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📄 EXAM ASSOCIATE CLOUD ENGINEER TOPIC 1 QUESTION 199 DISCUSSION

Actual exam question from Google's Associate Cloud Engineer

Question #: 199

Topic #: 1

[All Associate Cloud Engineer Questions]

You are building a multi-player gaming application that will store game information in a database. As the popularity of the application increases, you are concerned about delivering consistent performance. You need to ensure an optimal gaming performance for global users, without increasing the management complexity. What should you do?

A. Use Cloud SQL database with cross-region replication to store game statistics in the EU, US, and APAC regions.

B. Use Cloud Spanner to store user data mapped to the game statistics.

C. Use BigQuery to store game statistics with a Redis on Memorystore instance in the front to provide global consistency.

D. Store game statistics in a Bigtable database partitioned by username.

Show Suggested Answer

by 👤 MrJkr at *June 25, 2023, 2:41 p.m.*

Comments

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👤 **gpais** `Highly Voted 👍` 1 year, 2 months ago

Selected Answer: B

https://cloud.google.com/solutions/databases/games

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👤 **tatyavinchu** `Highly Voted 👍` 1 year, 2 months ago

global users = Cloud Spanner
Correct Answer is B

👍 ↩ 🚩 upvoted 5 times

👤 **PiperMe** `Most Recent ⊘` 7 months, 3 weeks ago

Selected Answer: B

Option B, leveraging Cloud Spanner, provides a powerful solution specifically designed for globally distributed, consistently performant applications while keeping operational complexity low – making it the ideal choice for the multi-player gaming scenario.

Bigtable is well-suited for massive scale, but its NoSQL nature might require more data modeling effort compared to Cloud Spanner for gaming-related data.

👍 ↩ 🚩 upvoted 3 times

👤 **DanBar** 8 months ago

Selected Answer: D

Bigtable

👍 ↩ 🚩 upvoted 2 times

👤 **nudiiiir** 9 months, 3 weeks ago

Selected Answer: D

it's D because in this specific case cause Bigtable scales seamlessly to handle massive amounts of data and high read/write throughput,
ideal for multiplayer gaming applications

👍 ↩ 🚩 upvoted 3 times

👤 **3arle** 1 year, 2 months ago

Selected Answer: B

Spanner should meet expectation

👍 ↩ 🚩 upvoted 2 times

👤 **MrJkr** 1 year, 3 months ago

Selected Answer: B

Among the options provided, the better answer for ensuring optimal gaming performance for global users without increasing management complexity would be option B

Cloud Spanner is a globally distributed, horizontally scalable database service provided by Google Cloud Platform. It offers strong consistency guarantees, high availability, and automatic scaling.

It offers the necessary features to ensure optimal gaming performance, global scalability, strong consistency, and automatic scaling, making it a suitable choice for storing user data mapped to game statistics.

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