300+ TOP Distributed Computing System MCQs and Answers DCS Quiz

Distributed Computing System Multiple Choice Questions

1. A distributed system is defined as a collection of autonomous computers linked by a network with software designed to produce an integrated computing facility.
A. true

B. false

Answer: A.true

2. A "glue" between client and server parts of application
A. middleware

B. firmware

C. package

D. system software

Answer: A.middleware

3. The hardware of DS has two types
A. multiprocessor system,multicomputer system

B. multiprocessor system,unicomputer system

C. uniprocessorsystem,multicomputer system

D. uniprocessor system,unicomputer system

Answer: A.multiprocessor system,multicomputer system

4. Process Fail – Stop in process omission faults
A. can be detected in synchronous system.

B. can be detected in asynchronous system.

C. can be detected in synchronous andasynchronous system.

D. can be detected in standalone system.

Answer: A.can be detected in synchronous system.

5. Distributed pervasive system is also known as
A. ubiquitous computing

B. user interface design

C. graphical user interface

D. peer to peer system

Answer: A.ubiquitous computing

6. Type of cluster computing is
A. load sharing cluster

B. load holding cluster

C. load replication cluster

D. load balancing cluster

Answer: D.load balancing cluster

7. Type of grid computing is
A. collaborative grid

B. system grid

C. process grid

D. channel grid

Answer: A.collaborative grid

8. Scaling transparency hides
A. system expansion

B. system collaboration

C. system failure

D. system security

Answer: A.system expansion

9. Internet provides for remote login.
A. telnet

B. http

C. ftp

D. rpc

Answer: A.telnet

10. The header usually consists of the following elements in IPC I. Sequence number II. Structural information III. Address IV. File mode(Read/ Write)
A. i,iii, iv

B. i,ii, iii

C. i, ii, iv

D. i,iv

Answer: B.i,ii, iii

11. In RMI, the objects are passed by.
A. value

B. reference

C. value and reference

D. object

Answer: A.value

12. What are the exceptions which have to be handled in a RMI client program?
A. malformedurlexception

B. notfoundexception

C. arithmeticexception

D. class•not•found•excepti on

Answer: A.malformedurlexception

13. Transient communication done by layer
A. network

B. transport

C. physical

D. session

Answer: B.transport

14. The local operating system on the server machine passes the incoming packets to the
A. server stub

B. client stub

C. client operating system

D. binding agent

Answer: A.server stub

15. Machine that places the request to access the data is generally called as.
A. server machine

B. client machine

C. request machine

D. database server

Answer: B.client machine

16. provides programmers a familiar programming model by extending the local procedure call to a distributed environment
A. distributed environment

B. permanent procedure call

C. process and file

D. remote procedure call

Answer: D.remote procedure call

17. An architecture where clients first communicate the server for data then format and display it to the users, is known as
A. client/server architecture

B. three-tier architecture

C. two-tier architecture

D. peer-to-peer architecture

Answer: A.client/server architecture

18. is an object acting as a gateway for the client side.
A. skeleton

B. stub

C. remote

D. server

Answer: B.stub

19. Message passing provides a mechanism to allow processes to communicate and to synchronize their actions
A. by sharing the same address space

B. without sharing the same address space

C. by sharing the same process number and process identifier

D. by sharing port number

Answer: A.by sharing the same address space

20. Which of the following allocates/deallocates buffers
A. rrl

B. stub/skeleton layer

C. transport layer

D. networking layer

Answer: A.rrl

21. OSI stands for
A. open system interconnection

B. operating system interface

C. optical serviceimplementation

D. open service internet

Answer: A.open system interconnection

22. Which address is used to identify a processon a host by the transport layer?
A. physical address

B. logical address

C. port address

D. specific address

Answer: C.port address

23. In all reliable multicast group communication
A. n\ response expected from the receiver

B. response from any of the receiver required

C. response from \m\(1<m<n) of the \n\receiver required

D. response needed from all the receivers

Answer: D.response needed from all the receivers

24. If processes p and q both receive messages m and m', then p receives m before m' if and only if q receives m before m'.The order delivery is called
A. absolute ordering

