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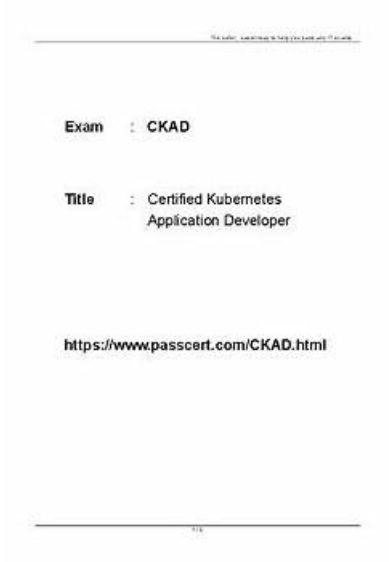
Exam : CKAD

Title : Certified Kubernetes Application Developer

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The CKAD exam is a performance-based exam that tests your ability to solve real-world problems using Kubernetes. CKAD exam consists of a set of practical exercises that require you to apply your knowledge to solve specific problems. CKAD exam is conducted in a secure, proctored environment, and you have two hours to complete it. CKAD exam covers a wide range of topics, including Kubernetes core concepts, pod design, configuration, networking, and storage. To pass the exam, you need to demonstrate your ability to design, build, and deploy scalable and reliable applications on Kubernetes. Once you pass the exam, you will receive the CKAD Certification, which is a globally recognized certification that demonstrates your proficiency in Kubernetes application development.

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Linux Foundation Certified Kubernetes Application Developer Exam Sample Questions (Q106-Q111):

NEW QUESTION # 106
You are deploying a new application named 'ecommerce-app' that requires 10 replicas. You want to implement a rolling update strategy that ensures only two pods are unavailable at any given time, while also allowing for the creation of three new poos simultaneously.

Answer:

Explanation:
See the solution below with Step by Step Explanation.
Explanation:
Solution (Step by Step) :
1. Update the Deployment YAMLI
- Update the 'replicas to 10.
- Define 'maxiJnavailabIe: 2 and 'maxSurge: 3' in the 'strategy.roIIingLJpdate section.
- Configure a 'strategy-type' to 'RollingUpdate' to trigger a rolling update when the deployment is updated.
- Add a 'spec-template.spec.imagePullPolicy: Always' to ensure that the new image is pulled even if it exists in the pod's local cache.

```yaml
apiVersion: apps/v1
kind: Deployment
metadata:
  name: ecommerce-app-deployment
spec:
  replicas: 10
  selector:
    matchLabels:
      app: ecommerce-app
  template:
    metadata:
      labels:
        app: ecommerce-app
    spec:
      containers:
      - name: ecommerce-app
        image: example/ecommerce-app:latest
        imagePullPolicy: Always
  strategy:
    type: RollingUpdate
    rollingUpdate:
      maxUnavailable: 2
      maxSurge: 3
```

2. Create the Deployment - Apply the updated YAML file using 'kubectl apply -f ecommerce-app-deployment.yaml' 3. Verify the Deployment: - Check the status of the deployment using 'kubectl get deployments ecommerce-app-deployment to confirm the rollout and updated replica count. 4. Trigger the Automatic Update: - Push a new image to the 'example/ecommerce-app:latest' Docker Hub repository. 5. Monitor the Deployment: - Use 'kubectl get pods -l app=ecommerce-apps to monitor the pod updates during the rolling update process. You will observe that two pods are terminated at a time, while three new pods with the updated image are created. 6. Check for Successful Update: - Once the deployment is complete, use 'kubectl describe deployment ecommerce-app-deployment to see that the 'updatedReplicas' field matches the 'replicas' field, indicating a successful update.

NEW QUESTION # 107
You have a Deployment running a web application built With a Node.js container. The application currently uses an older version of the Node.js runtime, and you need to upgrade to a newer versiom Describe the steps involved in modifying the container image to include the new Node.js runtime without rebuilding the entire application.

Answer:

Explanation:
See the solution below with Step by Step Explanation.

Explanation:
Solution (Step by Step) :
1. Create a Dockerfile:
- Create a new 'Dockerfile' With the following content

```
FROM node:16-alpine # Use the desired Node.js version
COPY --from=existing-image:latest /app /app
WORKDIR /app
CMD ["npm", "start"]
```

- Replace With the name of the existing Docker image used by your Deployment. - This Dockefflle uses a multi-stage build approach. It starts with a new Node.js base image and copies the application code from the existing image. This allows you to update the runtime without rebuilding the entire application. 2. Build the New Image: - Build tne image using the Dockerflle: docker build -t updated-image:latest 3. Update the Deployment - Modify your Deployment YAML file to use the newly built image:

```
apiVersion: apps/v1
kind: Deployment
metadata:
  name: my-node-app
spec:
  replicas: 3
  selector:
    matchLabels:
      app: my-node-app
  template:
    metadata:
      labels:
        app: my-node-app
    spec:
      containers:
      - name: my-node-app
        image: updated-image:latest  # Use the new image name
        ports:
        - containerPort: 8080
      restartPolicy: Always
```

4. Apply the Changes: - Apply the updated Deployment using 'kubectl apply -f deployment.yamr. This will trigger a rolling update to the pods using the new image. 5. Verify the Update: - Check the logs of the pods using 'kubectl logs -f' . You should see the application running with the updated Node.js version. 6. Test the Application: - Access your application and ensure it functions correctly with the new Node.js runtime.

