## **DS-QB**



- a. OS
- b. Middleware
- c. Application network
- 2. What type of transparency hide that a resource may be shared by several competitive users
  - a. Failure
  - b. Location
  - c. Migration
  - d. Concurrency
- 3. Hiding non-relevant properties of the system's components and structure is called
  - a. Openness
  - b. Scalability
  - c. Transparency
  - d. Graphical solution
  - A system that offers services according to standard rules that describe the syntax and semantics of those services
    - a. Openness
    - b. Resource sharing
    - c. Scalability
  - 5. Measures how much an application (or, a portion of it) can be moved to a different distributed system and keep working
    - a. Interoperability
    - b. Portability



- c. Extensibility
- 6. Doing routing based on complete information
  - a. Centralized services
  - b. Centralized data
  - c. Centralized algorithms
  - Scalability problems with scaling with respect to size is
    - a. Centralization
    - b. Communication
    - c. Administration
    - Hiding communication latency, distribution, replication are the techniques for which type of scalability
      - a. Geographical
      - b. Size
      - c. Administration
      - d. Users
    - Making a copy of a resource from the original location to a location in the proximity of the users
      - a. Caching
      - b. Replication
      - c. Distribution
- 10. A collection of similar workstations, running the same OS, located in the same area, interconnected through a high-speed Lan.
  - a. Cluster Computing Systems
  - b. Grid Computing Systems
  - c. Cloud Computing Systems
- 1. Interface to local resource at a specific site



- a. Connectivity layer
- b. Resource layer
- c. Fabric layer
- d. Collective layer
- 2. The backbone for most cloud computing platforms
  - a. Infrastructure
  - b. Application
  - c. SaaS
  - d. Transaction
- provides the customers, dynamically on demand, with the required computing resources usually in the form of virtual machines (VMs)
  - a. Software as a Service (SaaS)
  - b. Infrastructure as a Service (laaS)
  - c. Platform as a Service (PaaS)
  - d. Application as a Service (SaaS)
- 14. What property once a transaction commits, its effects are permanent
  - a. Isolated
  - b. Durable
  - c. Atomic
  - d. Consistent
- 15. Instability is the default behavior of
  - a. Distributed computing systems
  - b. Distributed information systems
  - c. Distributed pervasive systems
  - The logical organization of distributed systems into software components.
    - a. Software architecture

Remember Not System Architecture



- b. Component
- c. Connector
- d. Architectural style
- 7. Is formulated in terms of components, the way that components are connected to each other, the data exchanged between components.
  - a. Software architecture
  - b. Component
  - c. Connector
  - d. Architectural style
- 8. Evolve around the idea of processes communicate through a common repository.
  - a. Layered architecture
  - b. Object-based architecture
  - c. Data-based architecture
  - d. Event-based architecture
- 19. A network in which the nodes are formed by the processes and the links represent the possible communication channels.
  - a. Overlay network
  - b. Distributed hash table
  - c. LAN network
  - O. Alternative to peer to peer system propose to make use of special nodes that maintain index of data items
    - a. Super peer
    - b. Structure peer to peer
    - c. CAN
    - d. Chord
- 1. In synchronous communication ....



- a. Only sender blocks
- b. Only receiver blocks
- c. Both of them block
- d. None of them block
- 2. Messages must arrive uncorrupted and without duplication
  - a. Integrity
  - b. Validity
  - c. None
- 3. Internet protocols that implement Non-blocking send and Blocking receive
  - a. UDP
  - b. TCP
  - c. Both
- 4. Is the process of assembling a collection of data items in a form suitable for transmission
  - a. Marshalling
  - b. Unmarshalling
  - c. None
- 5. Can be used by a variety of programming languages
  - a. CORBA
  - b. Java's object serialization
  - c. XML (Extensible Markup Language)
- Z6. The activity of flattening object or a related set of objects in a serial form suitable for transmitting in a message.
  - a. Serialization
  - b. Deserialization
  - c. None

