**001.** A program that web servers run to generate content for their clients is often referred to as a _____ program **A**

A CGI B Web form
C Web browser D URL

**002.** CERN refers to **D**

A European centre of excellence for nuclear research B centre of European for nuclear research
C centre European for nuclear research D European centre for nuclear research

**003.** _____ transparency enables local and remote resources to be accessed using identical operations **C**

A Location B Performance
C Access D Mobility

**004.** _____ transparency enables resources to be accessed without knowledge of their physical or network location **A**

A Location B Performance
C Access D Mobility

**005.** _____ is an evolving system for publishing and accessing resources and services across the Internet **A**

A World Wide Web B Intranet
C Search engine D Web browser

**006.** The documents that contain links that references to other documents and resources that are also stored in the Web are _____ **C**

A web links B hyper links
C hypertext D web docs

**007.** A _____ is one in which components located at networked computers communicate and coordinate their actions only by passing messages **B**

A cluster system B distributed system
C centralized system D client server system

**008.** _____ refers to a running program (a process) on a networked computer that accepts requests from programs running on other computers to perform a service and responds appropriately **B**

A router B server
C client D host

**009.** An executing web browser is an example of a _____ **C**

A router B server
C client D host

**010.** An _____ defines the way in which the components of systems interact with one another and the way in which they are mapped onto an underlying network of computers **A**

A architectural model B interaction model
C security model D failure model

**011.** _____ enable users to look up summaries of information available on web pages at sites throughout the Internet **B**

A web browser B search engines
C server D client

**012.** In _____ model, server is replying infinity late. **C**

A interaction model B security model
C failure model D network model

**013.** In _____ model, the server instead of the client initiates interactions. **D**

A proxy B object
C pull D push

**014.** The _____ attempts to give a precise specification of the faults that can be, exhibited by processes and communication channels. **C**

A interaction model B security model
C failure model D network model

**015.** The _____ discusses the possible threats to processes and communication Channels **B**

A interaction model B security model
C failure model D network model

**016.** _____ Transparency allows the system to be reconfigured to improve performance as loads vary **B**

A Location B Performance
C Access D Mobility

**017.** _____ transparency allows the movement of resources and clients within a system without affecting the operation of users or programs. **D**

A Location B Performance
C Access D Mobility

**018.** The _____ deals with performance and with the difficulty of setting time limits in a distributed system. **A**

A interaction model B security model
C failure model D network model

**019.** The delay between the start of a messages transmission from one process and the beginning of its receipt by another is referred to as_____ **B**

A entropy B latency
C Jitter D bandwidth

**020.** _____is streams of data that are required to be processed or transferred from one process to another at a fixed rate **A**

A time-critical B time series
C critical D interval

**021.** A _____is a running program (including both code and data) that travels from one computer to another in a network carrying out a task on someone 's behalf, such as collecting information, eventually returning with the results. **B**

A crawler B mobile agent
C browser D applet

**022.** The purpose of --------- is to increase availability and performance of the service by reducing the load on the wide-area network and web servers **D**

A crawlers B clients
C servers D proxy servers

**023.** HITP is a _____ protocol **D**

A request-response B reply-reply
C response- reply D request-reply

**024.** _____ is the variation in the time taken to deliver a series of messages. **C**

A entropy B latency
C Jitter D bandwidth

**025.** _____ refers to a software layer that supports a window-based user interface on a computer that is local to the user while executing application programs on a remote computer **B**

A mobile agent B thin client
C proxy server D cache

**026.** _____ is the rate at which computational work is done per unit of time **A**

A throughput B speedup
C entropy D computational load

**027.** The _____of a computer network is the total amount of information that can be transmitted over it in a given time **D**

A entropy B latency
C Jitter D bandwidth

**028.** A distributed system is _____if the cost of adding a user is a constant amount in terms of the resources that must be added **C**

A secure B open
C scalable D heterogenous

**029.** _____identify documents and other resources stored as part of the Web ( S ) **B**

A URA B URL
C HTTP D URT

**030.** _____ is a meta-language for describing data, which makes data portable between applications **A**

A A.XML B HTML
C JAVA D C

**031.** _____is an application that the browser automatically downloads and runs when it fetches a corresponding web page **D**

A cgi B javascript
C jsp D applet

**032.** The aim of the _____ architecture is to exploit the resources (both data and hardware) in a large number of participating computers for the fulfillment of a given task or activity. **C**

A component B client- server
C peer-to-peer D pipes and filters

**033.** _____run in the background at a search engine site using HTTP requests to access web servers throughout the Internet **A**

A web crawlers B web browsers
C web servers D clients

**034.** Web browsers maintain a cache of recently visited web pages and other web resources in the ---------- local file system **B**

