

ICM – MCQs

Module1): Introduction to Information Storage

1. Digital data is stored as factors
 - a. ordinary
 - b. binary
 - c. normal
 - d. None

2. Digital data can be stored on a storage medium that is only internal the to the device that accessing the data.
 - a. True
 - b. False (internal or external)

3. A data model is required in:
 - a. Structured data
 - b. Unstructured data
 - c. Semi-structured
 - d. Quasi-structured

4. Text files and pdfs are:
 - a. Structured data
 - b. Unstructured data
 - c. Semi-structured
 - d. Quasi-structured

5. Database is
 - a. Structured data
 - b. Unstructured data
 - c. Semi-structured
 - d. Quasi-structured

6. Data that doesn't have a formal data model, but has a self-describing pattern enable analysis.
- a. Structured data
 - b. Unstructured data
 - c. Semi-structured
 - d. Quasi-structured
7. Spreadsheets and XML files are:
- a. Structured data
 - b. Unstructured data
 - c. Semi-structured
 - d. Quasi-structured
8. Click-path data is:
- a. Structured data
 - b. Unstructured data
 - c. Semi-structured
 - d. Quasi-structured
9. Textual data that can be formatted with an effort, software tools and time.
- a. Structured data
 - b. Unstructured data
 - c. Semi-structured
 - d. Quasi-structured
10. Semi and quasi structured data are non-structured data type.
- a. True
 - b. False
11. Click stream shows when a user entered a website, the pages he visited, and time he spent.
- a. True
 - b. False

12.Data that isn't organized in any format is:

- a. Structured data
- b. Unstructured data
- c. Semi-structured
- d. Quasi-structured

13.Memory cards are:

- a. Internal storage
- b. External storage
- c. Removable storage
- d. None

14.Magnetic tape drives are:

- a. Internal storage
- b. External storage
- c. Removable storage
- d. None

15.DVD and CD are:

- a. Flash-based storage devices
- b. Magnetic storage devices
- c. Optical storage devices

16.SSD and USB are:

- a. Flash-based storage devices
- b. Magnetic storage devices
- c. Optical storage devices

17.Hard disk and magnetic tape are:

- a. Flash-based storage devices
- b. Magnetic storage devices

c. Optical storage devices

18. It's the building floor space where the data center is constructed

a. Support infrastructure

b. Facility

c. IT equipment

19. It includes compute and storage systems, cables and cabinets

a. Support infrastructure

b. Facility

c. IT equipment

20. Data center should ensure that information is ready whenever they're required, this is:

a. Manageability

b. Security

c. Scalability

d. Availability

21. Adding new resources to the data center will not affect the available data or interrupt it, this is:

a. Scalability

b. Performance

c. Capacity

d. Integrity

22. Data center should meet the changing requirements when new applications are added without any interruption in business operations, this is:

a. Integrity

b. Capacity

c. Scalability

d. Availability

23. In data center, data should be retrieved exactly as it was received, this is:

- a. Scalability
- b. Performance
- c. Capacity
- d. Integrity

24. The process of gathering information on various resources in the data center.

- a. Planning
- b. Monitoring
- c. Reporting
- d. Maintenance
- e. Provisioning

25. The process of allocating the resources to carry out business operations in the data center.

- a. Planning
- b. Monitoring
- c. Reporting
- d. Maintenance
- e. Provisioning

26. This activity involves handling identified problems and issues within the data center and incorporating changes to prevent future problems occurrence.

- a. Planning
- b. Monitoring
- c. Reporting
- d. Maintenance
- e. Provisioning

27. The process of presenting the monitored parameters, and it helps in establishing business justifications and chargeback of costs associated with data center operations.

- a. Planning
- b. Monitoring
- c. Reporting
- d. Maintenance
- e. Provisioning

28. The process of estimating the amount of IT resources required to support business operations and meet the changing resource requirements, and also enables estimation of future resource requirements.

- a. Planning
- b. Monitoring
- c. Reporting
- d. Maintenance
- e. Provisioning

29. This platform emerged with the birth of the personal computer in the 1980s and was defined by the client-server model, Ethernet, RDBMSs, and web applications.

