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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

