testing.

Answer: B

Explanation:

Explanation

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

NEW QUESTION # 259

You are designing a Data Warehouse on Google Cloud and want to store sensitive data in BigQuery. Your company requires you to generate encryption keys outside of Google Cloud. You need to implement a solution. What should you do?

- A. Import a key in Cloud KMS. Store all data in Cloud Storage using the customer-managed key option and select the created key. Set up a Dataflow pipeline to decrypt the data and to store it in a new BigQuery dataset.
- B. Generate a new key in Cloud Key Management Service (Cloud KMS). Create a dataset in BigQuery using the customer-managed key option and select the created key
- C. Generate a new key in Cloud Key Management Service (Cloud KMS). Store all data in Cloud Storage using the customer-managed key option and select the created key. Set up a Dataflow pipeline to decrypt the data and to store it in a BigQuery dataset.
- D. Import a key in Cloud KMS. Create a dataset in BigQuery using the customer-supplied key option and select the created key.

Answer: D

Explanation:

<https://cloud.google.com/bigquery/docs/customer-managed-encryption>

NEW QUESTION # 260

For this question, refer to the Mountkirk Games case study.

Mountkirk Games' gaming servers are not automatically scaling properly. Last month, they rolled out a new feature, which suddenly became very popular. A record number of users are trying to use the service, but many of them are getting 503 errors and very slow response times. What should they investigate first?

- A. Verify that the database is online.
- B. Verify that the load-testing team is not running their tool against production.
- C. Verify that the new feature code did not introduce any performance bugs.
- **D. Verify that the project quota hasn't been exceeded.**

Answer: D

Explanation:

Explanation

503 is service unavailable error. If the database was online everyone would get the 503 error.

NEW QUESTION # 261

You want to enable your running Google Container Engine cluster to scale as demand for your application changes.

What should you do?

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

Answer: D

Explanation:

<https://cloud.google.com/kubernetes-engine/docs/concepts/cluster-autoscaler>

Cluster autoscaling

`--enable-autoscaling`

Enables autoscaling for a node pool.

Enables autoscaling in the node pool specified by `--node-pool` or the default node pool if `--node-pool` is not provided.

Where:

`--max-nodes=MAX_NODES`

Maximum number of nodes in the node pool.

Maximum number of nodes to which the node pool specified by `--node-pool` (or default node pool if unspecified) can scale.

Incorrect Answers:

C, D: Warning: Do not use Alpha Clusters or alpha features for production workloads.

Note: You can experiment with Kubernetes alpha features by creating an alpha cluster. Alpha clusters are short-lived clusters that run stable Kubernetes releases with all Kubernetes APIs and features enabled. Alpha clusters are designed for advanced users and early adopters to experiment with workloads that take advantage of new features before those features are production-ready. You can use Alpha clusters just like normal Kubernetes Engine clusters.

NEW QUESTION # 262

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. Add the ability to introduce a random amount of delay before beginning to process analytics files uploaded from mobile devices.
- B. 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.
- C. 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.
- D. Deploy failure injection software to the game analytics platform that can inject additional latency to mobile client analytics traffic.

Answer: C

NEW QUESTION # 263

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