B. consistent ordering

C. causal ordering

D. fifo ordering

Answer: B.consistent ordering

25. What is close group in group communication?
A. only members can send messages to the group as a whole

B. processes that are not members (clients) can send message to the group.

C. the idea of groups is to support replicated servers

D. processes that are not members (clients) but close to the group can send message to the group.

Answer: A.only members can send messages to the group as a whole

26. all related objects moved and left to a server upon the first RPC
A. call by value

B. call by move

C. call by visit

D. call by reference

Answer: B.call by move

27. What is the feature of stateful server?
A. longer server recovery time

B. quick recovery after reboot

C. file operations must beidempotent

D. simple server design

Answer: A.longer server recovery time

28. is a process that prevents multiple threads or processes from accessing shared resources at the same time.
A. critical section

B. deadlock

C. message passing

D. mutual exclusion

Answer: D.mutual exclusion

29. Absolute time synchronization can be achieved using
A. vector time stamping method

B. christian's method

C. lamport's method

D. ricart-agrawala algorithm

Answer: B.christian's method

30. Which mutual exclusion algorithm is useful when the membership of the group is unknown?
A. centralized

B. lamport's.

C. token ring

D. decentralized algorithm

Answer: A.centralized

31. Which event is concurrent with the vectorclock (2, 8, 4)?
A. (3,9,5)

B. (3,8,4)

C. (1,7,3)

D. (4,8,2)

Answer: D.(4,8,2)

32. A client gets a timestamp of 4:12:30.500 from a time server. The elapsed time between the request and response was 20 msec (0.020 sec). The current time on the client is 4:12:30.510. Using Cristian's algorithm, what is the time set to on the client?
A. 1970-01-01 04:12:30

B. 1970-01-01 04:12:30

C. 1970-01-01 04:12:32

D. 1970-01-01 04:12:32

Answer: C.1970-01-01 04:12:32

33. NTP is layer protocol.
A. application

B. session

C. transport

D. physical

Answer: A.application

34. Which of the following is an example of election algorithm.
A. berkley algorithm:

B. bully algorithm.

C. cristian's algorithm

D. lamport's

Answer: B.bully algorithm.

35. For each critical section (CS) execution, Ricart-Agrawala algorithm requires messages per CS execution and the Synchronization delay in the algorithm is .
A. 3(n − 1), t

B. 2(n − 1), t

C. (n − 1), 2t

D. (n − 1), t

Answer: B.2(n − 1), t

36. For each critical section (CS) execution, maekawa's algorithm requires messages per CS execution and the Synchronization delay in the algorithm is .
A. √n , t

B. 2√n , t

C. 3√n , t

D. 3√n , 2t

Answer: D.3√n , 2t

37. RAYMOND'S TREE BASEDALGORITHM is an
A. non- token based algorithm.

B. token based algorithm.

C. centralized basedalgorithm

D. physical clocksynchronization algorithm.

Answer: B.token based algorithm.

38. Suzuki-Kasami's Broadcast Algorithm isan
A. non- token based algorithm.

B. token based algorithm.

C. centralized basedalgorithm

D. physical clocksynchronization algorithm.

Answer: B.token based algorithm.

39. Full form of NTP is:
A. network time protocol

B. new time protocol

C. new timestamp protocol

D. network timestampprotocol

Answer: A.network time protocol

40. Which algorithm requires "1 to ∞" messages to enter and leave a critical region?
A. token ring algorithm

B. centralized algorithm

C. decentralized algorithm

D. distributed algorithm

Answer: A.token ring algorithm

41. Pretransfering also known as
A. premigrating

B. pre copying

C. prefiltering

D. post copying

Answer: B.precopying

42. change the state of thread from suspe
A. run()

B. yield()

C. destroy()

D. start()

Answer: D.start()

