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- B. Read the CVEs from the Google Cloud Status Dashboard to understand the impact.
- C. Read the CVEs from the Google Cloud Platform Security Bulletins to understand the impact
- D. Post a question regarding the CVE in Stack Overflow to get an explanation
- E. Post a question regarding the CVE in a Google Cloud discussion group to get an explanation

**Correct Answer:** AC **Explanation:** https://cloud.google.com/support/bulletins

### **QUESTION 7**

For this question, refer to the TerramEarth case study. Considering the technical requirements, how should you reduce the unplanned vehicle downtime in GCP?

- A. Use BigQuery as the data warehouse. Connect all vehicles to the network and stream data into BigQuery using Cloud Pub/Sub and Cloud Dataflow. Use Google Data Studio for analysis and reporting.
- B. Use BigQuery as the data warehouse. Connect all vehicles to the network and upload gzip files to a Multi-Regional Cloud Storage bucket using gcloud. Use Google Data Studio for analysis and reporting.
- C. Use Cloud Dataproc Hive as the data warehouse. Upload gzip files to a MultiRegional Cloud Storage bucket. Upload this data into BigQuery using gcloud. Use Google data Studio for analysis and reporting.
- D. Use Cloud Dataproc Hive as the data warehouse. Directly stream data into prtitioned Hive tables. Use Pig scripts to analyze data.

#### Correct Answer: A

#### **QUESTION 8**

For this question, refer to the TerramEarth case study. You are asked to design a new architecture for the ingestion of the data of the 200,000 vehicles that are connected to a cellular network. You want to follow Google-recommended practices. Considering the technical requirements, which components should you use for the ingestion of the data?

- A. Google Kubernetes Engine with an SSL Ingress
- B. Cloud IoT Core with public/private key pairs
- C. Compute Engine with project-wide SSH keys
- D. Compute Engine with specific SSH keys

# Correct Answer: A

#### Explanation:

https://cloud.google.com/solutions/iot-overview https://cloud.google.com/iot/quotas

# **QUESTION 9**

For this question, refer to the TerramEarth case study. TerramEarth has decided to store data files in Cloud Storage. You need to configure Cloud Storage lifecycle rule to store 1 year of data and minimize file storage cost. Which two actions should you take?

A. Create a Cloud Storage lifecycle rule with Age: "30", Storage Class: "Standard", and Action: "Set

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to Coldline", and create a second GCS life-cycle rule with Age: "365", Storage Class: "Coldline", and Action: "Delete".

- B. Create a Cloud Storage lifecycle rule with Age: "30", Storage Class: "Coldline", and Action: "Set to Nearline", and create a second GCS life-cycle rule with Age: "91", Storage Class: "Coldline", and Action: "Set to Nearline".
- C. Create a Cloud Storage lifecycle rule with Age: "90", Storage Class: "Standard", and Action: "Set to Nearline", and create a second GCS life-cycle rule with Age: "91", Storage Class: "Nearline", and Action: "Set to Coldline".
- D. Create a Cloud Storage lifecycle rule with Age: "30", Storage Class: "Standard", and Action: "Set to Coldline", and create a second GCS life-cycle rule with Age: "365", Storage Class: "Nearline", and Action: "Delete".

# Correct Answer: A

# **QUESTION 10**

For this question, refer to the TerramEarth case study. To be compliant with European GDPR regulation, TerramEarth is required to delete data generated from its European customers after a period of 36 months when it contains personal data. In the new architecture, this data will be stored in both Cloud Storage and BigQuery. What should you do?

- A. Create a BigQuery table for the European data, and set the table retention period to 36 months. For Cloud Storage, use gsutil to enable lifecycle management using a DELETE action with an Age condition of 36 months.
- B. Create a BigQuery table for the European data, and set the table retention period to 36 months. For Cloud Storage, use gsutil to create a SetStorageClass to NONE action when with an Age condition of 36 months.
- C. Create a BigQuery time-partitioned table for the European data, and set the partition expiration period to 36 months. For Cloud Storage, use gsutil to enable lifecycle management using a DELETE action with an Age condition of 36 months.
- D. Create a BigQuery time-partitioned table for the European data, and set the partition period to 36 months. For Cloud Storage, use gsutil to create a SetStorageClass to NONE action with an Age condition of 36 months.

# Correct Answer: C

#### Explanation:

https://cloud.google.com/bigquery/docs/managing-partitioned-tables#partition-expiration https://cloud.google.com/storage/docs/lifecycle

#### **QUESTION 11**

For this question, refer to the TerramEarth case study. A new architecture that writes all incoming data to BigQuery has been introduced. You notice that the data is dirty, and want to ensure data quality on an automated daily basis while managing cost. What should you do?

- A. Set up a streaming Cloud Dataflow job, receiving data by the ingestion process. Clean the data in a Cloud Dataflow pipeline.
- B. Create a Cloud Function that reads data from BigQuery and cleans it. Trigger it. Trigger the Cloud Function from a Compute Engine instance.
- C. Create a SQL statement on the data in BigQuery, and save it as a view. Run the view daily, and save the result to a new table.
- D. Use Cloud Dataprep and configure the BigQuery tables as the source. Schedule a daily job to clean the data.