A web servers B client 's
C servers D browsers

**035.** A ---------- is a store of recently used data objects that is closer than the objects themselves. **A**

A cache B stack
C flip-flop D register

**036.** _____is a client-server system architecture, with standard rules for interaction by which browsers and other clients fetch documents and other resources from web servers **B**

A HTML B HTTP
C FTP D SMTP

**037.** In distributed systems, a logical clock is associated with **B**

A each instruction B each process
C each register D each instruction , each process and each register

**038.** What is not true about distributed system? **B**

A It is a collection of processor B All processors are synchronized
C They do not share memory D they have better resource sharing

**039.** What are characteristics of processor in distributed system ? **A**

A They vary in size and function B They are same in size and function
C They are manufactured with single purpose D They are real-time devices

**040.** The role of a _____ is to protect an intranet by preventing unauthorized messages leaving or **C**

entering

A malware B antivirus
C Firewall D switch

**041.** A _____is a network link with a high transmission capacity, employing satellite connections, fibre optic cables and other high-bandwidth circuits **A**

A backbone B LAN
C Switch D hub

**042.** _____ computing is the performance of computing tasks while the user is on the move, or visiting places other than their usual environment. **B**

A Grid B Mobile
C Cloud D Cluster

**043.** The _____is a language for specifying the contents and layout of pages as they are displayed by web browsers **B**

A A.FTP B HTML
C HTTP D SMTP

**044.** A complete interaction between a client and a server, from the point when the client sends its request to when it receives the server 's response, is called a _____invocation. **A**

A remote B client
C server D request-response

**045.** Resources in a _____system are physically encapsulated within computer and can only be accessed from other computers by communication **B**

A centralized B distributed
C network D grid

**046.** A model in which components of a software system are shared among multiple computers is known as **D**

A grid computing B centralized computing
C parallel computing D distributed computing

**047.** _____are companies that provide modem links and other types of connection to individual users and small organizations, enabling them to access services anywhere in ' the Internet as well as providing local services such as email and web hosting. **A**

A Internet Service Providers B Intranet Service Providers
C Internet System Providers D Intranet System Providers

**048.** What are design issues in distributed system structure ? **D**

A Scalability B Fault-tolerance
C Clustering D Scalability, Fault-tolerance and Clustering

**049.** In distributed system each processor has its own ---- **C**

A local memory B clock
C both local memory and clock D network

**050.** All resources are tightly coupled in computing paradigm of **B**

A grid computing B centralized computing
C parallel computing D distributed computing

**051.** What is common problem found in distributed system ? **C**

A Process Synchronization B Communication synchronization
C Deadlock problem D Power failure

**052.** Distributed systems have **B**

A high security B better resource sharing
C better system utilization D low system overhead

**053.** The intranets are linked together by _____s. **A**

A backbone B LAN

C Switch D hub

**054.** An intranet is connected to the Internet via a_____which allows the users inside the intranet to make use of services elsewhere such as the Web or email **A**

A router B LAN

C Hub D ISP

**055.** A paradigm of multiple autonomous computers, having a private memory, communicating through a computer network, is known as **D**

A grid computing B centralized computing

C parallel computing D distributed computing

**056.** _____refers to the relative amount that a computer clock differs from a perfect reference clock **C**

A clock drift B drift rate

C clock drift rate D clock rate

**057.** _____time allows the order in which the messages are presented to be inferred without recourse to clocks **D**

A clock B physical

C drift D Logical

**058.** The _____model defines the ways in which failure may occur in order to provide an understanding of the effects of failures. **A**

A failure B security

C threat D interaction

**059.** Uniprocessor computing devices are called _____ **B**

A grid computing B centralized computing

C parallel computing D distributed computing

**060.** Which among the following is not an advantage of distributed systems? **A**

A reliability B system utilization

C incremental growth D resource sharing

**061.** If one site fails in a distributed system **A**

A the remaining sites can continue operating B all the sites will stop working

C directly connected sites will stop working D network collapses

**062.** All resources are shared and integrated within one OS, in computing paradigm named **B**

A grid computing B centralized computing

C parallel computing D distributed computing

**063.** In a distributed system, information is exchanged through **C**

A Memory sharing B Data sharing

C Message passing D Exceptions

**064.** A/An _____failure of a process is one in which it arbitrarily omits intended processing steps or takes unintended processing steps **A**

A arbitrary B send-omission

C receive-omission D omission

**065.** Timing failures are applicable in synchronous distributed systems where time limits are set on _____ **B**

A process execution time B process execution time, message delivery time and clock drift rate.

C message delivery time D clock drift rate

**066.** _____ are used to build secure channels as a service layer on top of existing communication services **C**

A authentication and decryption B encryption and decryption

C Encryption and authentication D encryption and hashing

**067.** Each message in a secure channel includes a physical or logical _____to prevent messages **D**

from being replayed or reordered.

