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Google Certified Professional – Cloud Architect (GCP)

Version: Demo

[Total Questions: 10]

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Question #:1

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

Mountkirk Games wants you to design their new testingstrategy. How should the test coverage differ from their existing backends on the other platforms?

A. Tests should scale well beyond the prior approaches.

B. Unit tests are no longer required, only end-to-end tests.

C. Tests should be applied after the release is in the production environment.

D. Tests should include directly testing the Google Cloud Platform (GCP) infrastructure.

Answer: C

Question #:2

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

Mountkirk Games has deployed their newbackend on Google Cloud Platform (GCP). You want to create a thorough testing process for new versions of the backend before they are released to the public. You want the testing environment to scale in an economical way. How should you design the process?

A. Create a scalable environment in GCP for simulating production load.

B. Use the existing infrastructure to test the GCP-based backend at scale.

C. Build stress tests into each component of your application using resources internal to GCP to simulate load.

D. Create a set of static environments in GCP to test different levels of load — for example, high, medium, and low.

Answer: A

Question #:3

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

Mountkirk Games wants to set up a continuous delivery pipeline. Their architecture includes many small services that they want to be able to update and roll back quickly. Mountkirk Games has the following requirements:

• Services are deployed redundantly across multiple regions in the US and Europe.

• Only frontend services are exposed on the public internet.

• They can provide a single frontend IP for their fleet of services.

• Deployment artifacts are immutable.

Which set of products should they use?

A. Google Cloud Storage, Google CloudDataflow, Google Compute Engine

B. Google Cloud Storage, Google App Engine, Google Network Load Balancer

C. Google Container Registry, Google Container Engine, Google HTTP(s) Load Balancer

D. Google Cloud Functions, Google Cloud Pub/Sub, Google Cloud Deployment Manager

Answer: C

Explanation

https://cloud.google.com/load-balancing/

https://cloud.google.com/solutions/ansible-with-spinnaker-tutorial

http://blog.armory.io/what-is-immutable-infrastructure/

https://cloud.google.com/compute/docs/load-balancing/http/

Question #:4

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 project quota hasn't been exceeded.

C. Verify that the new feature code did not introduce any performance bugs.

D. Verify that the load-testing team is not running their tool against production.

Answer: A

Explanation

503 is service unavailable error.

Question #:5

For this question, refer to theMountkirk Games case study

Mountkirk Games needs to create a repeatable and configurable mechanism for deploying isolated application environments. Developers and testers can access each other's environments and resources, but they cannot access staging or production resources. The staging environment needs access to some services from production.

What should you do to isolate development environments from staging and production?

A. Create a project for development and test and another for staging andproduction.

B. Create a network for development and test and another for staging and production.

C. Create one subnetwork for development and another for staging and production.

D. Create one project for development, a second for staging and a third for production.

Answer: A

Question #:6

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

Mountkirk Games wants to set up a real-time analytics platform for their new game. The new platform must meet their technical requirements. Which combinationof Google technologies will meet all of their requirements?

A. Container Engine, Cloud Pub/Sub, and Cloud SQL

B. Cloud Dataflow, Cloud Storage, Cloud Pub/Sub, and BigQuery

C. Cloud SQL, Cloud Storage, Cloud Pub/Sub, and Cloud Dataflow

D. Cloud Dataproc, Cloud Pub/Sub, Cloud SQL, and Cloud Dataflow

E. Cloud Pub/Sub, Compute Engine, Cloud Storage, and Cloud Dataproc

Answer: B

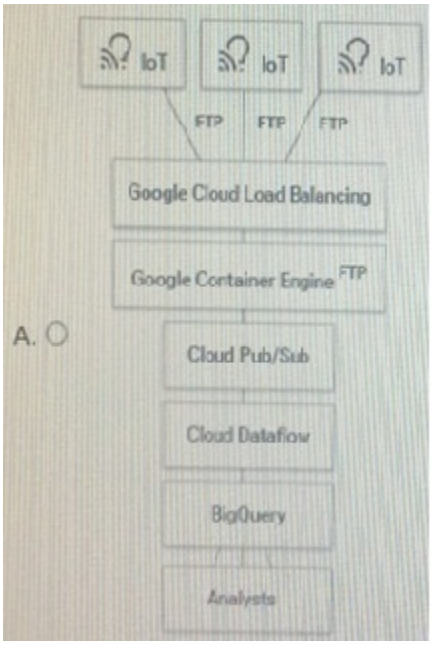
Explanation

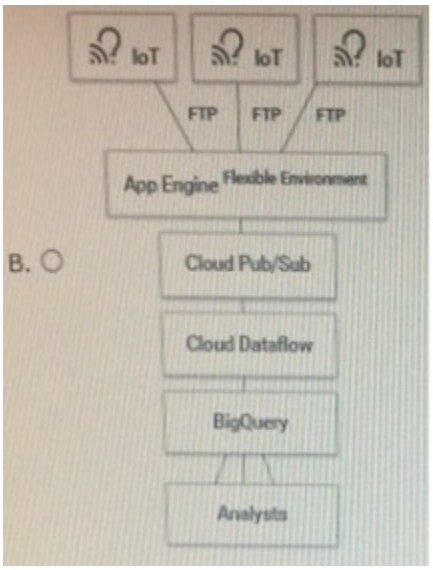
A real time requires Stream / Messaging so Pub/Sub, Analytics by Big Query**.**

