**Question 1**

How do you make Ansible pick up a custom module without adding that custom module in the standard module installation path?

Name the module 'library' and place it in the same directory as the playbook

Create a library directory in the standard module path and place the module there

Create a "library" directory in the same directory as the playbook and place the custom module there

Place the module in the default system module path

**Question 2**

Which command enables you to identify the parameters that a module accepts?

ansible -m module\_name --show-paramters

ansible-playbook --show-doc module\_name

ansible-doc module\_name

ansibledoc module\_name

**Question 3**

In which order do tasks execute inside plays or roles?

Assigned importance

Alphabetical order, based on role name

Opportunistically based on availability of resources on the target host

One at a time, against all machines matched by the host pattern

**Question 4**

Tasks must be written with parameters using either "key=value" or "key: value".

TRUE

FALSE

**Question 5**

Under which circumstances should plays be named?

When more than one play exists in a playbook, or when a more friendly grouping of output is desired

Plays must always be named

When starting at a named play with the --start-at-play command line option

Never; only tasks can be named

**Question 6**

The following directory can be used to include custom modules in task lists in a role:

modules

files

alt

library

**Question 7**

Which command would you execute to run an ad hoc task against an Ansible managed host?

ansible

ansible-vault

ansible-ad hoc

ansible-playbook

**Question 8**

The following describes Ansible Playbooks:

A collection of Ansible modules

The language by which Ansible orchestrates, configures, administers, or deploys systems

It is written in Python

None of the above

**Question 9**

Which of the following best describes Ansible facts?

Ansible does not use facts

Things that are discovered about remote nodes

The source of truth

User-defined variables