

# DISTRIBUTED SYSTEMS

Question Bank

Helping Others Have Special taste

### Questions

- 1- A..... is formulated in terms of components, the way that components are connected to each other, the data exchanged between components.
  - a. Component
  - b. Style
  - c. Element
  - d. None of the above
- 2- A..... is a modular unit with well-defined required and provided interfaces that is replaceable within its environment.
  - a. Component
  - b. Style
  - c. Element
  - d. None of the above
- 3- Several styles have by now been identified of which the most important ones for distributed systems are:
  - a. Layered architectures
  - b. Object-based architectures
  - c. Data-centered architectures
  - d. Event-based architectures
  - e. All of the above
- 4- The basic idea for the ..... is simple: components are organized in a layered fashion where a component at layer N, is allowed to call components at the underlying layer  $N_i$ .
  - a. Layered architectures
  - b. Object-based architectures
  - c. Centralized architectures
  - d. Event-based architectures

**5- Layered architectures model has been widely adopted by the networking community.**

- a. True
- b. False

**6- A key observation is that control generally flows from layer to layer: requests go down the Hierarchy whereas the results flow upward.**

- a. True
- b. False

**7- In....., each object corresponds to what we have defined as a component, and these components are connected through a (remote) procedure call mechanism.**

- a. Layered architectures
- b. Object-based architectures
- c. Centralized architectures
- d. Event-based architectures

**8- The ..... and ..... Architectures still from the most important styles for large software systems.**

- a. Object-based and Centralized
- b. Centralized and Event-based
- c. Layered and Object-based
- d. Layered and Centralized

**9- In ....., processes essentially communicate through the propagation of events, which optionally also carry data.**

- a. Layered architectures
- b. Object-based architectures
- c. Centralized architectures
- d. Event-based architectures

- 10- The main advantage of object-based systems is that processes are loosely coupled.**
- a. True
  - b. False
- 11- In the ..... model, processes in a distributed system are divided into two groups.**
- a. Layered
  - b. Object-based
  - c. Client-Server
  - d. Event-based
- 12- A..... is a process implementing a specific service**
- a. Client
  - b. Server
  - c. None of the above
- 13- A .....is a process that requests a service from server by sending it a request and subsequently waiting for the server's reply.**
- a. Client
  - b. Server
  - c. None of the above
- 14- This client-server interaction, also known as request-reply behavior.**
- a. True
  - b. False

- 15- Communication between a client and server can be implemented by means of a simple ..... Protocol when the underlying network is fairly reliable as in many local-area networks.**
- a. Connectionless
  - b. Connection-oriented
  - c. None of the above
- 16- Many client-server applications are targeted toward supporting user access to databases, many people have advocated a distinction between the following ..... levels.**
- a. Two
  - b. Three
  - c. Four
  - d. One
- 17- The .....level contains all that is necessary to directly interface with the user, such as display management.**
- a. User-interface
  - b. Processing
  - c. Data
  - d. None of the above
- 18- The .....level typically contains the applications.**
- a. User-interface
  - b. Processing
  - c. Data
  - d. None of the above
- 19- The .....level manages the actual data that is being acted on.**
- a. User-interface
  - b. Processing
  - c. Data
  - d. None of the above

- 20- .....typically implement the user-interface level.**
- Clients
  - Servers
  - None of the above
- 21- A Client machine containing only the programs implementing (part of) the .....level.**
- User-interface
  - Processing
  - Data
  - None of the above
- 22- A server machine containing the rest, that is the programs implementing the .....and.....level.**
- User-interface and processing
  - Processing and data
  - Data and user-interface
  - None of the above
- 23- ..... are direct consequence of dividing applications into a user-interface, processing component, and a data level.**
- Layered architectures
  - Object-based architectures
  - Multitiered client-server architectures
  - Event-based architectures
- 24- In a ....., the overlay network is constructed using a deterministic procedure (Hash function).**
- Structured Peer-to-Peer Architecture
  - Unstructured Peer-to-Peer Architecture
  - Hybrid Architectures
  - None of the above

- 25- Nodes in the Structured Peer-to-Peer system are also assigned a random number from the same identifier space.**
- a. True
  - b. False
- 26- .....systems largely rely on randomized algorithms for constructing an overlay network.**
- a. Structured Peer-to-Peer
  - b. Unstructured Peer-to-Peer
  - c. Hybrid
  - d. None of the above
- 27- In Unstructured Peer-to-Peer, the main idea is that each node maintains a list of neighbors, but that this list is constructed in a more or less random way.**
- a. True
  - b. False
- 28- In Hybrid Architectures, some specific classes of distributed systems in which client-server solutions are combined with .....**
- a. Structured Peer-to-Peer
  - b. Unstructured Peer-to-Peer
  - c. Decentralized Architectures
  - d. None of the above
- 29- An important class of distributed systems that is organized according to a Hybrid Architectures is formed by .....**
- a. Structured Peer-to-Peer Systems
  - b. Edge-Server Systems
  - c. Unstructured Peer-to-Peer Systems
  - d. None of the above

**30- Many middleware solutions have adopted an .....style, such as CORBA.**

- a. Layered architectural
- b. Event-based architectural
- c. Object-based architectural
- d. None of the above

**31- Middleware has enabled the production of various types of smart machines having microprocessor chips with embedded software.**

- a. True
- b. False

**32. A “glue” between client and server parts of application.**

- a. Middleware
- b. Firmware
- c. Package
- d. System Software

**33- A software that lies between the OS and the applications running on it.**

- a. Firmware
- b. Middleware
- c. Utility Software
- d. Application Software

**34-What is middleware?**

- a. Software that enables communication between different software applications
- b. Software that manages the hardware resources of a computer
- c. Software that provides security for a computer system
- d. Software that translates programming languages

**35- Middleware is commonly used in:**

- a. Web browsers
- b. Word processors
- c. Graphics editing software
- d. Database management systems



### 36. What is layered styles?

- a. The components are designed to layers to control inter component interaction
- b. The components are designed to layers to control the data flow into specific direction
- c. All of the mentioned
- d. None of the mentioned

### 37. In which system, tasks are equally divided between all the nodes?

- a. client/server systems
- b. peer to peer systems
- c. user to client system
- d. All of the above

### 38. The nodes in the distributed systems can be arranged in the form of?

- a. client/server systems
- b. peer to peer systems
- c. Both A and B
- d. None of the above

### 39. All the nodes in distributed system communicate with each other and handle processes in tandem.

- a. TRUE
- b. FALSE
- c. Can be true or false
- d. Can not say

## Answers

Question	Answer
1	B
2	A
3	E
4	A
5	A
6	A
7	B
8	C
9	D
10	B
11	C
12	B
13	A
14	A
15	A
16	B
17	A
18	B
19	C
20	A
21	A
22	B
23	C

## Lecture-3

24	A
25	A
26	B
27	A
28	C
29	B
30	C
31	B
32	A
33	B
34	A
35	D
36	C
37	B
38	C
39	A

We Hope we could Help You

Please leave us your feedback

Your Feedback Here [Feedback](#)