43. Distributed system consists of set of resour
A. printer

B. processor

C. cd

D. processes

Answer: B.processor

44. This is not feature of cooperative algorithm
A. complex

B. larger overhead

C. worst stability

D. better stability

Answer: C.worst stability

45. How is access to resources of various machines is done?
A. remote logging using ssh or telnet

B. zone are configured for automatic access

C. ftp is not used

D. ftp is used

Answer: A.remote logging using ssh or telnet

46. What are the characteristics of data migration?
A. transfer data by entire file or immediate portion required

B. transfer the computation rather than the data

C. execute an entire process or parts of it at different sites

D. execute an entire process or parts of it at same site

Answer: A.transfer data by entire file or immediate portion required

47. What are the characteristics of computation migration?
A. transfer data by entire file or immediate portion required

B. transfer the computation rather than the data

C. execute an entire process or parts of it at different sites

D. execute an entire process or parts of it at same site

Answer: B.transfer the computation rather than the data

48. What are the characteristics of process migr
A. transfer data by entire file or immediate portion required

B. transfer the computation rather than the data

C. execute an entire process or parts of it at different sites

D. execute an entire process or parts of it at same site

Answer: C.execute an entire process or parts of it at different sites

49. When the process issues an I/O request
A. it is placed in an i/o queue

B. it is placed in a waiting queue

C. it is placed in the ready queue

D. it is placed in the job queue

Answer: A.it is placed in an i/o queue

50. Absolute time ordering of all shared accesses matters in
A. sequential consistency

B. casual consistency

C. strict consistency

D. weak consistency

Answer: C.strict consistency

51. In Casual consistency model all processesshared accesses in
A. random order

B. same order

C. sequential order

D. specific order

Answer: B.same order

52. In which of the following consistency model all writes become perceptible to all processes
A. strict

B. weak

C. casual

D. sequential

Answer: A.strict

53. consistency is that write operations by the same process are performed in the correct order everywhere.
A. weak

B. strict

C. eventual

D. fifo

Answer: D.fifo

54. Any successive write operation by a process on a data item x will be performed on a copy of x that is up to date with the value most recently read by that process.
A. monotonic-write

B. writes follows reads

C. read your writes

D. monotonic-read

Answer: B.writes follows reads

55. replicas are used only to improve access time on data
A. client initiated

B. server initiated

C. permanent

D. dynamic

Answer: A.client initiated

56. In receivers never acknowledge the successful delivery of multicast message but instead report onlywhen missing the message.
A. basic reliable multicasting

B. non-hierarchical feedback control

C. hierarchical feedback control

D. atomic multicast

Answer: B.non-hierarchical feedback control
57. A problem with the protocol is that when the coordinator has crashed, participants may not be able to reach afinal decision.
A. one-phase commit

B. three-phase commit

C. two-phase commit

D. virtual synchrony

Answer: C.two-phase commit
58. Optimistic logging protocols need to keeptrack of
A. independencies

B. checking points

C. dependencies

D. erroneous state

Answer: C.dependencies
59. Processor Consistency model guarantees and conforms that
A. all write accomplished on identical memory location in identical sequence.

B. all write accomplished on random memory location in random sequence

C. all write accomplished on random memory location in identicalsequence

D. all write accomplished on identical memory location in random order

Answer: A.all write accomplished on identical memory location in identical sequence.
60. Staleness deviations relate to thea replica was updated.
A. first time

B. most recent time

C. last time

D. previous time

Answer: C.last time
61. The dynamic replication algorithmtakes into account
A. to reduce load on server

B. files on server can bemigrated anywhere

C. schedule processmigration

D. resource sharing

Answer: A.to reduce load on server
62. To improve performance, many distributed systems
A. combine check pointing with recovery oriented computing

B. combine check pointing with message logging

C. combine check pointing with distributed commit

D. combine distributed commit with messagelogging.

Answer: B.combine check pointing with message logging
63. File Replication is done to
A. increase complexity

B. increase cost

C. increase reliability

D. increase data

Answer: C.increase reliability
64. in NFS which funtion is used for creatingnew file?
A. open()

B. create()

C. develope()

D. null()

Answer: B.create()
65. which command is used to create adirectory
A. rmdir

B. symlink

C. mkdir

D. open

Answer: C.mkdir
66. datanodes and namenode are two elementsof which file system?
A. afs

B. hdfs

C. nfs

D. none of the above

Answer: B.hdfs
67. In which file system mapreduce function isused?
A. afs

B. nfs

C. hdfs

D. none of the above

Answer: C.hdfs
68. In distributed file system, DNS stands for?
A. domain name system

B. domain name server

C. directory name service

D. disk name system

Answer: A.domain name system
69. NFS file System uses Mechanism
A. rpc

B. corba

C. rmi

D. none of the above

Answer: A.rpc
70. map and reduce are
A. libraries

B. functions

C. file system

D. os

Answer: B.functions
71. In HDFS file System, A serves as the master and there is only oneNameNode per cluster
A. data node

