DISTRIBUTED SYSTEMS

Question Bank

Helping Others Have Special taste

Questions

1- To execute a program, an operating system creates a number of ……., each one for running a different program.

a. Logical Processors
b. Virtual Processors
c. shared Processors
d. None of the above

2- To keep track of virtual processors, the operating system has a …….

a. Process Table
b. Process ID
c. Process state
d. None of the above

3- A ……. Is often defined as a program in execution.

a. Thread
b. Process
c. Processor
d. None of the above

4- We build Virtual Processors in software, on top of physical processors:

a. Processor
b. Thread
c. Process
d. All of the above

5- ……..provides a set of instructions along with the capability of automatically executing a series of those instructions.

a. Processor
b. Thread
c. Process
d. None of the above

6- …….. A minimal software processor in whose context a series of instructions can be executed.

a. Processor
b. Thread
c. Process
d. None of the above

7- Saving a Processor context implies stopping the current execution and saving all the data needed to continue the execution at a later stage.

a. True
b. False

8- …… A software processor in whose context one or more threads may be executed.

a. Processor
b. Thread
c. Process
d. None of the above

9- Executing a thread, means executing a series of instructions in the context of that thread.

a. True
b. False

10- Context Switching is composed of …..

a. Processor Context
b. Thread Context
c. Process Context
d. All of the above

11- …….. The minimal collection of values stored in the registers of a processor used for the execution of a series of instructions.

a. Processor Context
b. Thread Context
c. Process Context
d. None of the above

12- …… The minimal collection of values stored in registers and memory, used for the execution of a series of instructions.

a. Processor Context
b. Thread Context
c. Process Context
d. None of the above

13- ……. The minimal collection of values stored in registers and memory, used for the execution of a thread.

a. Processor Context
b. Thread Context
c. Process Context
d. None of the above

14- Threads share the same address space.

a. True
b. False

15- …… Switching can be done entirely independent of the operating system.

a. Processor Context
b. Thread Context
c. Process Context
d. None of the above

16- Why Use Threads?

a. Avoid needless blocking
b. Exploit parallelism
c. Avoid process switching
d. All of the above

17- Thread context switching may be slower than process context.

a. True
b. False

18- When using a ……., connections may be set up to different replicas, allowing data to be transferred in parallel.

a. Multithreaded Client
b. Multithreaded Server
c. None of the above

19- A …….does several calls at the same time, each one by a different thread.

a. Server
b. Client
c. None of the above

20- If calls are to different servers, we may have a linear speed-up.

a. True
b. False

21- Virtualization is important:

a. Hardware changes faster than software
b. Ease of portability and code migration
c. Isolation of failing or attacked components
d. All of the above

22- ……. The set of machine instructions, with two subsets: Privileged instructions and General.

a. Instruction set architecture
b. System calls
c. Library calls
d. None of the above

23- …… allowed to be executed only by the operating system.

a. Privileged instructions
b. General instructions:
c. Library calls
d. None of the above

24- ……..can be executed by any program.

a. Privileged instructions
b. General instructions
c. Library calls
d. None of the above

25- ……..as offered by an operating system.

a. Instruction set architecture
b. System calls
c. Library calls
d. None of the above

26- ……known as an application programming interface.

a. Instruction set architecture
b. System calls
c. Library calls
d. None of the above

27- (API) stands for ……..

a. Application Process Interface
b. Application Programming Internet
c. Application Programming Interface
d. None of the above

28- Types of Cloud Services :

a. Infrastructure-as-a-Service
b. Platform-as-a-Service
c. Software-as-a-Service
d. All of the above

29- ……..covering the basic infrastructure.

a. Infrastructure-as-a-Service
b. Platform-as-a-Service
c. Software-as-a-Service
d. None of the above

30- ……covering system-level services.

a. Infrastructure-as-a-Service
b. Platform-as-a-Service
c. Software-as-a-Service
d. None of the above

31- ……..containing actual applications.

a. Infrastructure-as-a-Service
b. Platform-as-a-Service
c. Software-as-a-Service
d. None of the above

32- …….instead of renting out physical machine, a cloud provider will rent out a VM (or VMM) that may possibly be sharing a physical machine with other customers.

