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*Professional-Cloud-Architect
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Question: 1

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

Mountkirk Games wants you to design their new testing strategy. How should the test coverage differ from their existing backends on the other platforms?

- A. Tests should scale well beyond the prior approaches.
- B. Unit tests are no longer required, only end-to-end tests.
- C. Tests should be applied after the release is in the production environment.
- D. Tests should include directly testing the Google Cloud Platform (GCP) infrastructure.

Answer: A

Explanation:

From Scenario:

A few of their games were more popular than expected, and they had problems scaling their application servers, MySQL databases, and analytics tools.

Requirements for Game Analytics Platform include: Dynamically scale up or down based on game activity

Question: 2

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

Mountkirk Games has deployed their new backend on Google Cloud Platform (GCP). You want to create a thorough testing process for new versions of the backend before they are released to the public. You want the testing environment to scale in an economical way. How should you design the process?

- A. Create a scalable environment in GCP for simulating production load.
- B. Use the existing infrastructure to test the GCP-based backend at scale.
- C. Build stress tests into each component of your application using resources internal to GCP to simulate load.
- D. Create a set of static environments in GCP to test different levels of load — for example, high, medium, and low.

Answer: A

Explanation:

From scenario: Requirements for Game Backend Platform

Dynamically scale up or down based on game activity

Connect to a managed NoSQL database service

Run customize Linux distro

Question: 3

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: 4

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

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

https://cloud.google.com/docs/quota#capping_usage

Question: 5

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

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