B. namenode

C. replication

D. data block

Answer: B.namenode
72. HDFS works in a fashion.
A. master-master

B. master-slave

C. slave-slave

D. none of the above

Answer: B.master-slave
73. In HDFS file System, NameNode is used when the PrimaryNameNode goes down.
A. rack

B. data

C. secondary

D. primary

Answer: C.secondary
74. In context of HDFS file system, Point out the wrong statement.
A. replication factor can be configured at a cluster level (default is set to 3) and also at afile level

B. block report from each datanode contains a list of all the blocks that are storedon that datanode

C. user data is stored on the local file system of datanodes

D. datanode is aware of the files to which the blocks stored on it belong to

Answer: D.datanode is aware of the files to which the blocks stored on it belong to
75. In HDFS, . is the slave/workernode and holds the user data in the form of Data Blocks.
A. datanode

B. namenode

C. data block

D. replication

Answer: A.datanode

76. In distributed file system,XDR stands for?
A. external data request

B. external device request

C. external data recovery

D. external data representation

Answer: D.external data representation
77. If file system is growing without affectingperformance of the system then this feature is called as?
A. union

B. portable

C. robust

D. scalability

Answer: D.scalability
78. Storing file in makes itpermanently available
A. secondary memory

B. ram

C. register

D. dram

Answer: A.secondary memory
79. Session file sharing semantics are suitablefor caching
A. complete folder

B. complete file

C. one byte

D. one block

Answer: B.complete file
80. Network file system(NFS) is developedby?
A. sun microsystem

B. oracle

C. apple

D. honeywell

Answer: A.sun microsystem
81. The file once created can not be changed iscalled
A. rigid file

B. rex file

C. immutable file

D. robust file

Answer: C.immutable file
82. Remote Procedure Calls are used _____
A. for communication between two processes remotely different from each other on the same system

B. for communication between two processes on the same system

C. for communication between two processes on separate systems

D. none of the mentioned

Answer: C.for communication between two processes on separate systems
83. To differentiate the many network services a system supports _____ are used.
A. variables

B. sockets

C. ports

D. service names

Answer: C.ports
84. RPC provides a(an) _____ on the client side, a separate one for each remote procedure.
A. stub

B. identifier

C. name

D. process identifier

Answer: A.stub
85. What is stub?
A. transmits the message to the server where the server side stub receives the message and invokes procedure on the server side

B. packs the parameters into a form transmittable over the network

C. locates the port on the server

D. all of the mentioned

Answer: D.all of the mentioned
86. To resolve the problem of data representation on different systems RPCs define _____
A. machine dependent representation of data

B. machine representation of data

C. machine-independent representation of data

D. none of the mentioned

Answer: C.machine-independent representation of data
87. What is the full form of RMI?
A. remote memory installation

B. remote memory invocation

C. remote method installation

D. remote method invocation

Answer: D.remote method invocation
88. The remote method invocation _____
A. allows a process to invoke memory on a remote object

B. allows a thread to invoke a method on a remote object

C. allows a thread to invoke memory on a remote object

D. allows a process to invoke a method on a remote object

Answer: B.allows a thread to invoke a method on a remote object
89. A process that is based on IPC mechanism which executes on different systems and can communicate with other processes using message based communication, is called _____
A. local procedure call

B. inter process communication

C. remote procedure call

D. remote machine invocation

Answer: C.remote procedure call
90. What is not true about a distributed system?
A. it is a collection of processor

B. all processors are synchronized

C. they do not share memory

D. none of the mentioned

Answer: B.all processors are synchronized
91. What are the characteristics of a distributed file system?
A. its users, servers and storage devices are dispersed

B. service activity is not carried out across the network

C. they have single centralized data repository

D. there are multiple dependent storage devices

Answer: A.its users, servers and storage devices are dispersed
92. What is not a major reason for building distributed systems?
A. resource sharing

B. computation speedup

C. reliability

D. simplicity

Answer: D.simplicity
93. What is a stateless file server?
A. it keeps tracks of states of different objects

B. it maintains internally no state information at all

C. it maintains some information in them

D. none of the mentioned

Answer: B.it maintains internally no state information at all
94. What are the characteristics of the stateless server?
A. easier to implement

