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問題集

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Exam : **DevOps-Engineer**

Title : PeopleCert DevOps
Engineer Exam

Version : DEMO

1.Site reliability engineering (SRE) is Google's way of performing IT operations

Which TWO of the following in regards to SRE practice at Google are TRUE?

1. The SRE team is capped at 50% of their time performing toil work.
2. The SRE team is focused on manual intervention versus engineering
3. SRE learns scale linearly with the service sue
4. SRE teams modernize the traditional IT Ops role

- A. 1 and 2
- B. 2 and 3
- C. 3 and 4
- D. 1 and 4

Answer: A

2.Whichof the following is the BEST example of the DevOps ideal"locality and simplicity"?

- A. increase the feedback loops in the process and give teams the resources they need to fix problems.
- B. Focus on the resources within the team's scope of control and design loosely coupled services.
- C. Understand what customers are wiling and awe to pay for ina service and what they com care about.
- D. Address problems as a team with what is the cause?" not who and teach each other continually

Answer: A

3.What is the BEST reason fix maintaining a constant state of deployment readiness?

- A. To enable it staff to test their deployment capacity
- B. To allow the IT team to respond quickly to the business
- C. To iteratively build features into a deployable increment
- D. To utilize the automated provisioning of virtual servers

Answer: A

4.Which statement BEST describes the basic concepts of a clue/green deployment?

- A. A deployment is made where a set of features are hidden from users until tested and confirmed successful
- B. A deployment is made to a pilotuser group for feedback and confirmation before it is made production viable
- C. A deployment is made to an identical but passive production environment where no users will be affected if it goes wrong
- D. A deployment is made to the testing environment for validation and confirmation before it is finally released to users

Answer: C

5.Which of the following BE ST describes an aspect of the continuous deployment pipeline that a release engineer can influence beyond the technical aspects of a feature or application release?

- A. Self-service model
- B. Policies and procedures
- C. High velocity
- D. Hermetic builds

Answer: B