NEW QUESTION # 108
You need to implement a mechanism for automatically rolling out new versions of your application pods. This process should be triggered by a change in tne application's container image tag in a Docker Hub repository.

Answer:

Explanation:
See the solution below with Step by Step Explanation.
Explanation:
Solution (Step by Step) :
1. Configure the Deployment for Rolling Updates:
- IJpdate your application deployment to specify a 'rollingUpdate' strategy
- Set 'maxunavailable' and 'maxSurge' to control the rolling update process-
- Include a 'strategy.type' to 'Rollingupdates
- Set ' imagePullPolicy' to 'Always' to ensure that new images are always pulled from the Docker Hub repository.

```
apiVersion: apps/v1
kind: Deployment
metadata:
  name: your-application-deployment
  namespace: your-application-namespace
spec:
  replicas: 3
  selector:
    matchLabels:
      app: your-application
  template:
    metadata:
      labels:
        app: your-application
    spec:
      containers:
      - name: your-application
        image: your-docker-hub-account/your-image:latest
        imagePullPolicy: Always
  strategy:
    type: RollingUpdate
    rollingUpdate:
      maxUnavailable: 1
      maxSurge: 0
```


2. Apply the Deployment: - Apply the updated deployment using 'kubectl apply -f your-application-deployment-yamr 3. Push a New Image to Docker Hub: - UPdate your application's container image in the Docker Hub repository and push the new image With a different tag. For example, update the tag from "latest to 'v2'. 4. Monitor the Deployment: - Observe the rolling update process using 'kubectl get pods -l app=your-application'. You should see new pods with the updated image being created and old pods being terminated. 5. Verify the Update: - Once the rolling update is complete, use 'kubectl describe deployment your-application-deployment to verify that the 'updatedReplicas' field matches the 'replicas' field. This confirms that the update was successful. ,

NEW QUESTION # 109
You are tasked witn building a container image for a Node.js application that needs to interact with a MongoDB database. Describe now you would configure your Dockerfile to include MongoDB and how you would set up your Node.js application to connect to the database within the container.

Answer:

Explanation:
See the solution below with Step by Step Explanation.
Explanation:
Solution (Step by Step) :
1. Utilize a Multi-Stage Dockerfile: Employ a multi-stage Dockerfile to separate the build and runtime environments, optimizing the final image size.

```
# Build Stage
FROM node:16-alpine as build

WORKDIR /app

COPY package.json yarn.lock ./
RUN yarn install

COPY . .

# Runtime Stage
FROM mongo:latest

COPY --from=build /app/node_modules /app/node_modules
COPY --from=build /app /app

WORKDIR /app

# Expose the MongoDB port
EXPOSE 27017

CMD ["npm", "start"]
```

2. Install MongoDB in the Base Image: - Use a suitable MongoDB base image, such as 'mongo:latest', in the runtime stage. 3. Install Node.js Dependencies: - IJse a Nodejs base image, such as 'node:16-alpine', in the build stage. - Install Node.js dependencies using 'yarn install'. 4. Connect to MongoDB from the Node.js Application: - In your Node.js application, use a MongoDB driver (e.g., 'mongodb') to establish a connection to the MongoDB instance.

```
const MongoClient = require('mongodb').MongoClient;
const uri = "mongodb://localhost:27017"; // Connect to the local MongoDB instance

const client = new MongoClient(uri, { useNewUrlParser: true, useUnifiedTopology: true });

async function run() {
  try {
    await client.connect();
    console.log("Connected to MongoDB server");
    // Perform your database operations here
  } catch (err) {
    console.error(err);
  } finally {
    await client.close();
  }
}
run().catch(console.dir);
```

5. Build and Run the Container: - Build the image using 'docker build . -t my-node-mongo-apps - Run the container using 'docker run -it -p 2701727017 my-node-mongo-app' - The '-p 27017:27017' mapping exposes the MongoDB port to your host machine, allowing you to connect to the database from your local machine. 6. Access MongoDB. - You can use a MongoDB client tool (e.g., Mongo Shell, Robo 3T) or other applications to connect to the MongoDB instance running inside the container.,

NEW QUESTION # 110
Exhibit:

Task
A deployment is falling on the cluster due to an incorrect image being specified. Locate the deployment, and fix the problem.

- A. Pending

Answer: A

NEW QUESTION # 111
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