

Q&As

Professional Cloud Architect on Google Cloud Platform

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QUESTION 1

A lead software engineer tells you that his new application design uses websockets and HTTP sessions that are not distributed across the web servers. You want to help him ensure his application will run properly on Google Cloud Platform.

What should you do?

- A. Help the engineer to convert his websocket code to use HTTP streaming
- B. Review the encryption requirements for websocket connections with the security team
- C. Meet with the cloud operations team and the engineer to discuss load balancer options
- D. Help the engineer redesign the application to use a distributed user session service that does not rely on websockets and HTTP sessions.

Correct Answer: C

Google Cloud Platform (GCP) HTTP(S) load balancing provides global load balancing for HTTP(S) requests destined for your instances. The HTTP(S) load balancer has native support for the WebSocket protocol.

Incorrect Answers:

A: HTTP server push, also known as HTTP streaming, is a client-server communication pattern that sends information from an HTTP server to a client asynchronously, without a client request. A server push architecture is especially effective for highly interactive web or mobile applications, where one or more clients need to receive continuous information from the server.

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

QUESTION 2

You are designing a large distributed application with 30 microservices. Each of your distributed microservices needs to connect to a database back-end. You want to store the credentials securely.

Where should you store the credentials?

- A. In the source code
- B. In an environment variable
- C. In a secret management system
- D. In a config file that has restricted access through ACLs

Correct Answer: C

References: <https://cloud.google.com/kms/docs/secret-management>

QUESTION 3

Your company has an application that is running on multiple instances of Compute Engine. It generates 1 TB per day of logs. For compliance reasons, the logs need to be kept for at least two years. The logs need to be available for active query for 30 days. After that, they just need to be retained for audit purposes. You want to implement a storage solution that is compliant, minimizes costs, and follows Google-recommended practices. What should you do?

A. 1. Install a Cloud Logging agent on all instances.

2.

Create a sink to export logs into a regional Cloud Storage bucket.

3.

Create an Object Lifecycle rule to move files into a Coldline Cloud Storage bucket after one month.

4.

Configure a retention policy at the bucket level using bucket lock.

B. 1. Write a daily cron job, running on all instances, that uploads logs into a Cloud Storage bucket.

2.

Create a sink to export logs into a regional Cloud Storage bucket.

3.

Create an Object Lifecycle rule to move files into a Coldline Cloud Storage bucket after one month.

C. 1. Install a Cloud Logging agent on all instances.

2.

Create a sink to export logs into a partitioned BigQuery table.

3.

Set a `time_partitioning_expiration` of 30 days.

D. 1. Create a daily cron job, running on all instances, that uploads logs into a partitioned BigQuery table.

2. Set a `time_partitioning_expiration` of 30 days.

Correct Answer: A

QUESTION 4

You need to optimize batch file transfers into Cloud Storage for Mountkirk Games's new Google Cloud solution. The batch files contain game statistics that need to be staged in Cloud Storage and be processed by an extract transform load (ETL) tool. What should you do?

A. Use `gsutil` to batch move files in sequence.

B. Use `gsutil` to batch copy the files in parallel.

- C. Use gsutil to extract the files as the first part of ETL.
- D. Use gsutil to load the files as the last part of ETL.

Correct Answer: B

Reference: <https://cloud.google.com/storage/docs/gsutil/commands/cp>

QUESTION 5

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

Correct Answer: A

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

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