B. they are not fault-tolerant upon client or server failures

C. they store all information file server

D. they are redundant to keep data safe

Answer: A.easier to implement
95. What are the advantages of file replication?
A. improves availability & performance

B. decreases performance

C. they are consistent

D. improves speed

Answer: A.improves availability & performance
96. What are characteristic of NFS protocol?
A. search for file within directory

B. read a set of directory entries

C. manipulate links and directories

D. all of the mentioned

Answer: D.all of the mentioned
97. What is the coherency of replicated data?
A. all replicas are identical at all times

B. replicas are perceived as identical only at some points in time

C. users always read the most recent data in the replicas

D. all of the mentioned

Answer: D.all of the mentioned
98. The file once created can not be changed is called _____
A. immutable file

B. mutex file

C. mutable file

D. none of the mentioned

Answer: A.immutable file

99. _____ of the distributed file system are dispersed among various machines of distributed system.

A. clients

B. servers

C. storage devices

D. all of the mentioned

Answer: D.all of the mentioned

100. _____ is not possible in distributed file system.

A. file replication

B. migration

C. client interface

D. remote access

Answer: B.migration

101. Which one of the following hides the location where in the network the file is stored?

A. transparent distributed file system

B. hidden distributed file system

C. escaped distribution file system

D. spy distributed file system

Answer: A.transparent distributed file system

102. In a distributed file system, when a file's physical storage location changes _____

A. file name need to be changed

B. file name need not to be changed

C. file's host name need to be changed

D. file's local name need to be changed

Answer: B.file name need not to be changed
103. In a distributed file system, _____ is mapping between logical and physical objects.
A. client interfacing

B. naming

C. migration

D. heterogeneity

Answer: B.naming
104. In a distributed file system, a file is uniquely identified by _____
A. host name

B. local name

C. the combination of host name and local name

D. none of the mentioned

Answer: C.the combination of host name and local name
105. There is no need to establish and terminate a connection through open and close operation in _____
A. stateless file service

B. stateful file service

C. both stateless and stateful file service

D. none of the mentioned

Answer: A.stateless file service
106. In distributed file system, file name does not reveal the file's _____
A. local name

B. physical storage location

C. both local name and physical storage location

D. none of the mentioned

Answer: B.physical storage location
107. Which one of the following is a distributed file system?
A. andrew file system

B. network file system

C. novel network

D. all of the mentioned

Answer: D.all of the mentioned
108. What are the characteristics of mutual exclusion using centralized approach?
A. one processor as coordinator which handles all requests

B. it requires request,reply and release per critical section entry

C. the method is free from starvation

D. all of the mentioned

Answer: D.all of the mentioned
109. What are the advantages of token(with rings) passing approach?
i) One processor as coordinator which handles all requests
ii) No starvation if the ring is unidirectional
iii) There are many messages passed per section entered if few users want to get in section
iv) One processor as coordinator which handles all requests
v) Only one message/entry if everyone wants to get in
A. i

B. ii and iii

C. i, ii and iii

D. i, ii and iv

Answer: D.i, ii and iv
110. What are the characteristics of atomicity?
A. all operations associated are executed to completion or none are performed

B. one processor as coordinator which handles all requests

C. when responses are received from all processes, then the process can enter its critical section

D. use communication links

Answer: A.all operations associated are executed to completion or none are performed
111. What things are the transaction coordinator is responsible for?
A. starting the execution of the transaction

B. breaking transaction into a number of subtransactions

C. coordinating the termination of the transaction

D. all of the mentioned

Answer: D.all of the mentioned
112. Which of the following advantages follows the single coordinator approach?
A. simple implementation

B. simple deadlock handling

C. bottleneck

D. all of the mentioned

Answer: D.all of the mentioned
113. Which of the following disadvantages follows the single coordinator approach?
A. bottleneck

B. slow response

C. deadlock

D. one request per second

Answer: A.bottleneck
114. What are the parts of a global unique identifier?
A. local unique timestamp

B. remote timestamp

C. clock number

D. all of the mentioned

Answer: A.local unique timestamp
115. In distributed systems, a logical clock is associated with _____
A. each instruction

B. each process

C. each register

D. none of the mentioned

Answer: B.each process
116. If timestamps of two events are same, then the events are _____
A. concurrent