- a. Platform 1
- b. Platform 2
- c. Platform 3

30. This platform of today comprises cloud, Big Data, mobile, and social technologies.

- a. Platform 1
- b. Platform 2
- c. Platform 3

31. This platform dates back to the dawn of computing and was primarily based on mainframes and terminals.

- a. Platform 1
- b. Platform 2
- c. Platform 3

32. Scalability to meet the growth of users and workloads is one of the big challenges with the client-server model.
- a. True
 - b. False
33. The real key of the third-platform is combining two or more of the technologies to create high-value industry solutions known as “*mashups*”.
- a. True
 - b. False
34. The aspects of a data center that are monitored include:
- a. Security & Performance
 - b. Availability & Capacity
 - c. All above
 - d. None
35. Provisioning activities primarily include resources management to meet:
- a. Security & Performance
 - b. Availability & Capacity
 - c. All above
 - d. None

Module2): Third Platform Technologies

1. A collection of network-accessible hardware and software resources
- a. Cloud
 - b. Cloud computing
 - c. Big data
 - d. Data centered

2. A model for enabling ubiquitous, convenient, on-demand network access to a shared pool of configurable computing resources
 - a. Cloud
 - b. Cloud computing
 - c. Big data
 - d. Data centered

3. When a user uses cloud computing he's actually unaware of how the utilities are generated or distributed.
 - a. True
 - b. False

4. A cloud is an abstraction of:
 - a. IT Infrastructure
 - b. Data center

5. Cloud services are accessed from different types of client devices over only wired network connections.
 - a. True
 - b. False (wire and wireless)

6. When organizations use cloud services, their IT infrastructure management tasks are reduced to managing only those resources that are required to access the cloud services.
 - a. True
 - b. False

7. Any cloud infrastructure should have On-demand self-service.
 - a. True
 - b. False

8. Capabilities are available over the network and accessed through standard mechanisms that promote use by heterogeneous thin or thick client platforms is the characteristic of:
- a. Broad network access
 - b. On-demand self-service
 - c. Rapid Elasticity
 - d. Resource pooling
9. To the consumer, the capabilities available for provisioning often appear to be unlimited and can be appropriated in any quantity at any time.
- a. Measured services
 - b. On-demand self-service
 - c. Rapid Elasticity
 - d. Resource pooling
10. The provider's computing resources are pooled to serve multiple consumers using a multi-tenant model, with different physical and virtual resources dynamically assigned and reassigned according to consumer demand.
- a. Broad network access
 - b. On-demand self-service
 - c. Rapid Elasticity
 - d. Resource pooling
11. Storage, processing, and active user accounts are examples of:
- a. Broad network access
 - b. On-demand self-service
 - c. Rapid Elasticity
 - d. Measured services
12. In the cloud infrastructure, one of the characteristics include that the customer generally has no control or knowledge over the exact location of the provided resources but may be able to specify location at a higher level of abstraction.
- a. True (resource pooling)

b. False

13. A consumer can unilaterally provision computing capabilities without requiring human interaction with each service provider is the characteristic of:

- a. Broad network access
- b. On-demand self-service
- c. Resource pooling
- d. Rapid Elasticity

14. Cloud systems automatically control and optimize resource use by leveraging a metering capability at some level of abstraction appropriate to the type of service

- a. Broad network access
- b. Measured services
- c. Rapid Elasticity
- d. Resource pooling

15. Server time and networked storage are examples of:

- a. Broad network access
- b. On-demand self-service
- c. Rapid Elasticity
- d. Measured services

16. Mobile phones, laptops and workstations are examples of:

- a. Broad network access
- b. Measured services
- c. Rapid Elasticity
- d. Resource pooling

17. In software as a service cloud infrastructure the capability provided to the consumer is to provision processing, storage, networks, and other resources

- a. True
- b. False (IAAS)

