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
 - 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
- 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
- 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
- 23. Internet protocols that implement Non-blocking send and Blocking receive
 - a. UDP
 - b. TCP
 - c. Both
- Is the process of assembling a collection of data items in a form suitable for transmission
 - a. Marshalling
 - b. Unmarshalling
 - c. None
- 25. 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