a. CaaS
b. FaaS
c. IaaS
d. None of the above

33- ……Client-Side stubs for RPCs.

a. Access transparency
b. Location/migration transparency
c. Replication transparency
d. Failure transparency

34- ……. Let Client-Side software keep track of actual location.

a. Access transparency
b. Location/migration transparency
c. Replication transparency
d. Failure transparency

35- …….. Multiple invocations handled by client stub.

a. Access transparency
b. Location/migration transparency
c. Replication transparency
d. Failure transparency

36- …… Can often be placed only at client (we're trying to mask server and communication failures).

a. Access transparency
b. Location/migration transparency
c. Replication transparency
d. Failure transparency

37- ……. Server handles the request before attending a next request.

a. Iterative server
b. Concurrent server
c. Stateful server
d. None of the above

38- …… Uses a dispatcher, which picks up an incoming request that is then passed on to a separate thread/process.

a. Iterative server
b. Concurrent server
c. Stateful server
d. None of the above

39- …….Never Keep accurate information about the status of a client after having handled a request.

a. Concurrent servers
b. Stateless servers
c. Stateful servers
d. None of the above

40- …….keep track of the status of its clients.

a. Concurrent servers
b. Stateless servers
c. Stateful servers
d. None of the above

41- Stateful servers don't record that a file has been opened.

a. True
b. False

42- The first tier is generally responsible for passing requests to an appropriate server: request dispatching.

a. True
b. False

43- The definition of ……..context is highly dependent on local hardware, operating system.

a. Process
b. Thread
c. Processor
d. All of the above

44- Flexibility: Moving code to a client when needed.

a. True
b. False

45- Migrating images: ……. Alternatives.

a. One
b. Two
c. Three
d. Four

46- A complete migration may actually take …….of seconds.

a. Fives
b. Tens
c. Fours
d. Twos

47- During the migration, a service will be completely available for multiple seconds.

a. True
b. False

48- A process can be _____

a. single threaded
b. multithreaded
c. both single threaded and multithreaded
d. none of the mentioned

49- If one thread opens a file with read privileges then _____

a. other threads in the another process can also read from that file
b. other threads in the same process can also read from that file
c. any other thread can not read from that file
d. all of the mentioned

50- The time required to create a new thread in an existing process is
a. greater than the time required to create a new process
b. less than the time required to create a new process
c. equal to the time required to create a new process
d. none of the mentioned

51- When the event for which a thread is blocked occurs?
a. thread moves to the ready queue
b. thread remains blocked
c. thread completes
d. a new thread is provided

52- Which of the following is a type of cloud computing service?
a. Service-as-a-Software (SaaS)
b. Software-and-a-Server (SaaS)
c. Software-as-a-Service (SaaS)
d. Software-as-a-Server (SaaS)

53- How many types of computing cloud services are present?
a. 2
b. 3
c. 4
d. 5

54- Which technique is used in creating cloud computing?
a.Transubstantiation
b.Virtualization
c.Insubordination
d.Cannibalization

55- In which of the following service models the hardware is virtualized in the cloud?
a. NaaS
b. PaaS
c. CaaS
d. IaaS

56- What are the characteristics of the stateless server?

a. Easier to implement
b. They are not fault-tolerant upon client or server failures
c. They store all information file server
d. They are redundant to keep data safe

57-What is a stateless file server?

a. It keeps tracks of states of different objects
b. It maintains internally no state information at all
c. It maintains some information in them
d. None of the mentioned

58. What is a stateful file server?

a. It keeps tracks of states of different objects
b. It maintains internally no state information at all
c. It maintains some information in them
d. None of the mentioned

Answers

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

24	B
25	B
26	C
27	C
28	D
29	A
30	B
31	C
32	C
33	A
34	B
35	C
36	D
37	A
38	B
39	B
40	C
41	B
42	A
43	D
44	A
45	C
46	B
47	B
48	C
49	B
50	B
51	A
52	C
53	B

54	B
55	D
56	A
57	B
58	A

We Hope we could Help You

Please leave us your feedback

Your Feedback Here Feedback