18. The consumer has the capability to control over the deployed apps in:
- a. Infrastructure as a service
 - b. Platform as a service
 - c. Software as a service
19. Computer, storage, and network are the capabilities to the provider only in:
- a. Infrastructure as a service
 - b. Platform as a service
 - c. Software as a service
20. A given version of an application, with a specific configuration (hardware and software) typically provides service to multiple consumers by partitioning their individual sessions and data in:
- a. Infrastructure as a service
 - b. Platform as a service
 - c. Software as a service
21. The capability provided to the consumer is to deploy onto the cloud infrastructure consumer-created or acquired applications created using programming languages, libraries, services, and tools supported by the provider in:
- a. Infrastructure as a service
 - b. Platform as a service
 - c. Software as a service
22. The consumer is able to deploy and run arbitrary software, which can include operating systems and applications in:
- a. Infrastructure as a service
 - b. Platform as a service
 - c. Software as a service

23. The applications in this model execute in the cloud and usually do not need installation on end-point devices.
- a. Infrastructure as a service
 - b. Platform as a service
 - c. Software as a service
24. A cloud service includes compute, storage, and network resources along with platform software. Platform software includes software such as OS, database, programming frameworks, middleware, and tools to develop, test, deploy, and manage applications in:
- a. Infrastructure as a service
 - b. Platform as a service
 - c. Software as a service
25. The consumer does not manage or control the underlying cloud infrastructure but has control over operating systems, storage, and deployed applications in:
- a. Infrastructure as a service
 - b. Platform as a service
 - c. Software as a service
26. The capability provided to the consumer is to use the provider's applications running on a cloud infrastructure.
- a. Infrastructure as a service
 - b. Platform as a service
 - c. Software as a service
27. Host firewall is an example of:
- a. Infrastructure as a service
 - b. Platform as a service
 - c. Software as a service
28. In SaaS, the consumer can be able to access the app on demand from any location and use it through a web browser.

- a. True
- b. False

29. The consumer does not manage or control the underlying cloud infrastructure including network, servers, operating systems, storage, or even individual application capabilities in:

- a. Infrastructure as a service
- b. Platform as a service
- c. Software as a service

30. Usage fees are typically calculated based on factors, such as the number of consumers, the types of consumers, and the time for which the platform is in use

- a. Infrastructure as a service
- b. Platform as a service
- c. Software as a service

31. CRM, ERP are examples of applications delivered through:

- a. IaaS
- b. PaaS
- c. SaaS
- d. None

32. Its pricing may be subscription-based or based on resource usage where the provider pools the underlying IT resources and they are typically shared by multiple consumers through a multi-tenant model.

- a. Infrastructure as a service
- b. Platform as a service
- c. Software as a service

33. In this model, a provider offers a cloud-hosted application to multiple consumers as a service.

- a. Infrastructure as a service

- b. Platform as a service
- c. Software as a service

34. Each cloud deployment model may be used for any of the cloud service models: IaaS, PaaS, and SaaS.

- a. True
- b. False

35. The cloud infrastructure is provisioned for open use by the general public.

- a. Public cloud
- b. Private cloud
- c. Community cloud
- d. Hybrid cloud

36. The cloud infrastructure is provisioned for exclusive use by a specific community of consumers from organizations that have shared concerns

- a. Public cloud
- b. Private cloud
- c. Community cloud
- d. Hybrid cloud

37. The cloud infrastructure is provisioned for exclusive use by a single organization comprising multiple consumers

- a. Public cloud
- b. Private cloud
- c. Community cloud
- d. Hybrid cloud

38. An organization outsources the implementation of the private cloud to an external cloud service provider in the:

- a. On-premise community cloud
- b. On-premise private cloud
- c. Off-premise community cloud

d. Off-premise private cloud

39. In the public cloud some concerns for the consumers include network availability, risks associated with multi-tenancy, visibility and control over the cloud resources and data, and restrictive default service levels.

a. True

b. False

40. private cloud services may be free, subscription-based, or provided on a pay-per-use model.