B. non-concurrent

C. monotonic

D. non-monotonic

Answer: A.concurrent
117. If a process is executing in its critical section _____
A. any other process can also execute in its critical section

B. no other process can execute in its critical section

C. one more process can execute in its critical section

D. none of the mentioned

Answer: B.no other process can execute in its critical section
118. A process can enter into its critical section _____
A. anytime

B. when it receives a reply message from its parent process

C. when it receives a reply message from all other processes in the system

D. none of the mentioned

Answer: C.when it receives a reply message from all other processes in the system
119. For proper synchronization in distributed systems _____
A. prevention from the deadlock is must

B. prevention from the starvation is must

C. prevention from the deadlock & starvation is must

D. none of the mentioned

Answer: C.prevention from the deadlock & starvation is must
120. In the token passing approach of distributed systems, processes are organized in a ring structure _____
A. logically

B. physically

C. both logically and physically

D. none of the mentioned

Answer: A.logically

121. In distributed systems, what will the transaction coordinator do?
A. starts the execution of transaction

B. breaks the transaction into number of sub transactions

C. coordinates the termination of the transaction

D. all of the mentioned

Answer: D.all of the mentioned
122. In case of failure, a new transaction coordinator can be elected by _____
A. bully algorithm

B. ring algorithm

C. both bully and ring algorithm

D. none of the mentioned

Answer: C.both bully and ring algorithm
123. In distributed systems, election algorithms assumes that _____
A. a unique priority number is associated with each active process in system

B. there is no priority number associated with any process

C. priority of the processes is not required

D. none of the mentioned

Answer: A.a unique priority number is associated with each active process in system
124. According to the ring algorithm, links between processes are _____
A. bidirectional

B. unidirectional

C. both bidirectional and unidirectional

D. none of the mentioned

Answer: B.unidirectional
125. What are the different ways distributed may suffer?
A. failure of a link

B. failure of a site

C. loss of message

D. all of the mentioned

Answer: D.all of the mentioned

126. What are design issues in distributed system structure?
A. scalability

B. fault-tolerance

C. clustering

D. all of the mentioned

Answer: D.all of the mentioned
127. What is not true about a distributed system?
A. it is a collection of processor

B. all processors are synchronized

C. they do not share memory

D. none of the mentioned

Answer: B.all processors are synchronized
128. What are the characteristics of processor in distributed system?
A. they vary in size and function

B. they are same in size and function

C. they are manufactured with single purpose

D. they are real-time devices

Answer: A.they vary in size and function
129. _____ is a unique tag, usually a number identifies the file within the file system.
A. file identifier

B. file name

C. file type

D. none of the mentioned

Answer: A.file identifier
130. To create a file _____
A. allocate the space in file system

B. make an entry for new file in directory

C. allocate the space in file system & make an entry for new file in directory

D. none of the mentioned

Answer: C.allocate the space in file system & make an entry for new file in directory
131. By using the specific system call, we can _____
A. open the file

B. read the file

C. write into the file

D. all of the mentioned

Answer: D.all of the mentioned
132. What is the mounting of file system?
A. crating of a filesystem

B. deleting a filesystem

C. attaching portion of the file system into a directory structure

D. removing the portion of the file system into a directory structure

Answer: C.attaching portion of the file system into a directory structure
133. Mapping of file is managed by _____
A. file metadata

B. page table

C. virtual memory

D. file system

Answer: A.file metadata
134. Mapping of network file system protocol to local file system is done by _____
A. network file system

B. local file system

C. volume manager

D. remote mirror

Answer: A.network file system
135. Which one of the following explains the sequential file access method?
A. random access according to the given byte number

B. read bytes one at a time, in order

C. read/write sequentially by record

D. read/write randomly by record

Answer: B.read bytes one at a time, in order
136. Which of the following are the two parts of the file name?
A. name & identifier

B. identifier & type

C. extension & name

D. type & extension

Answer: C.extension & name
137. What is the mount point?
A. an empty directory at which the mounted file system will be attached

B. a location where every time file systems are mounted

C. is the time when the mounting is done

D. none of the mentioned

Answer: A.an empty directory at which the mounted file system will be attached
138. When a file system is mounted over a directory that is not empty then _____
A. the system may not allow the mount

B. the system must allow the mount

C. the system may allow the mount and the directory's existing files will then be made obscure

D. all of the mentioned

Answer: C.the system may allow the mount and the directory's existing files will then be made obscure

