

Google Discussions



### Exam Cloud Digital Leader All Questions

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## EXAM CLOUD DIGITAL LEADER TOPIC 1 QUESTION 5 DISCUSSION

Actual exam question from Google's Cloud Digital Leader

Question #: 5

Topic #: 1

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You are currently managing workloads running on Windows Server for which your company owns the licenses. Your workloads are only needed during working hours, which allows you to shut down the instances during the weekend. Your Windows Server licenses are up for renewal in a month, and you want to optimize your license cost.

What should you do?

- A. Renew your licenses for an additional period of 3 years. Renew your licenses for an additional period of 3 years. Negotiate a cost reduction with your current hosting provider wherein infrastructure cost is reduced when workloads are not in use
- B. Renew your licenses for an additional period of 2 years. Negotiate a cost reduction by committing to an automatic renewal of the licenses at the end of the 2 year period
- C. Migrate the workloads to Compute Engine with a bring-your-own-license (BYOL) model
- D. Migrate the workloads to Compute Engine with a pay-as-you-go (PAYG) model

Show Suggested Answer

by [kapomony](#) at Dec. 28, 2021, 10:58 a.m.

### Comments

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  **fpreli** Highly Voted  2 years, 10 months ago

D for me, it says "optimize your license cost" and that license will expire in one month, so I would go with a Pay-As-You-Go model

   upvoted 29 times

  **kitubha** Highly Voted  2 years, 10 months ago

D is correct

   upvoted 14 times

  **adamwood9410** Most Recent  4 weeks, 1 day ago

**Selected Answer: D**

Option C doesn't make any sense in this situation. You are required to optimize the licensing, Option C negates this by the following:

- 1) you would be required to deploy on sole tenant nodes for Windows workloads on a BYOL model (therefore more expensive, check the documentation)
- 2) It's more complex to BYOL (hardly optimal)
- 3) not sure you can actually switch between BYOL and PAYG once deployed so once your license expires you're going to have to redeploy the machines just to validate the licenses. (again, not exactly optimal)

The answer is clearly D.

   upvoted 1 times

  **7c3bc28** 1 month, 4 weeks ago

**Selected Answer: D**

For me D is correct as the machines are only up and running for some hours per day => scale up and down regularly.

   upvoted 1 times

  **kalpesh\_bohra** 2 months, 3 weeks ago

Given your situation—where you have Windows Server licenses, your workloads are only needed during working hours, and you want to optimize your license costs—the most effective approach would be:

C. Migrate the workloads to Compute Engine with a bring-your-own-license (BYOL) model

With the BYOL model, you can leverage your existing Windows Server licenses on Google Cloud's Compute Engine. This approach can help you make use of your current licenses without incurring additional licensing costs, provided that the licenses are compliant with cloud deployment. Additionally, this model can be cost-effective if you are shutting down instances during non-working hours, as you can optimize costs by managing your own licenses and potentially reducing unnecessary expenses.

Option D, the pay-as-you-go (PAYG) model, involves licensing costs integrated into the cloud provider's pricing, which might not be as cost-effective if you already own licenses.



   upvoted 2 times

  **slimjago** 3 months, 3 weeks ago

**Selected Answer: C**

C for me, because we are talking about stable and predictable workloads, PAYG is best for variable workloads when you need scale up or down your resources.

   upvoted 1 times

  **penelop** 4 months, 3 weeks ago

You are currently managing workloads running on Windows Server for which your company owns the licenses. Your workloads are only needed during working hours, which allows you to shut down the instances during the weekend. Your Windows Server licenses are up for renewal in a month, and you want to optimize your license cost.

D is the correct answer.

The question clearly states that we are running Windows Server with our own licenses (BYOL). These instances are already on GCP, we want to optimize licensing cost. Keeping BYOL (C) won't affect our infrastructure, D will.

With PAYG, we are paying an extra fee while the VM is running, meaning if you turn off the Vm, you are not paying the license. This will optimize our costs, as we are not expending a big portion of money to pay the license, but only a fraction for usage.

   upvoted 2 times

  **76ffe88** 5 months, 3 weeks ago

**Selected Answer: D**

As the license is already expiring so PAYG model will be more efficient here.

   upvoted 3 times

👍 🔄 🚩 upvoted 2 times

🗄️ 👤 **ikaro460** 5 months, 3 weeks ago

C is correct. Migrating your workloads to Compute Engine with a BYOL model would allow you to utilize your existing Windows Server licenses while also benefiting from the flexibility and potentially lower costs associated with cloud computing. This way, you can optimize your license costs by using your existing licenses efficiently and take advantage of Compute Engine's pricing structure. Additionally, you can explore further cost-saving measures such as scheduling instances to shut down during weekends when they're not needed.

👍 🔄 🚩 upvoted 2 times

🗄️ 👤 **smedrano** 7 months, 2 weeks ago

**Selected Answer: D**

I think it's D, because BYOL is only available with Bring Your Own Image for Windows Server (<https://cloud.google.com/blog/products/compute/compute-engine-licensing-explained>), which is only available to run on dedicated hardware, which I think would end resulting much more expensive. Pay-As-You-Go allows you to optimize your "License" costs, because you only pay for the license as long as the instance is in use. With BYOL you're not optimizing anything as you still have to pay the full license for each instance.

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🗄️ 👤 **BhooChaal** 7 months, 2 weeks ago

**Selected Answer: C**

See the problem with D is that, any VM cost does not cover the cost of Licensing. If you want to have a VM running RHEL, then you need to get RHEL licenses on your own. Google can help you with that, but License of S/W usage is extra, above and beyond N/W, Disk, Compute and Memory.

👍 🔄 🚩 upvoted 1 times

🗄️ 👤 **PassForSure007** 9 months ago

**Selected Answer: D**

D is the correct answer the license will expire in 1 month.

👍 🔄 🚩 upvoted 1 times

🗄️ 👤 **Thesalesguy** 9 months, 3 weeks ago

C, BYOL model is correct:  
The cons of D PAYG are:

Higher cost: The PAYG model typically includes a premium on top of the per-second resource usage cost to cover the included license fees. This could be more expensive than BYOL, where you leverage your existing licenses.  
Recurring cost: You continuously pay for the license fees as part of the PAYG model, even when your workloads are not running. This contrasts with BYOL, where you only pay for the new license once, and only pay for resource usage during active hours.

👍 🔄 🚩 upvoted 1 times

🗄️ 👤 **Surek** 9 months, 4 weeks ago

Answer is C

👍 🔄 🚩 upvoted 1 times

🗄️ 👤 **houdini0** 10 months ago

It's D, because with D you do not need to bring your licenses (Correct me if I'm wrong), and the scenario says there is no need to have it up and running during the weekends.

👍 🔄 🚩 upvoted 1 times

🗄️ 👤 **Lakshvenkat** 10 months ago

Option D for me

👍 🔄 🚩 upvoted 1 times

🗄️ 👤 **Surek** 10 months ago

D is the correct answer. But GPT say answer C ?

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