a. True

b. False

41. It exists only on the premises of the cloud provider.

a. Public cloud

b. Private cloud

c. Community cloud

d. Hybrid cloud

42. This cloud has 2 variants are on-premise & off-premise

a. Public cloud

b. Private cloud

c. Community cloud

d. Both b & c

43. The cloud infrastructure is a composition of two or more distinct cloud infrastructures, this cloud is a:

a. Public cloud

b. Private cloud

c. Community cloud

d. Hybrid cloud

44. an on-premise private cloud deployed by enterprise P, and a public cloud serving enterprise and individual consumers in addition to enterprise P are both a:
- a. Public cloud
 - b. Private cloud
 - c. Community cloud
 - d. Hybrid cloud
45. the organization's private cloud resources are securely separated from other cloud tenants by access policies implemented by the provider.
- a. True
 - b. False
46. When compared to a public cloud, a private cloud offers organizations a less degree of privacy and control over the cloud infrastructure, applications, and data.
- a. True
 - b. False
47. A community cloud may offer a higher level of control and protection than a public and private clouds.
- a. True
 - b. False
48. The organizations consuming the cloud services connect to the community cloud over a secure network in the:
- a. On-premise community cloud
 - b. On-premise private cloud
 - c. Off-premise community cloud
 - d. Off-premise private cloud
49. The IT infrastructure of each of the organizations connects to the externally-hosted community cloud over a secure network

- a. On-premise community cloud
- b. On-premise private cloud
- c. Off-premise community cloud
- d. Off-premise private cloud

50. The cloud infrastructure is hosted on the premises of the provider and not within the premises of any of the participant organizations.

- a. On-premise community cloud
- b. On-premise private cloud
- c. Off-premise community cloud
- d. Off-premise private cloud

51. Cloud bursting, web application hosting, and packaged apps are examples of:

- a. Public cloud model
- b. Private cloud model
- c. Community cloud model
- d. Hybrid cloud model

52. The use case of the hybrid cloud for hosting less critical apps on the public cloud

- a. Cloud bursting
- b. Web application hosting
- c. Packaged applications
- d. Application development and testing

53. The use case of the hybrid cloud for developing and testing the applications in the public cloud before launching them

- a. Cloud bursting
- b. Web application hosting
- c. Packaged applications
- d. Application development and testing

54.The use case of the hybrid cloud for provisioning resources for a limited time from a public cloud to handle peak workload

- a. Cloud bursting
- b. Web application hosting
- c. Packaged applications
- d. Application development and testing

55.The use case of the hybrid cloud for migrating standard packaged applications to public clouds such as e-mails.

- a. Cloud bursting
- b. Web application hosting
- c. Packaged applications
- d. Application development and testing

56.Refers to the big growth in data in business:

- a. Volume
- b. Veracity
- c. Value
- d. Variety
- e. Velocity
- f. Variability

57.Refers to the constantly changing meaning of data

- a. Volume
- b. Veracity
- c. Value
- d. Variety
- e. Velocity
- f. Variability

58.Refers to the varying quality and reliability data.

- a. Volume
- b. Veracity
- c. Value
- d. Variety

- e. Velocity
- f. Variability

59. Refers to the diversity in the formats and types of data, where Data is generated by numerous sources in various structured and non-structured forms.

- a. Volume
- b. Veracity
- c. Value
- d. Variety
- e. Velocity
- f. Variability

60. Refers to the rate at which data is produced and changes, and also how fast the data must be processed to meet business requirements.

- a. Volume
- b. Veracity
- c. Value
- d. Variety
- e. Velocity
- f. Variability

61. Refers to the cost-effectiveness of the Big Data analytics technology used and the business value derived from it.

- a. Volume
- b. Veracity
- c. Value
- d. Variety
- e. Velocity
- f. Variability

62. The data warehouse stores the historical data in a structured format.

- a. True
- b. False

63. In data lake the data is classified and arranged when it is stored in the repository

- a. True
- b. False

64. Data lake is less structured compared to a data warehouse.

- a. True
- b. False

65. In data lake **Data** is classified, organized, or analyzed only when it is accessed.

- a. True
- b. False

66. A collection of data stored as an exact copy of the source format

- a. Big data
- b. Data lake
- c. Data base
- d. Data warehouse

67. The main purpose of it is to present an unrefined view of data to highly-skilled analysts, and to enable them to implement their own data refinement and analysis techniques.

