

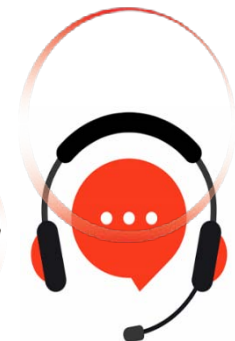
# Google GCP-CA Cloud Architect

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# Latest Version: 6.0

## Question: 1

For this question, refer to the Mountkirk Games case study.

Mountkirk Games wants to set up a continuous delivery pipeline. Their architecture includes many small services that they want to be able to update and roll back quickly. Mountkirk Games has the following requirements:

- Services are deployed redundantly across multiple regions in the US and Europe.
- Only frontend services are exposed on the public internet.
- They can provide a single frontend IP for their fleet of services.
- Deployment artifacts are immutable. Which set of products should they use?

- A. Google Cloud Storage, Google Cloud Dataflow, Google Compute Engine
- B. Google Cloud Storage, Google App Engine, Google Network Load Balancer
- C. Google Kubernetes Registry, Google Container Engine, Google HTTP(S) Load Balancer
- D. Google Cloud Functions, Google Cloud Pub/Sub, Google Cloud Deployment Manager

**Answer: C**

## Question: 2

For this question, refer to the Mountkirk Games case study

Mountkirk Games needs to create a repeatable and configurable mechanism for deploying isolated application environments. Developers and testers can access each other's environments and resources, but they cannot access staging or production resources. The staging environment needs access to some services from production.

What should you do to isolate development environments from staging and production?

- A. Create a project for development and test and another for staging and production.
- B. Create a network for development and test and another for staging and production.
- C. Create one subnetwork for development and another for staging and production.
- D. Create one project for development, a second for staging and a third for production.

**Answer: D**

## Question: 3

For this question, refer to the Mountkirk Games case study.

Mountkirk Games' gaming servers are not automatically scaling properly. Last month, they rolled out a new feature, which suddenly became very popular. A record number of users are trying to use the

service, but many of them are getting 503 errors and very slow response times. What should they investigate first?

- A. Verify that the database is online.
- B. Verify that the project quota hasn't been exceeded.
- C. Verify that the new feature code did not introduce any performance bugs.
- D. Verify that the load-testing team is not running their tool against production.

**Answer: B**

Explanation:

503 is service unavailable error. If the database was online everyone would get the 503 error.

[https://cloud.google.com/docs/quota#capping\\_usage](https://cloud.google.com/docs/quota#capping_usage)

### Question: 4

For this question, refer to the Mountkirk Games case study.

Mountkirk Games wants to set up a real-time analytics platform for their new game. The new platform must meet their technical requirements. Which combination of Google technologies will meet all of their requirements?

- A. Container Engine, Cloud Pub/Sub, and Cloud SQL
- B. Cloud Dataflow, Cloud Storage, Cloud Pub/Sub, and BigQuery
- C. Cloud SQL, Cloud Storage, Cloud Pub/Sub, and Cloud Dataflow
- D. Cloud Dataproc, Cloud Pub/Sub, Cloud SQL, and Cloud Dataflow
- E. Cloud Pub/Sub, Compute Engine, Cloud Storage, and Cloud Dataproc

**Answer: B**

Explanation:

A real time requires Stream / Messaging so Pub/Sub, Analytics by Big Query.

Ingest millions of streaming events per second from anywhere in the world with Cloud Pub/Sub, powered by Google's unique, high-speed private network. Process the streams with Cloud Dataflow to ensure reliable, exactly-once, low-latency data transformation. Stream the transformed data into BigQuery, the cloud-native data warehousing service, for immediate analysis via SQL or popular visualization tools.

From scenario: They plan to deploy the game's backend on Google Compute Engine so they can capture streaming metrics, run intensive analytics. Requirements for Game Analytics Platform

- ? Dynamically scale up or down based on game activity
- ? Process incoming data on the fly directly from the game servers
- ? Process data that arrives late because of slow mobile networks
- ? Allow SQL queries to access at least 10 TB of historical data
- ? Process files that are regularly uploaded by users' mobile devices
- ? Use only fully managed services

References: <https://cloud.google.com/solutions/big-data/stream-analytics/>

## Question: 5

For this question, refer to the TerramEarth case study

Your development team has created a structured API to retrieve vehicle data

a. They want to allow third parties to develop tools for dealerships that use this vehicle event data. You want to support delegated authorization against this data. What should you do?

- A. Build or leverage an OAuth-compatible access control system.
- B. Build SAML 2.0 SSO compatibility into your authentication system.
- C. Restrict data access based on the source IP address of the partner systems.
- D. Create secondary credentials for each dealer that can be given to the trusted third party.

