Quiz - Google Compute Engine and Networking

1.	True or False: Google Cloud Load Balancing allows you to balance HTTP-based traffic across multiple Compute Engine regions. True	1/1 p
	○ False	
	Correct Correct! With global Cloud Load Balancing, your application presents a single front-end to the world.	
2.	Which statement is true about Google VPC networks and subnets?	1/1p
	Networks are global; subnets are regional	
	Networks are global; subnets are zonal	
	Networks are regional; subnets are zonal	
	Networks and subnets are global	
	✓ Correct	

3.	. An application running in a Compute Engine virtual machine needs high-performance scratch space. Which type of storage meets this need?	1/1 point
	○ SSD persistent	
	Standard persistent	
	○ Local standard	
	Local SSD	
	✓ Correct Correct!	
5.	How do Compute Engine customers choose between big vivis and many vivis?	1/1 po
	 Use big VMs for in-memory databases and CPU-intensive analytics; use many VMs for fault tolerance and elasticity 	
	Use big VMs for fault tolerance and elasticity; use many VMs for in-memory databases and CPU-intensive analytics	
	✓ Correct!	
6.	How do VPC routers and firewalls work?	1/1 po
	They are managed by Google as a built-in feature.	
	Oustomers provision virtual machines and run their routers and firewalls in them.	
	They are managed by Google in virtual machines, which customers may tune or turn off.	
	They are managed by Google in virtual machines, which customers may never modify.	
	✓ Correct	

7.	A GCP customer wants to load-balance traffic among the back-end VMs that form part of a multi-tier application. Which load-balancing option should this customer choose?	1/1 point
	○ The regional load balancer	
	○ The global SSL proxy	
	The regional internal load balancer	
	○ The global HTTP(S) load balancer	
	○ The global TCP proxy	
	✓ Correct Correct!	
8.	For which of these interconnect options is a Service Level Agreement available?	1/1 po
	O Direct Peering	
	○ VPNs with Cloud Router	
	Carrier Peering	
	Dedicated Interconnect	
	✓ Correct	
	Correct!	