- a. Big data
- b. Data lake
- c. Data base
- d. Data warehouse

68. Components of a Big Data Analytics Solution (SMAQ stack) are:

- a. Query
- b. MapReduce
- c. Storage

d. All

69. It is the Platform for user-friendly analytics systems

a. Query

b. MapReduce

c. Storage

d. None

70. It supports a batch-oriented processing model of data retrieval and computation

a. Query

b. MapReduce

c. Storage

d. None

71. It is based on either a proprietary or an open-source distributed file system, such as Hadoop Distributed File System (HDFS).

a. Query

b. MapReduce

c. Storage

d. None

72. It is a parallel programming framework for processing large data sets on a compute cluster.

a. Query

b. MapReduce

c. Storage

d. None

73. Simplifies the specification of MapReduce operations, and the retrieval and analysis of the results.

a. Query

b. MapReduce

c. Storage

d. None

74. In MapReduce data analytic solution, the processes the chunks in a completely parallel manner, and transforms them into multiple smaller intermediate data sets.

- a. Map Function
- b. Reduce function

75. In MapReduce data analytic solution, the condenses the intermediate results to summarized data set, which is the desired end result.

- a. Map Function
- b. Reduce function

76. The key innovation of MapReduce is the ability to take a query over a data set, divide it, and run it in parallel over multiple compute systems or nodes.

- a. True
- b. False

77. MapReduce solves the issue of processing data that is too large to be processed by a single machine.

- a. True
- b. False

78. Storage systems consist of multiple nodes collectively called a “cluster”, where each node has processing capability and storage capacity.

- a. True
- b. False

79. Query is designed to retrieve and process massive amounts of structured data.

- a. True
- b. False (non-structured data)

Module3): Data Center Environment

1. The IT infrastructure is arranged in 3 logical layers and 3 cross layers functions

a. True

b. False

(**5 logical-layers:** physical infrastructure, virtual infrastructure, SW-defined infrastructure, orchestration, and services. **3 cross-layer functions:** business continuity, security, and management)

2. Business continuity and security functions include mechanisms and processes that are required to provide reliable and secure access to applications, information, and services.

a. Ture

b. False

3. The management function includes various processes that enable the efficient administration of the data center and the services for meeting business requirements.

a. True

b. False

4. A resource pool is an aggregation of computing resources, such as processing power, memory, storage, and network bandwidth, is made in the:

a. Physical layer

b. Virtual layer

c. Software defined layer

d. None

5. Virtualization enables a single hardware resource to support multiple concurrent instances of systems and vice versa.

a. True

b. False

6. Virtualization abstracts physical resources and creates virtual resources
- a. True
 - b. False
7. The foundation layer in the data center infrastructure logical layers is:
- a. Physical infrastructure
 - b. Virtual infrastructure
 - c. SW-defined infrastructure
 - d. None
8. Compute systems, storage, and network devices are the main components in the physical layer in the data center infrastructure
- a. True
 - b. False
9. Virtual compute, virtual storage, and virtual network are the main components in the virtual layer in the data center infrastructure.
- a. True
 - b. False
10. Executes the requests generated by the virtual and software-defined layers
- a. Physical layer
 - b. Services
 - c. Orchestration
 - d. None
11. Virtualization reduces space and energy requirements and simplifies infrastructure management.
- a. True
 - b. False
12. Virtualization decreases the flexibility of resource provisioning through the dynamic creation and reclamation of virtual resources.

- a. True
- b. False

13. In such an environment, the software-defined layer is deployed directly over the physical infrastructure. Further, it is also possible that part of the infrastructure is virtualized and rest is not virtualized.

