

- Edge-chasing can sometimes:
 - A: miss a deadlock condition
 - B: detect a deadlock when none exists
 - C: both
 - D: neither

- Using global detection, with waits-for graph assembled at the coordinator, phantom deadlocks
 - A: can still occur
 - B: cannot occur

- Transaction priorities
 - A: are necessary to prevent deadlocks
 - B: are necessary to resolve deadlocks
 - C: are not necessary, but improve deadlock handling performance

Two-phase commit

- If a participant has responded *yes* to a *canCommit* call and has not heard from the coordinator for a long time, it should:
 - A: abort
 - B: commit
 - C: call *getDecision* on the coordinator
 - D: wait forever

Two-phase commit

- If the coordinator has received *yes* for *canCommit* from $n-1$ participants, but has not heard from the last one, it should:
 - A: commit, sending *doCommit* to all processes
 - B: abort, sending *doAbort* to all processes that responded to *canCommit*
 - C: abort, sending *doAbort* to all processes