

DS-QB

- ✓ 1. Provides for a common shared interface for both applications and components
 - 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
- ✓ 4. 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

7. Scalability problems with scaling with respect to size is

a. Centralization

b. Communication

c. Administration

8. Hiding communication latency, distribution, replication are the techniques for which type of scalability

a. Geographical

b. Size

c. Administration

d. Users

✓ 9. 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

✓ 11. Interface to local resource at a specific site

- a. Connectivity layer
- b. Resource layer
- c. Fabric layer
- d. Collective layer

✓ 12. The backbone for most cloud computing platforms

- a. Infrastructure
- b. Application
- c. SaaS
- d. Transaction

✓ 13. 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 (IaaS)
- 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

✓ 16. The logical organization of distributed systems into software components.

- a. Software architecture

Remember Not
System Architecture

- b. Component
- c. Connector
- d. Architectural style

✓ 17. 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

✓ 18. 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

✓ 20. 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

✓ 21. 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)
- ✓ 26. 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