- a. True
- b. False

14. It can be deployed either in physical or virtual layer

- a. Services
- b. Software defined infra
- c. Virtualization
- d. All the above

15. The software-defined approach enables ITaaS, in which consumers provision all infrastructure components as services.

- a. True
- b. False

16. The key architectural components in the software-defined approach include:

- a. Software-defined compute
- b. Software-defined storage
- c. Software-defined network
- d. All the above

17. It provides workflows for executing automated tasks:

- a. Services
- b. Virtualization
- c. Orchestration
- d. None

18. The orchestration software enables this automated arrangement, coordination, and management of the tasks.
- a. True
 - b. False
19. Stores service information in service catalog and presents them to the users and enables users to access services via a self-service portal.
- a. Physical layer
 - b. Virtual layer
 - c. Software-defined layer
 - d. Services layer
20. The business Continuity cross-layer function in Data Center Infrastructure supports all the layers to provide uninterrupted services
- a. True
 - b. False
21. Business continuity cross-layer function includes:
- a. Proactive measure
 - b. Reactive measure
 - c. Both
 - d. None
22. This measure includes activities and processes such as business impact analysis, risk assessment, and technology solutions such as backup, archiving, and replication.
- a. Proactive measure
 - b. Reactive measure
23. This measure includes activities and processes such as disaster recovery and disaster restart to be invoked in the event of a service failure.
- a. Proactive measure
 - b. Reactive measure

24. Includes the firewall, antivirus, and intrusion detection and prevention systems
- a. Administrative security mechanisms
 - b. Technical security mechanisms
25. It enables all of monitoring services, compliance conformance, capacity and availability management, and problem resolution
- a. Security cross-layer function
 - b. Business continuity cross-layer function
 - c. Management cross-layer function
 - d. All the above
26. There are two options for building the data center infrastructure – by integrating best-of-breed infrastructure components, or by acquiring and deploying a converged infrastructure.
- a. True
 - b. False
27. In this approach, organizations integrate the components of (hardware and software) purchased from multiple different vendors. This enables the organizations to leverage the advantages of high-quality products and services from the respective leading vendors in the segment.
- a. Best-of-breed infrastructure
 - b. Converged infrastructure
28. This approach integrates hardware and software components that make up a data center into a single packaged solution.
- a. Best-of-breed infrastructure
 - b. Converged infrastructure
29. This approach offers a preconfigured and optimized self-contained unit
- a. Best of breed infra

b. Converged infra

30. This approach allows organizations to repurpose the existing infrastructure components, providing a cost benefit.

a. Best of breed infra

b. Converged infra

31. Best-of-breed infrastructure facilitates faster acquisition and deployment than Converged infrastructure.

a. True

b. False

32. All the following are physical components of the compute system except:

a. Processor

b. File system

c. Read-only memory

d. Secondary storage

33. All the following are logical components of the compute system except:

a. Chipset

b. Operating system

c. Logical volume manager

d. Virtual memory

34. It's known as a Central Processing Unit (CPU), is an integrated circuit (IC) that executes the instructions of a software program by performing fundamental arithmetical, logical, and input/output operations.

a. RAM

b. ROM

c. Processor

d. Virtual memory

35. It's the main memory is an IC that serves as a volatile data storage internal to a compute system, and it is directly accessible by the processor, and holds the software programs for the execution and the data used by the processor.

- a. RAM
- b. ROM
- c. Processor
- d. Virtual memory

36. It's a type of non-volatile semiconductor memory from which data can only be read but not written

- a. RAM
- b. ROM
- c. Processor
- d. Virtual memory

37. A printed circuit board (PCB) to which all compute system components connect.

- a. Chipset
- b. Motherboard
- c. OS
- d. Secondary storage

38. It is a collection of microchips on a motherboard and it is designed to perform specific functions Northbridge and Southbridge.

- a. Chipset
- b. Secondary storage
- c. ROM
- d. Processor

39. Southbridge manages processor access to the RAM and the GPU, while Northbridge connects the processor to different peripheral ports, such as USB ports.

