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Exam Associate Cloud Engineer All Questions

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EXAM ASSOCIATE CLOUD ENGINEER TOPIC 1 QUESTION 167 DISCUSSION

Actual exam question from Google's Associate Cloud Engineer

Question #: 167

Topic #: 1

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Your company developed a mobile game that is deployed on Google Cloud. Gamers are connecting to the game with their personal phones over the Internet. The game sends UDP packets to update the servers about the gamers' actions while they are playing in multiplayer mode. Your game backend can scale over multiple virtual machines (VMs), and you want to expose the VMs over a single IP address. What should you do?

- A. Configure an SSL Proxy load balancer in front of the application servers.
- B. Configure an Internal UDP load balancer in front of the application servers.
- C. Configure an External HTTP(s) load balancer in front of the application servers.
- D. Configure an External Network load balancer in front of the application servers.

Show Suggested Answer

by [Jamaal_a](#) at March 11, 2021, 4:41 p.m.

Comments

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🗄️ 👤 **kopper2019** Highly Voted 👍 3 years, 6 months ago

Answer is D, cell phones are sending UDP packets and the only that can receive that type of traffic is a External Network TCP/UDP

<https://cloud.google.com/load-balancing/docs/network>

👍 🔄 🚩 upvoted 32 times

🗄️ 👤 **ashrafh** 3 years, 2 months ago

Google Cloud HTTP(S) Load Balancing is a global, proxy-based Layer 7 load balancer that enables you to run and scale your services worldwide behind a single external IP address. External HTTP(S) Load Balancing distributes HTTP and HTTPS traffic to backends hosted on Compute Engine and Google Kubernetes Engine (GKE).

<https://cloud.google.com/load-balancing/docs/https>

👍 🔄 🚩 upvoted 2 times

🗄️ 👤 **patashish** 2 years, 3 months ago

what you are trying to say ? What is your answer ? A B C D ?

👍 🔄 🚩 upvoted 3 times

🗄️ 👤 **ryumada** 2 years, 2 months ago

All the load balancer products in GCP give you a single IP address for the backend servers you registered to it.

Also, External HTTP(s) load balancer only support the port that used by HTTP which is the port 80 and HTTPS which is the port 443.

And Google Cloud external TCP/UDP Network Load Balancing is referred to as "Network Load Balancing" which supports UDP packets.

- <https://cloud.google.com/load-balancing/docs/load-balancing-overview#about>

- <https://cloud.google.com/load-balancing/docs/network>

- <https://cloud.google.com/load-balancing/docs/https>

👍 🔄 🚩 upvoted 3 times

🗄️ 👤 **JH86** Highly Voted 👍 3 years, 4 months ago

Answer is D. there are so many confusion here, from B,C or D. For myself im eliminating all options except B,D due to the traffic type. which leaves me with B or D. Then next the traffic source either external or internal which in this case is an external traffic from the internet, therefore my final answer is D.

<https://cloud.google.com/load-balancing/docs/choosing-load-balancer>

👍 🔄 🚩 upvoted 14 times

🗄️ 👤 **BobbyFlash** 2 years, 12 months ago

Following the diagram, there's no doubt about D. We have external clients connecting to our gaming service on google cloud that works using UDP traffic that results in using External Network Load Balancing. I feel that it's simple as it is. I also go with D.

👍 🔄 🚩 upvoted 4 times

🗄️ 👤 **Cynthia2023** Most Recent 🕒 9 months, 3 weeks ago

Selected Answer: D

1. UDP Traffic Support:

• An external Network Load Balancer in Google Cloud supports both TCP and UDP traffic. Since your game uses UDP packets for multiplayer interactions, the Network Load Balancer is appropriate for handling this type of traffic.

2. Single IP for Multiple VMs:

• Network Load Balancers allow you to use a single, anycast IP address that can distribute incoming traffic across multiple VMs in your backend. This aligns with your requirement to expose the backend servers through a single IP address.

👍 🔄 🚩 upvoted 4 times

🗄️ 👤 **Captain1212** 1 year, 1 month ago

Selected Answer: D

for udp external load balancer, D is the correct answer

👍 🔄 🚩 upvoted 2 times

🗄️ 👤 **CVGCP** 1 year, 4 months ago

By elimination

A: SSL proxy LB is for TCP traffic not for UDP, eliminated

B: External LB is required, Eliminated

C: Http LB works at layer 7, here protocol is UDP, eliminated



D: Correct answer

👍 🔄 🚩 upvoted 5 times

🗄️ 👤 **kumar262639** 1 year, 5 months ago

"Correct Answer" says A and community vote says D(100%)
which one is correct?

   upvoted 1 times

  **PPP_D** 1 year, 6 months ago

Going with D


   upvoted 1 times

  **Andoameda9** 1 year, 8 months ago

Selected Answer: D

Ans is D


   upvoted 1 times

  **fragment137** 1 year, 10 months ago

The question tricked me. I saw UDP and immediately thought it was B.

The correct answer is D, as the LB needs to be External, and SSL\HTTPS are not the right load balancers for this application.


   upvoted 2 times

  **abirroy** 2 years, 2 months ago

Selected Answer: D

External Network LB used for UDP

   upvoted 1 times

  **AzureDP900** 2 years, 4 months ago

D seems correct..

   upvoted 1 times

  **akshaychavan7** 2 years, 5 months ago

Selected Answer: D

I'm dead sure, it's D!

   upvoted 1 times

  **somenick** 2 years, 7 months ago

Selected Answer: D

<https://cloud.google.com/load-balancing/docs/choosing-load-balancer#lb-decision-tree>

   upvoted 2 times

  **[Removed]** 2 years, 7 months ago

Selected Answer: D

D - Check <https://cloud.google.com/load-balancing/images/choose-lb.svg>

   upvoted 1 times

  **Raz0r** 2 years, 9 months ago

Selected Answer: D

D, because:

<https://cloud.google.com/load-balancing/docs/network#:~:text=Google%20Cloud%20external-,TCP/UDP,-Network%20Load%20Balancing>

   upvoted 2 times

  **exam_war** 2 years, 9 months ago

Answer is C. Players need to access through internet by HTTP(S) load balancing

   upvoted 2 times

  **S00999** 2 years, 4 months ago

It is not specified whether the app protocol is HTTP(S) or not, only that it is UDP packets. Internet is not limited to the http protocol.

Answer D

   upvoted 1 times

  **[Removed]** 2 years, 9 months ago

D. Configure an External Network load balancer in front of the application servers.

"VM over single (external) IP address ->>> getting UDP packets through External LB

"

   upvoted 3 times

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