



Certified Virtualization Professional (CVLP)

Ten Sample Questions

These ten questions are written at the difficulty of the live exam. Six carry a figure, a data table, a configuration or a code listing; four are plain scenario questions, as on the live paper. Every one is a scenario a working virtualization professional would meet, and none of them appears in the live question bank.

The live exam is multistage adaptive: how you score on one stage selects the difficulty of the next, so no two candidates sit the same paper. It is a performance-based exam: each form can carry up to 5 to 12 performance-based questions alongside the multiple-choice questions, which means you build, sequence or complete something rather than only choosing from a list. Answers and full explanations follow each question here; the live exam does not disclose item-level answers.

Question 1

Domain 1: Virtualization Foundations

DATA

Sarah Miller reviews a table describing the two hypervisor types.

Type	Where it runs
Type 1	Runs on bare metal
Type 2	Runs on a host OS

Table 1.1 Hypervisor types.

Which type runs directly on the hardware?

- ☐ A Type 1
- ☐ B Type 2
- ☐ C Both equally
- ☐ D Neither type does

Correct answer: A

A Type 1 hypervisor runs directly on the bare metal hardware, while a Type 2 hypervisor runs as software on top of a host operating system. Only Type 1 sits straight on the hardware, so it is the correct answer.

Question 2

Domain 2: Virtual Machines

CONFIG

James Carter reads a simple virtual machine configuration.

```
vcpu    : 2
memory : 4 GB
disk    : virtual
nic     : virtual
```

Listing 2.1 A VM configuration.

Which line sets the processor count?

- ☐ A memory
- ☐ B vcpu
- ☐ C disk
- ☐ D nic

Correct answer: B

The vcpu line sets how many virtual processors the machine has, in this case two. The memory line sets RAM, the disk line sets storage, and the nic line sets the network adapter, so vcpu is the processor setting.

Question 3

Domain 3: Storage and Networking

DATA

Emma Wilson matches each term to what it does.

Term	Role
Datastore	Holds VM files
vSwitch	Connects VMs to a network

Table 3.1 Storage and network terms.

What connects VMs to a network?

- ☐ A A datastore
- ☐ B A snapshot
- ☐ C A vSwitch
- ☐ D A CPU core

Correct answer: C

A virtual switch, or vSwitch, connects virtual machines to each other and to the physical network. A datastore holds the VM files, a snapshot saves a point in time, and a CPU core is compute, so the vSwitch is the networking piece.

Question 4

Domain 4: Management and Operations

CONFIG

David Brown looks at a short list of routine operations tasks.

```
deploy_vm : from template
patch_vm  : monthly
monitor   : cpu and memory
```

Listing 4.1 Routine tasks.

What speeds up building identical VMs?

- ☐ A Manual setup
- ☐ B More snapshots
- ☐ C A bigger monitor
- ☐ D A template

Correct answer: D

A template is a saved, ready to clone image of a virtual machine, so new identical VMs deploy quickly from it. Building each VM by hand is slow, snapshots save states rather than create machines, and monitoring does not provision VMs.

Question 5

Domain 5: High Availability and Performance

DATA

Olivia Davis matches each availability feature to its job.

Feature	Job
HA restart	On host failure
Live migration	Move a running VM
Load balancing	Spread the load

Table 5.1 Availability features.

What restarts VMs after a host fails?

- ☐ A HA restart
- ☐ B Live migration
- ☐ C Load balancing
- ☐ D More storage

Correct answer: A

High availability restart brings the affected virtual machines back up on healthy hosts after a host fails. Live migration moves a running VM without downtime, load balancing spreads work across hosts, and storage is not a recovery action.

Question 6

Domain 6: Containers, Cloud and Security

CONFIG

Liam Anderson compares a container with a virtual machine.

```
image : app packaged
runtime: shared kernel
size : small
boot : fast
```

Listing 6.1 Container traits.

How does a container differ from a VM?

- ☐ A Full guest OS each
- ☐ B Share host kernel
- ☐ C Need more memory
- ☐ D Boot very slowly

Correct answer: B

Containers share the host operating system kernel instead of each carrying a full guest OS, which makes them small and quick to start. A VM includes a full guest OS, so the shared kernel is the key difference for containers.

Question 7 Domain 3: Storage and Networking

A new VM cannot reach the network, yet other VMs on the same host can. What should you check first?

- ☐ A Add more vCPUs
- ☐ B Raise VM memory
- ☐ C Check its vNIC
- ☐ D Take a snapshot

Correct answer: C

When one VM has no network but its neighbors do, the problem is usually its own virtual NIC or the port group it connects to. Checking the virtual NIC and its network settings first is the direct step, since CPU, memory, and snapshots do not affect connectivity.

Question 8 Domain 4: Management and Operations

Before applying a risky update to a running VM, what is the safest first step?

- ☐ A Delete the VM
- ☐ B Ignore all backups
- ☐ C Add a second NIC
- ☐ D Take a snapshot

Correct answer: D

Taking a snapshot first captures a known good state, so you can roll back quickly if the update goes wrong. Deleting the VM or ignoring backups is unsafe, and adding a network adapter does nothing to protect against a bad update.

Question 9

Domain 2: Virtual Machines

A snapshot has been kept for many months and the VM disk keeps growing. What is the beginner-safe action?

- ☐ A Keep it forever
- ☐ B Consolidate it
- ☐ C Add more disks
- ☐ D Raise the vCPUs

Correct answer: B

Old snapshots grow as changes pile up, so once the snapshot is no longer needed it should be consolidated to merge the changes and free the space. Keeping it forever wastes storage, and adding disks or CPUs does not address the growing snapshot.

Question 10

Domain 1: Virtualization Foundations

What is the main benefit of running several virtual machines on one physical server?

- ☐ A Higher density
- ☐ B Slower performance
- ☐ C More cabling needed
- ☐ D Higher power bills

Correct answer: A

Virtualization lets many VMs share one physical server, raising density and making better use of hardware that would otherwise sit idle. The other choices are drawbacks rather than benefits, so higher density is the main advantage.