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# Topic 7, Mountkrik Games Case 2

### **Company Overview**

Mountkirk Games makes online, session-based, multiplayer games for mobile platforms. They build all of their games using some server-side integration. Historically, they have used cloud providers to lease physical servers.

Due to the unexpected popularity of some of their games, they have had problems scaling their global audience, application servers, MySQL databases, and analytics tools.

Their current model is to write game statistics to files and send them through an ETL tool that loads them into a centralized MySQL database for reporting.

#### **Solution Concept**

Mountkirk Games is building a new game, which they expect to be very popular. They plan to deploy the game's backend on Google Compute Engine so they can capture streaming metrics, run intensive analytics, and take advantage of its autoscaling server environment and integrate with a managed NoSQL database.

#### **Business Requirements**

- Increase to a global footprint.
- Improve uptime downtime is loss of players.
- Increase efficiency of the cloud resources we use.
- Reduce latency to all customers.

#### Technical Requirements Requirements for Game Backend Platform

- Dynamically scale up or down based on game activity.
- Connect to a transactional database service to manage user profiles and game state.
- Store game activity in a timeseries database service for future analysis.
- As the system scales, ensure that data is not lost due to processing backlogs.
- Run hardened Linux distro.

#### **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 queries to access at least 10 TB of historical data
- Process files that are regularly uploaded by users' mobile devices

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#### **Executive Statement**

Our last successful game did not scale well with our previous cloud provider, resulting in lower user adoption and affecting the game's reputation. Our investors want more key performance indicators (KPIs) to evaluate the speed and stability of the game, as well as other metrics that provide deeper insight into usage patterns so we can adapt the game to target users. Additionally, our current technology stack cannot provide the scale we need, so we want to replace MySQL and move to an environment that provides autoscaling, low latency load balancing, and frees us up from managing physical servers.

# **QUESTION 1**

You are implementing Firestore for Mountkirk Games. Mountkirk Games wants to give a new game programmatic access to a legacy game's Firestore database. Access should be as restricted as possible. What should you do?

- A. Create a service account (SA) in the legacy game's Google Cloud project, add this SA in the new game's IAM page, and then give it the Firebase Admin role in both projects
- B. Create a service account (SA) in the legacy game's Google Cloud project, add a second SA in the new game's IAM page, and then give the Organization Admin role to both SAs
- C. Create a service account (SA) in the legacy game's Google Cloud project, give it the Firebase Admin role, and then migrate the new game to the legacy game's project.
- D. Create a service account (SA) in the Igacy game's Google Cloud project, give the SA the Organization Admin rule and then give it the Firebase Admin role in both projects

### Correct Answer: B

### **QUESTION 2**

You need to optimize batch file transfers into Cloud Storage for Mountkirk Games' 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

#### Explanation:

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

# **QUESTION 3**

For this question, refer to the Mountkirk Games case study. Mountkirk Games wants to design their solution for the future in order to take advantage of cloud and technology improvements as they become available. Which two steps should they take? (Choose two.)

- A. Store as much analytics and game activity data as financially feasible today so it can be used to train machine learning models to predict user behavior in the future.
- B. Begin packaging their game backend artifacts in container images and running them on Kubernetes Engine to improve the availability to scale up or down based on game activity.
- C. Set up a CI/CD pipeline using Jenkins and Spinnaker to automate canary deployments and improve development velocity.

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- D. Adopt a schema versioning tool to reduce downtime when adding new game features that require storing additional player data in the database.
- E. Implement a weekly rolling maintenance process for the Linux virtual machines so they can apply critical kernel patches and package updates and reduce the risk of 0-day vulnerabilities.

Correct Answer: BC

# **QUESTION 4**

You need to implement a network ingress for a new game that meets the defined business and technical requirements. Mountkirk Games wants each regional game instance to be located in multiple Google Cloud regions. What should you do?

- A. Configure a global load balancer connected to a managed instance group running Compute Engine instances.
- B. Configure kubemci with a global load balancer and Google Kubernetes Engine.
- C. Configure a global load balancer with Google Kubernetes Engine.
- D. Configure Ingress for Anthos with a global load balancer and Google Kubernetes Engine.

### Correct Answer: A

### **QUESTION 5**

For this question, refer to the Mountkirk Games case study. Mountkirk Games wants you to design a way to test the analytics platform's resilience to changes in mobile network latency. What should you do?

- A. Deploy failure injection software to the game analytics platform that can inject additional latency to mobile client analytics traffic.
- B. Build a test client that can be run from a mobile phone emulator on a Compute Engine virtual machine, and run multiple copies in Google Cloud Platform regions all over the world to generate realistic traffic.
- C. Add the ability to introduce a random amount of delay before beginning to process analytics files uploaded from mobile devices.
- D. Create an opt-in beta of the game that runs on players' mobile devices and collects response times from analytics endpoints running in Google Cloud Platform regions all over the world.

# Correct Answer: D

# **QUESTION 6**

Mountkirk Games wants to limit the physical location of resources to their operating Google Cloud regions. What should you do?

- A. Configure an organizational policy which constrains where resources can be deployed.
- B. Configure IAM conditions to limit what resources can be configured.
- C. Configure the quotas for resources in the regions not being used to 0.
- D. Configure a custom alert in Cloud Monitoring so you can disable resources as they are created in other regions.

# Correct Answer: A

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