



Q&As

Professional Cloud Architect on Google Cloud Platform

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QUESTION 1

You are implementing the infrastructure for a web service on Google Cloud. The web service needs to receive and store the data from 500,000 requests per second. The data will be queried later in real time, based on exact matches of a known set of attributes. There will be periods where the web service will not receive any requests. The business wants to keep costs low. Which web service platform and database should you use for the application?

- A. Cloud Run and BigQuery
- B. Cloud Run and Cloud Bigtable
- C. A Compute Engine autoscaling managed instance group and BigQuery
- D. A Compute Engine autoscaling managed instance group and Cloud Bigtable

Correct Answer: B

<https://cloud.google.com/run/docs/about-instance-autoscaling> <https://cloud.google.com/blog/topics/developers-practitioners/bigtable-vs-bigquery-whats-difference>

QUESTION 2

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

Correct Answer: A

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/appengine/docs/flexible/go/authorizing-apps>

QUESTION 3

Your development team has created a mobile game app. You want to test the new mobile app on Android and iOS devices with a variety of configurations. You need to ensure that testing is efficient and cost-effective. What should you do?



- A. Upload your mobile app to the Firebase Test Lab, and test the mobile app on Android and iOS devices.
- B. Create Android and iOS VMs on Google Cloud, install the mobile app on the VMs, and test the mobile app.
- C. Create Android and iOS containers on Google Kubernetes Engine (GKE), install the mobile app on the containers, and test the mobile app.
- D. Upload your mobile app with different configurations to Firebase Hosting and test each configuration.

Correct Answer: A

QUESTION 4

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

QUESTION 5

You are migrating third-party applications from optimized on-premises virtual machines to Google Cloud. You are unsure about the optimum CPU and memory options. The applications have a consistent usage pattern across multiple weeks. You want to optimize resource usage for the lowest cost. What should you do?

- A. Create an instance template with the smallest available machine type, and use an image of the third-party application taken from a current on-premises virtual machine. Create a managed instance group that uses average CPU utilization to autoscale the number of instances in the group. Modify the average CPU utilization threshold to optimize the number of instances running.
- B. Create an App Engine flexible environment, and deploy the third-party application using a Dockerfile and a custom runtime. Set CPU and memory options similar to your application's current on-premises virtual machine in the app.yaml file.
- C. Create multiple Compute Engine instances with varying CPU and memory options. Install the Cloud Monitoring agent, and deploy the third-party application on each of them. Run a load test with high traffic levels on the application, and use the results to determine the optimal settings.



D. Create a Compute Engine instance with CPU and memory options similar to your application's current on-premises virtual machine. Install the Cloud Monitoring agent, and deploy the third-party application. Run a load test with normal traffic levels on the application, and follow the Rightsizing Recommendations in the Cloud Console.

Correct Answer: D

Create a Compute engine instance with CPU and Memory options similar to your application's current on-premises virtual machine. Install the cloud monitoring agent, and deploy the third party application. Run a load with normal traffic levels on third party application and follow the Rightsizing Recommendations in the Cloud Console <https://cloud.google.com/migrate/compute-engine/docs/4.9/concepts/planning-a-migration/cloud-instance-rightsizing?hl=en>

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