## CS304 || Distributed Systems || Assessment Test -Feb 2022(Div A)

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Questions	
*	
If an algorithm can perform fruitless actions indefinitely with finite probability, the algorithm is said to be	
Unstable	
○ Stable	
None of the above	
*	
To avoid,	
Anticipatory task transfers; lengthy unshared states	
Lengthy unshared states; anticipatory task transfers	
None of the above	

*
The functionality provided by a distributed shared object is implement by
Semantics sub object
Communication sub object
Control sub object
Replication sub object
*
At low system loads, theis more successful in finding under-loaded nodes. At high system loads, theis more successful in finding overloaded nodes.
Sender-initiated component; receiver-initiated component
Receiver-initiated component; sender-initiated component
Receiver-initiated component; receiver-initiated component
None of the above
*
Adaptive load distributing algorithms is the special class of dynamic algorithm: they adapt their activities by dynamically changing theto suit the changing system state
Whole algorithm
Small part of the algorithm
Parameters of the algorithm
None of the above

!

*
If one site fails in distributed system
The remaining sites can continue operating
all the sites will stop working
directly connected sites will stop working
All of the above
*
Which statement is true about Object servers?
Object servers are same as traditional servers
Object servers are more powerful than traditional servers
Object servers do not provide a specific service
All of the above
*
Messages whose 'send' is done but 'receive' is undone due to rollback are called
Orphan message
O Duplicate message
Lost message
In- Transit message

*				
The capability of a system to adapt the increased service load is called				
Tolerance				
Scalability				
Capacity Capacity				
None of the above				
Distributed systems offer a tremendous processing capacity. however, in order to realize this tremendous computing capacity, and take full advantage of it, are needed.  Hardware resource allocation schemes				
Good resource allocation schemes				
Good software allocation schemes				
None of the above				

\*

Choose failure that can occur in RPC systems

- 1. Client response to the server is lost
- 2. The server crashes before sending a request
- 3. Client request to the server is lost
- 4. The server crashes after receiving a request
- 1 & 2
- 3 & 4
- 1,2 & 4
- 1 & 4

\*

If the system under consideration never attains high loads, \_\_\_\_\_will give an improved average response time.

- Sender-initiated schedulers
- Receiver-initiated schedulers
- None of the above

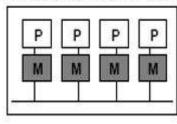
Network fault, processor fault,	Media Fault are examples of
Transient Faults	
Permanent Faults	
Intermittent Faults	
None of the above	
	Clear selection
*	
Due to random arrival of tasks and their	requirements, there is a
good possibility that several computers are	, while others are
Static CPU service time; idle or lightly loade	d; heavily loaded
Random CPU service time; idle or lightly loa	ded; heavily loaded
Random CPU service time; idle or lightly loa Random CPU service time; heavily loaded; id	•
	•

*
In Symmetrically Initiated Algorithms of load balancing, on expiration of TooHigh timeout, if no Accept message is received, sender guesses that its estimate of the average system load is
O Too high
Too low
O Too big
None of the above
*
Given are two statements  Statement 1: Two - army problem: Processes are imperfect but communication is perfect  Statement 2: Byzantine General problem: Processes are perfect but communication is imprefect  Choose the correct option
Statement 1 is true and Statement 2 is false
Statement 1 is false and Statement 2 is true
Statement 1 and Statement 2 are true
Statement 1 and Statement 2 are false

*	
Overhead incurred in task transfer should be compensated by the the task	realized by
Reduction in the computation time	
Reduction in the communication time	
Reduction in the response time	
All of the above	

\*

Which type of memory distribution is performing in given figure;



- O Uniform memory access
- Nonuniform memory access
- None of the above

O (	(v) Both ii & iii
<b>(</b> i	(iv)Both i & ii
(i	(iii)Decision is soft wired in the algorithm using a priory knowledge of the system
(i	(ii) They make no use of system state information (the loads at nodes)
(i	(i)Decision is hard wired in the algorithm using a priory knowledge of the system
In sta	atic load distributing algorithms: *
O c	Object
O N	Method
A	Adapter
O 8	Server
	allows an interface to be converted into something that client expects
*	

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