



# KCNA<sup>Q&As</sup>

Kubernetes and Cloud Native Associate (KCNA)

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### QUESTION 1

In distributed system tracing, is the term used to refer to a request as it passes through a single component of the distributed system?

- A. Log
- B. Span
- C. Trace
- D. Bucket

Correct Answer: B

Explanation: [https://www.splunk.com/en\\_us/data-insider/what-is-distributed-tracing.html](https://www.splunk.com/en_us/data-insider/what-is-distributed-tracing.html)



## How does distributed tracing work?

To quickly grasp how distributed tracing works, it's best to look at how it handles a single request. Tracing starts the moment an end user interacts with an application. When the user sends an initial request — an HTTP request, to use a common example — it is assigned a unique trace ID. As the request moves through the host system, every operation performed on it (called a “span” or a “child span”) is tagged with that first request's trace ID, as well as its own unique ID, plus the ID of the operation that originally generated the current request (called the “parent span”).

Each span is a single step on the request's journey and is encoded with important data relating to the microservice process that is performing that operation. These include:

- The service name and address of the process handling the request.
- Logs and events that provide context about the process's activity.
- Tags to query and filter requests by session ID, database host, HTTP method, and other identifiers.
- Detailed stack traces and error messages in the event of a failure.

A distributed tracing tool like Zipkin or Jaeger (both of which we will explore in more detail in a bit) can correlate the data from all the spans and format them into visualizations that are available on request through a web interface.

Now think of a popular online video game with millions of users, the epitome of a modern microservices-driven app. It must track each end user's location, each interaction with other players and the environment, every item the player acquires, end time, and a host of other in-game data. Keeping the game running smoothly would be unthinkable with traditional tracing methods. But distributed request tracing makes it possible.



Text, letter

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## QUESTION 2

What is container runtime?

- A. The amount of time it takes a container to execute
- B. A container image format
- C. Another term of kubelet or kubectl
- D. Software that runs containers

Correct Answer: D

Explanation: <https://www.aquasec.com/cloud-native-academy/container-security/container-runtime/>

## What Is a Container Runtime?

A container runtime, also known as container engine, is a software component that can run containers on a host operating system. In a [containerized architecture](#), container runtimes are responsible for loading container images from a repository, monitoring local system resources, isolating system resources for use of a container, and managing container lifecycle.

Common container runtimes commonly work together with container orchestrators. The orchestrator is responsible for managing clusters of containers, taking care of concerns like container scalability, networking, and security. The container engine takes responsibility for managing the individual containers running on every compute node in the cluster.

Common examples of container runtimes are runC, containerd, Docker, and Windows Containers. There are three main types of container runtimes—low-level runtimes, high-level runtimes, and sandboxed or virtualized runtimes.

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## QUESTION 3

Which prometheus metric type represents a single number value that can increase and decrease over time?

- A. Gauge
- B. Histogram
- C. Summary
- D. Counter

Correct Answer: A



Explanation: [https://prometheus.io/docs/concepts/metric\\_types/#gauge](https://prometheus.io/docs/concepts/metric_types/#gauge)

## Gauge

A *gauge* is a metric that represents a single numerical value that can arbitrarily go up and down.

Gauges are typically used for measured values like temperatures or current memory usage, but also "counts" that can go up and down, like the number of concurrent requests.

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### QUESTION 4

Which of the following container runtime is planned to be deprecated in Kubernetes 1.20 and high-er?

- A. cri-o
- B. None of the options
- C. docker
- D. podman
- E. containerd

Correct Answer: C

Explanation: <https://kubernetes.io/blog/2020/12/02/dont-panic-kubernetes-and-docker/>



Wednesday, December 02, 2020

**Update:** *Kubernetes support for Docker via `dockershim` is now removed. For more information, read the [removal FAQ](#). You can also discuss the deprecation via a dedicated [GitHub issue](#).*

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Kubernetes is deprecating Docker as a container runtime after v1.20.

**You do not need to panic. It's not as dramatic as it sounds.**

TL;DR Docker as an underlying runtime is being deprecated in favor of runtimes that use the [Container Runtime Interface \(CRI\)](#) created for Kubernetes. Docker-produced images will continue to work in your cluster with all runtimes, as they always have.

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#### QUESTION 5

What does the `'kops'` acronym means?

- A. Kubernetes Open Platform Specification
- B. Kubernetes Operations
- C. Kubernetes Operators
- D. Kubernetes Operation Policy Specification

Correct Answer: B

Explanation: <https://github.com/kubernetes/kops>



☰ README.md

# kOps - Kubernetes Operations

[go report](#) **A+** [reference](#)

The easiest way to get a production grade Kubernetes cluster up and running.

## What is kOps?

We like to think of it as `kubect1` for clusters.

`kops` will not only help you create, destroy, upgrade and maintain production-grade, highly available, Kubernetes cluster, but it will also provision the necessary cloud infrastructure.

AWS (Amazon Web Services) is currently officially supported, with DigitalOcean, GCE, and OpenStack in beta support, and Azure and AliCloud in alpha.

Graphical user interface, text, application, email

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