Clement Interview Questions Part 4

1. **What is DevOps?**
2. **What do you understand about CICD?**
3. **What are some tools you have worked with to build a pipeline and how do they all work together?**
4. **What exactly do you use Jenkins for?**
5. **Do you use Jenkins to deploy in a cloud environment?**
6. **How do you authenticate with the cloud environment using Jenkins? How do you manage the credentials?**
7. **What deployment strategy are you aware of?**
8. **Differentiate between Blue/Green and Rolling Update, which one is better for deployment?**
9. **Let say I have multiple ports running in my deployment and I need to perform rolling update on them, can you set the rolling update perimeter to use multiple port, or does it only use single ports?**
10. **In respect to cost, which deployment strategy is better?**
11. **Have you been exposed to any infrastructure as code tools?**
12. **What is the benefit of IAA?**
13. **In a scenario where you have your CICD pipeline setup for your Dev/Staging environment, where you are testing the code and everything is working fine, now you go ahead and deploy the same code to production, but the code is failing and the users are not able to access the application, what are some differences you would start checking?**
14. **Let say you have a Docker container that crash due to high memory, or your Docker container crash, how would you start troubleshooting? How would you find out which container failed in the first place?**
15. **Can you exec into a stopped container?**
16. **What information can you see when docker ps -a?**
17. **What do you know about Git, commands and workflow?**
18. **What is the difference between Git commit and Git push?**
19. **How do you authenticate your local machine with Git?**
20. **Talk to me about Kubernetes. What control and data plane do you have?**
21. **What type of data does etcd stores?**
22. **What are some method you can use to make your application scalable and reliable in Kubernetes?**
23. **Tell me about a time you spent a lot of time troubleshooting a problem in your team.**