**Answer: A**

Explanation:

<https://cloud.google.com/appengine/docs/flexible/go/authorizing-apps>

[https://cloud.google.com/docs/enterprise/best-practices-for-enterprise-organizations#delegate\\_application\\_authorization\\_with\\_oauth2](https://cloud.google.com/docs/enterprise/best-practices-for-enterprise-organizations#delegate_application_authorization_with_oauth2) Delegate application authorization with OAuth2

Cloud Platform APIs support OAuth 2.0, and scopes provide granular authorization over the methods that are supported. Cloud Platform supports both service-account and user-account OAuth, also called three-legged OAuth.

References: [https://cloud.google.com/docs/enterprise/best-practices-for-enterprise-organizations#delegate\\_application\\_authorization\\_with\\_oauth2](https://cloud.google.com/docs/enterprise/best-practices-for-enterprise-organizations#delegate_application_authorization_with_oauth2)

<https://cloud.google.com/appengine/docs/flexible/go/authorizing-apps>

## Question: 6

For this question, refer to the TerramEarth case study.

TerramEarth's 20 million vehicles are scattered around the world. Based on the vehicle's location its telemetry data is stored in a Google Cloud Storage (GCS) regional bucket (US, Europe, or Asia). The CTO has asked you to run a report on the raw telemetry data to determine why vehicles are breaking down after 100 K miles. You want to run this job on all the data

- a. What is the most cost-effective way to run this job?
- A. Move all the data into 1 zone, then launch a Cloud Dataproc cluster to run the job.
  - B. Move all the data into 1 region, then launch a Google Cloud Dataproc cluster to run the job.
  - C. Launch a cluster in each region to preprocess and compress the raw data, then move the data into a multi region bucket and use a Dataproc cluster to finish the job.
  - D. Launch a cluster in each region to preprocess and compress the raw data, then move the data into a region bucket and use a Cloud Dataproc cluster to finish the job.

**Answer: D**

Explanation:

Storage guarantees 2 replicates which are geo diverse (100 miles apart) which can get better remote latency and availability.

More importantly, is that multiregional heavily leverages Edge caching and CDNs to provide the content to the end users.

All this redundancy and caching means that Multiregional comes with overhead to sync and ensure consistency between geo-diverse areas. As such, it's much better for write-once- read-many scenarios. This means frequently accessed (e.g. "hot" objects) around the world, such as website content, streaming videos, gaming or mobile applications.

References: <https://medium.com/google-cloud/google-cloud-storage-what-bucket-class-for-the-best-performance-5c847ac8f9f2>

## Question: 7

For this question refer to the TerramEarth case study.

Which of TerramEarth's legacy enterprise processes will experience significant change as a result of increased Google Cloud Platform adoption.

- A. Opex/capex allocation, LAN changes, capacity planning
- B. Capacity planning, TCO calculations, opex/capex allocation
- C. Capacity planning, utilization measurement, data center expansion
- D. Data Center expansion, TCO calculations, utilization measurement

**Answer: B**

Explanation:

Capacity planning, TCO calculations, opex/capex allocation From the case study, it can conclude that Management (CXO) all concern rapid provision of resources (infrastructure) for growing as well as cost management, such as Cost optimization in Infrastructure, trade up front capital expenditures (Capex) for ongoing operating expenditures (Opex), and Total cost of ownership (TCO)

## Question: 8

For this question, refer to the TerramEarth case study.

To speed up data retrieval, more vehicles will be upgraded to cellular connections and be able to transmit data to the ETL process. The current FTP process is error-prone and restarts the data transfer from the start of the file when connections fail, which happens often. You want to improve the reliability of the solution and minimize data transfer time on the cellular connections. What should you do?

- A. Use one Google Container Engine cluster of FTP server
- B. Save the data to a Multi- Regional bucket
- C. Run the ETL process using data in the bucket.
- D. Use multiple Google Container Engine clusters running FTP servers located in different region
- E. Save the data to Multi-Regional buckets in us, eu, and asi
- F. Run the ETL process using the data in the bucket.
- G. Directly transfer the files to different Google Cloud Multi-Regional Storage bucket locations in us, eu, and asia using Google APIs over HTTP(S). Run the ETL process using the data in the bucket.

H. Directly transfer the files to a different Google Cloud Regional Storage bucket location in us, eu, and asia using Google APIs over HTTP(S). Run the ETL process to retrieve the data from each Regional bucket.

**Answer: D**

Explanation:

<https://cloud.google.com/storage/docs/locations>

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