139. In distributed file system _____ directories are visible from the local machine.
A. protected

B. local

C. private

D. remote

Answer: D.remote
140. In the world wide web, a ____ is needed to gain access to the remote files, and separate operations are used to transfer files.
A. laptop

B. plugin

C. browser

D. player

Answer: C.browser
141. Distributed naming services/Distributed information systems have been devised to _____
A. provide information about all the systems

B. provide unified access to the information needed for remote computing

C. provide unique names to all systems in a network

D. all of the mentioned

Answer: B.provide unified access to the information needed for remote computing
142. Domain name system provides _____
A. host-name-to-network-address translations for the entire internet

B. network-address-to-host-name translations for the entire internet

C. binary to hex translations for the entire internet

D. all of the mentioned

Answer: A.host-name-to-network-address translations for the entire internet
143. What is multimedia file?
A. is same as any other regular file

B. must be accessed at specific rate

C. stored on remote server can not be delivered to its client

D. none of the mentioned

Answer: B.must be accessed at specific rate
144. In which type of streaming multimedia file is delivered to the client, but not shared?
A. real-time streaming

B. progressive download

C. compression

D. none of the mentioned

Answer: A.real-time streaming
145. Which one of the following is the characteristic of a multimedia system?
A. high storage

B. high data rates

C. both high storage and high data rates

D. none of the mentioned

Answer: C.both high storage and high data rates
146. The delay that occur during the playback of a stream is called _____
A. stream delay

B. playback delay

C. jitter

D. event delay

Answer: C.jitter
147. Multimedia system require hard real time scheduling _____
A. to ensure critical tasks will be serviced within timing deadlines

B. to deliver the media file to the client

C. to minimize the delay

D. for security

Answer: A.to ensure critical tasks will be serviced within timing deadlines
148. The three general methods for delivering content from a server to a client across a network

are _____
A. unicasting

B. multicasting

C. broadcasting

D. all of the mentioned

Answer: D.all of the mentioned
149. Unicasting delivers the content to _____
A. a single client

B. all clients, regardless whether they want the content or not

C. a group of receivers who indicate they wish to receive the content

D. none of the mentioned

Answer: A.a single client
150. Broadcasting delivers the content to _____
A. a single client

B. all clients, regardless whether they want the content or not

C. a group of receivers who indicate they wish to receive the content

D. none of the mentioned

Answer: B.all clients, regardless whether they want the content or not

151. Multicasting delivers the content to _____
A. a single client

B. all clients, regardless whether they want the content or not

C. a group of receivers who indicate they wish to receive the content

D. none of the mentioned

Answer: C.a group of receivers who indicate they wish to receive the content
152. HTTP is _____
A. a stateful protocol

B. a stateless protocol

C. a protocol that maintains the status of its connection with the client

D. a stateless protocol that does not maintain the status of its connection with the client

Answer: D.a stateless protocol that does not maintain the status of its connection with the client
153. The problem with unicast delivery is that the _____
A. memory allocation is difficult

B. server must establish a separate unicast session for each client

C. the routers must support unicasting

D. the clients must be close to the server

Answer: B.server must establish a separate unicast session for each client
154. The difficulty with multicasting from a practical point of view is _____
A. memory allocation is difficult

B. server must establish a separate unicast session for each client

C. the routers must support multicasting

D. none of the mentioned

Answer: C.the routers must support multicasting
155. To let a client have random access to a media stream with _____
A. the protocol used must not be stateless

B. the server must support download

C. the stream should give access rights to the client

D. all of the mentioned

Answer: A.the protocol used must not be stateless
156. An RPC (remote procedure call) is initiated by the:
A. server

B. client

C. both (a) and (b)

D. neither (a) nor (b)(

Answer: B.client
157. RPC works between two processes. These processes may be:
A. on the same computer

B. on different computers connected with a network

C. both (a) and (b)

D. neither (a) nor (b)(

Answer: C.both (a) and (b)
158. _____is a framework for distributed objects on the Microsoft platform.
A. CORBA

B. DCOM

C. DDObjects

D. none

Answer: B.DCOM
159. ___ is a framework for distributed components using a messaging paradigm.
A. CORBA

B. DCOM

C. DDObjects

D. Jt

Answer: D.Jt