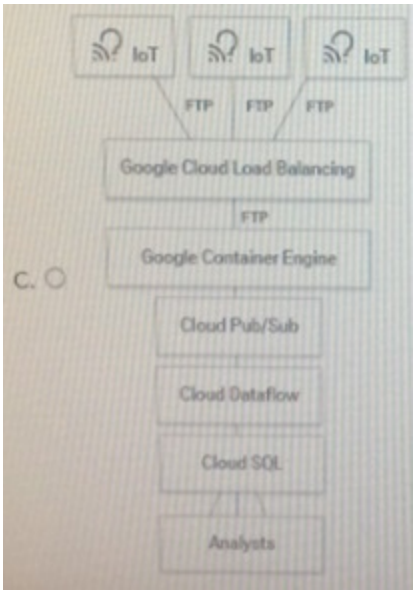
Question #:7

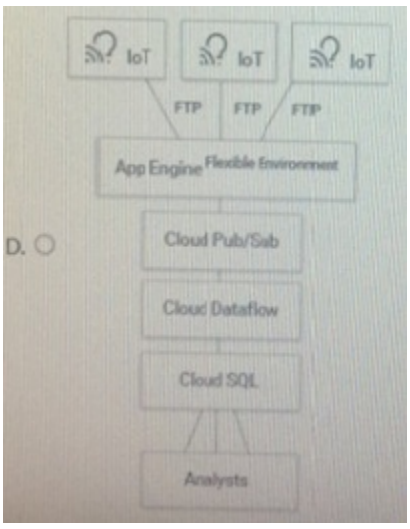
For this question, refer to the TerramEarth case study.

TerramEarth's CTO wants to use the raw data from connected vehicles to help identify approximately when a vehicle in the field will have a catastrophic failure. You want to allow analysts to centrally query the vehicle data. Which architecture should you recommend?









A. Option A

B. Option B

C. Option C

D. Option D

Answer: A

Explanation

https://cloud.google.com/solutions/iot/

https://cloud.google.com/solutions/designing-connected-vehicle-platform

https://cloud.google.com/solutions/designing-connected-vehicle-platform#data_ingestion

http://www.eweek.com/big-data-and-analytics/google-touts-value-of-cloud-iot-core-for-analyzing-connected-car-data

https://cloud.google.com/solutions/iot/

Question #:8

For this question, refer to the TerramEarth case study.

The TerramEarth development teamwants to create an API to meet the company's business requirements. You want the development team to focus their development effort on business value versus creating a custom framework. Which method should they use?

A. Use Google App Engine with Google Cloud Endpoints. Focus on an API for dealers and partners.

B. Use Google App Engine with a JAX-RS Jersey Java-based framework. Focus on an API for the public.

C. Use Google App Engine with the Swagger (open API Specification) framework. Focus on an API for the public.

D. Use Google Container Engine with a Django Python container. Focus on an API for the public.

E. Use Google Container Engine with a Tomcat container with the Swagger (Open API Specification) framework. Focus on an API for dealers and partners.

Answer: A

Explanation

https://cloud.google.com/endpoints/docs/openapi/about-cloud-endpoints?hl=en_US&_ga=2.21787131.-1712523

https://cloud.google.com/endpoints/docs/openapi/architecture-overview

https://cloud.google.com/storage/docs/gsutil/commands/test

Question #:9

For this question, refer to the TerramEarth case study

Your development team has created a structured API to retrieve vehicle data. They want to allow third parties to develop tools for dealerships that use this vehicle event data. You want to support delegated authorization against this data. What should you do?

A. Build or leverage an OAuth-compatible access control system.

B. Build SAML 2.0 SSO compatibility into your authentication system.

C. Restrict data access based on the source IP address of the partner systems.

D. Create secondary credentials for each dealer that can be given to the trusted third party.

Answer: A

Explanation

https://cloud.google.com/appengine/docs/flexible/go/authorizing-apps

https://cloud.google.com/docs/enterprise/best-practices-for-enterprise-organizations#delegate_application_autho

Question #:10

For this question, refer to the TerramEarth case study.

TerramEarth plans to connect all 20 million vehicles in the field to the cloud. This increases the volume to 20 million 600 byte records a second for 40 TB an hour. How should you design the data ingestion?

A. Vehicles write data directly to GCS.

B. Vehicleswrite data directly to Google Cloud Pub/Sub.

C. Vehicles stream data directly to Google BigQuery.

D. Vehicles continue to write data using the existing system (FTP).

Answer: B

Explanation

Scale to hundreds of millions of messages per second and pay only for the resources you use. There are no partitions or local instances to manage, reducing operational overhead. Data is automatically and intelligently distributed across data centers over our unique, high-speed private network.

TerramEarth's existing architecture iscomposed of Linux-based systems that reside in a data center. These systems gzip CSV files from the field and upload via FTP, transform and aggregate them, and place the data in their data warehouse. Because this process takes time, aggregated reports arebased on data that is 3 weeks old.

With this data, TerramEarth has been able to preemptively stock replacement parts and reduce unplanned downtime of their vehicles by 60%. However, because the data is stale, some customers are without their vehicles forup to 4 weeks while they wait for replacement parts.

https://cloud.google.com/pubsub/

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