

# Practice Quiz: The Building Blocks of Configuration Management

PUNTOS TOTALES DE 5

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1. How is a declarative language different from a procedural language?

1 / 1 puntos

- ☒ A declarative language defines the goal; a procedural language defines the steps to achieve a goal.
- ☐ Declarative languages are object-based; procedural languages aren't.
- ☐ Declarative languages aren't stateless; procedural languages are stateless.
- ☐ A declarative language defines each step required to reach the goal state.



**Correcto**

Right on! In a declarative language, it's important to correctly define the end state we want to be in, without explicitly programming steps for how to achieve that state.

2. Puppet facts are stored in hashes. If we wanted to use a conditional statement to perform a specific action based on a fact value, what symbol must precede the facts variable for the Puppet DSL to recognize it?

1 / 1 puntos

- ☐ @
- ☐ #
- ☒ \$
- ☐ &



**Correcto**

Nice job! All variable names are preceded by a dollar sign in Puppet's DSL.

3. What does it mean that Puppet is stateless?

1 / 1 puntos

- ☐ Puppet retains information between uses.
- ☐ An action can be performed repeatedly without changing the system after the first run.
- ☒ There is no state being kept between runs of the agent.
- ☐ Actions are taken only when they are necessary to achieve a goal.

**Correcto**

Awesome! Stateless means there is no record of previous interactions, and each interaction request has to be handled based entirely on information that comes with it.

4. What does the "test and repair" paradigm mean in practice?

1 / 1 puntos

- ☐ There is no state being kept between runs of the agent.
- ☐ We should plan to repeatedly fix issues.
- ☐ We need to test before and after implementing a fix.
- ☒ We should only take actions when testing determines they need to be done to reach the requested state

**Correcto**

Great work! By checking to see if a resource requires modification first, we can avoid wasting precious time.

5. Where, in Puppet syntax, are the attributes of a resource found?

0 / 1 puntos

- ☐ Inside the curly braces after the resource type
- ☒ In brackets after the if statement
- ☐ After ensure =>
- ☐ After the dollar sign (\$)

**Incorrecto**

- **!** Not quite. We can specify facts after the if statements to create rules to compare to.