

Quiz Fantastic Google - Professional-Cloud-Architect - Valid Google Certified Professional - Cloud Architect (GCP) Exam Topics



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Google Professional-Cloud-Architect (Google Certified Professional - Cloud Architect (GCP)) Certification Exam is a globally recognized professional certification that validates an individual's ability to design, develop, and manage robust, scalable, and secure cloud architecture solutions using Google Cloud Platform (GCP). Google Certified Professional - Cloud Architect (GCP) certification is ideal for cloud architects, cloud engineers, solutions architects, and IT professionals who are responsible for designing and managing cloud infrastructure and applications.

>> Valid Professional-Cloud-Architect Exam Topics <<

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The Google Professional-Cloud-Architect exam is designed for professionals with experience in cloud architecture and a deep understanding of the Google Cloud Platform. Professional-Cloud-Architect exam covers a wide range of topics, including cloud architecture, design, security, networking, data processing, and business continuity. Professional-Cloud-Architect Exam is challenging and requires a deep understanding of the Google Cloud Platform to pass.

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

NEW QUESTION # 184

You are running a cluster on Kubernetes Engine to serve a web application. Users are reporting that a specific part of the application is not responding anymore. You notice that all pods of your deployment keep restarting after 2 seconds. The application writes logs to standard output. You want to inspect the

logs to find the cause of the issue. Which approach can you take?

- A. Connect to the cluster using gcloud credentials and connect to a container in one of the pods to read the logs.
- B. Review the Stackdriver logs for each Compute Engine instance that is serving as a node in the cluster.
- C. Review the Stackdriver logs for the specific Kubernetes Engine container that is serving the unresponsive part of the application.
- D. Review the Serial Port logs for each Compute Engine instance that is serving as a node in the cluster.

Answer: A

NEW QUESTION # 185

For this question, refer to the Mountkirk Games case study. You are in charge of the new Game Backend Platform architecture. The game communicates with the backend over a REST API.

You want to follow Google-recommended practices. How should you design the backend?

- A. Create an instance template for the backend. For every region, deploy it on a multi-zone managed instance group. Use an L7 load balancer.
- B. Create an instance template for the backend. For every region, deploy it on a single-zone managed instance group. Use an L7 load balancer.
- C. Create an instance template for the backend. For every region, deploy it on a multi-zone managed instance group. Use an L4 load balancer.
- D. Create an instance template for the backend. For every region, deploy it on a single-zone managed instance group. Use an L4 load balancer.

Answer: A

Explanation:

https://cloud.google.com/solutions/gaming/cloud-game-infrastructure#dedicated_game_server

NEW QUESTION # 186

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. Move all the data into 1 zone, then launch a Cloud Dataproc cluster to run 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. 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
- D. Move all the data into 1 region, then launch a Google Cloud Dataproc cluster to run the job

Answer: C

NEW QUESTION # 187

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

Answer: A

NEW QUESTION # 188

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. You need to analyze and define the technical architecture for the compute workloads for your company, Mountkirk Games.

Considering the Mountkirk Games business and technical requirements, what should you do?

- A. Create network load balancers. Use preemptible Compute Engine instances.
- B. Create network load balancers. Use non-preemptible Compute Engine instances.
- C. Create a global load balancer with managed instance groups and autoscaling policies. Use non-preemptible Compute Engine instances.
- **D. Create a global load balancer with managed instance groups and autoscaling policies. Use preemptible Compute Engine instances.**

Answer: D

NEW QUESTION # 189

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