- a. True
- b. False

40. It has sockets to hold components such as the microprocessor chip, RAM, and ROM. It also has network ports, I/O ports to connect devices such as keyboard, mouse, and printers, and essential circuitry to carry out computing operations
- a. Chipset
 - b. Motherboard
 - c. OS
 - d. Secondary storage
41. It is a persistent storage device, such as a hard disk drive or a solid-state drive, on which the OS and the application software are installed.
- a. RAM
 - b. ROM
 - c. Processor
 - d. Secondary storage
42. The processor cannot directly access secondary storage, so the desired applications and data are loaded from the secondary storage on to the RAM to enable the processor to access them.
- a. True
 - b. False
43. It is a software that acts as an intermediary between a user of a compute system and the compute system hardware, and it also controls and manages the hardware and software on a compute system.
- a. File system
 - b. OS
 - c. Virtual memory
 - d. None
44. Memory virtualization presents physical memory to applications as a single logical collection of contiguous memory locations called:
- a. Secondary storage

- b. File system
- c. Virtual memo
- d. Logical volume manager

45. It's software that runs on a compute system and manages logical and physical storage.

- a. Secondary storage
- b. File system
- c. Virtual memory
- d. Logical volume manager

46. The operation system needs a device driver to interact with a particular hardware resource.

- a. True
- b. False

47. It is an intermediate layer between the file system and the physical drives.

- a. Secondary storage
- b. File system
- c. Virtual memory
- d. Logical volume manager

48. The logical volume manager provides a logical view of physical storage.

- a. True
- b. False

49. In LVM the process of grouping several physical drives and presenting them to the host as one big logical volume is called:

- a. Partitioning
- b. Concatenation

50. In LVM the process of dividing the disk drive into multiple LVs to maintain data according to the file system and app requirements is called:
- a. Partitioning
 - b. Concatenation
51. A collection of related records stored as a single named unit in contiguous logical address space is called:
- a. Motherboard
 - b. Virtual memory
 - c. File system
 - d. Logical volume manager
52. File system may be broadly classified as:
- a. Disk-based file system
 - b. Network-based file system
 - c. Virtual file system
 - d. All
53. Uses networking to allow file system access between compute systems, and it may use either the client-server model, or may be distributed/clustered.
- a. Disk-based file system
 - b. Network-based file system
 - c. Virtual file system
54. A memory-based file system that enables compute systems to transparently access different types of file systems on local and network storage devices.
- a. Disk-based file system
 - b. Network-based file system
 - c. Virtual file system
55. Manages the files stored on storage devices such as solid-state drives, disk drives, and optical drives.
- a. Disk-based file system

- b. Network-based file system
- c. Virtual file system

56. It provides an abstraction layer that allows applications to access different types of file systems in a uniform way and bridges the differences between the file systems for different operating systems, without the application's knowledge of the type of file system they are accessing.

- a. Disk-based file system
- b. Network-based file system
- c. Virtual file system

57. The examples of virtual file systems are Linux Virtual File System (VFS) and Oracle CacheFS.

- a. True
- b. False

58. Examples of network-based file systems are Microsoft Distributed File System (DFS), Hadoop Distributed File System (HDFS), VMware Virtual Machine File System (VMFS), Red Hat GlusterFS, and Red Hat CephFS.

- a. True
- b. False

59. Examples of disk-based file systems are Microsoft NT File System (NTFS), Apple Hierarchical File System (HFS) Plus, Extended File System family for Linux, Oracle ZFS, and Universal Disk Format (UDF).

- a. True
- b. False

60. If there is no LVM, then there are no logical extents. Without LVM, file system blocks are directly mapped to sectors.

- a. True
- b. False

61. Also known as a tower server, is a compute system built in an upright standalone enclosure called a “tower”, which looks similar to a desktop cabinet.
- a. Tower compute system
 - b. Rack-mounted compute system
 - c. Blade compute system
62. Also known as a *rack server*, is a compute system designed to be fixed inside a frame called a “rack”.
- a. Tower compute system
 - b. Rack-mounted compute system
 - c. Blade compute system
63. Also known as a *blade server*, is an electronic circuit board containing only core processing components, such as processor(s), memory, and essential I/O cards and ports.
- a. Tower compute system
 - b. Rack-mounted compute system
 - c. Blade compute system

Done

Good luck....