A key B clock signal
C time delay D time stamp

**068.** A process crash is called _____if other processes can detect certainly that the process has crashed **D**

A timeout B omission
C pass-stop D Fail-stop

**069.** Benign failures include _____ **C**

A failures of omission B timing failures
C failures of omission, timing failures and performance failures D performance failures

**070.** The loss of messages between the incoming message buffer and the receiving process are referred as_____failures **C**

A arbitrary omission B send-omission
C receive-omission D omission

**071.** _____behaviour can be produced in a synchronous system if the processes use timeouts to detect when other processes fail to respond and messages are guarant.eed to be delivered. **C**

A timeout B omission
C Fail-stop D pass-stop

**072.** The loss of messages between the sending process and the outgoing message buffer as _____ failures **B**

A arbitrary omission B send-omission
C receive-omission D omission

**073.** _____protocol allows directories on a remote computer to be browsed and files to be transferred from one computer to another over a connection **C**

A SMTP B HTTP
C FTP D Telnet

**074.** _____provides access by means of a terminal session to a remote computer **D**

A SMTP B HTTP
C FTP D Telnet

**075.** _____protocol is used for communication between web browsers and web servers **B**

A SMTP B HTTP
C FTP D Telnet

**076.** _____protocol is used to send mail between computers **A**

A SMTP B HTTP
C FTP D Telnet

**077.** There are four requirements in the design of a distributed system. Choose the correct combination from the list below. **C**

A Network integrity; Quality of Software (QoS); Caching and alteration; Dependability issues
B Network dependency; Quantity of Service (QoS); Cookies and replication; Dependability issues.
C Network performance; Quality of Service (QoS); Caching and replication; Dependability issues.
D Network Accessibility; Quality of hardware (QoH); Caching and replication; Dependability issues

**078.** Messages sent to a particular Internet address and port number can be received only by a process whose _____is associated with that Internet address and port number. **D**

A inode address B logical address
C physical address D socket

**079.** Interprocessor communication takes place via **D**

A Shared memory B Message passing
C Centralized memory D Shared memory and Message passing

**080.** An architecture where clients first communicate server for data then format and display it to users, is known as **A**

A Client/Server architecture B Three-tier architecture
C Two-tier architecture D Peer-to-Peer architecture

**081.** A port has exactly _____ receiver but can have _____ senders **B**

A one, two B one, many
C one, three D one, one

**082.** _____can represent all of the data types that can be used as arguments and return values in remote invocations in CORBA **C**

A CTR B CMR
C CDR D COR

**083.** The _____generates appropriate marshalling and unmarshalling operations for the arguments and results of remote methods from the definitions of the types of their parameters and results. **A**

A CORBA interface compiler B CORBA compiler
C CORBA interface D CORBA CDR

**084.** Java object serialization uses _____to find out the class name of the object to be serialized and the names ,types and values of its instance variables **D**

A constructors B handles
C markers D reflection

**085.** The _____protocol may be used when there is no value to be returned from the remote method and the client requires no confirmation that the method has been executed **B**

A request-reply B request
C reply D request-reply-acknowledge reply

**086.** _____is the process of disassembling them on arrival to produce an equivalent collection of data items at the destination **C**

A Boxing B Marshalling
C Unmarshalling D Unboxing

**087.** _____defines a textual form at for representing structured data. **C**

A DHTML B HTML
C XML D TXT

**088.** The Java interface to TCP streams is provided in the classes ServerSocket and _____ **B**

A TCPSocket B Socket
C UDP Socket D TSocket

**089.** Attempts to use a closed socket or to write to a broken stream result in an _____ **C**

A SocketException B ClosedException
C IOException D EOFException

**090.** _____is the process of taking a collection of data items and assembling them into a form suitable for transmission in a message **B**

A Boxing B Marshalling
C Unmarshalling D Unboxing

**091.** The ---------- message forms an acknowledgement for the request message, thus avoiding the overheads of additional acknowledgement messages. **A**

A reply B request
C request-reply D request-reply-acknowledge reply

**092.** In_____all of the messages transmitted to a group reach all of the members in the same order **B**

A total multicast B totally ordered multicast
C full multicast D order multicast

**093.** The Java API allows the TTL to be set for a multicast socket by means of the _____ method **B**

A getTimeToLive B setTimeToLive
C setTimeLive D putTimeToLive

**094.** CORBA CDR is the external data representation defined with _____ **A**

A CORBA 2.0 B CORBA 2.1
C CORBA 1.0 D CORBA 1.1

**095.** UDP provides a simple message-passing facility that suffers from _____but carries no built-in performance penalties. **D**

A marshalling B latency
C storage cost D omission failures

**096.** _____multicast provides a multicast service for both local area networks and the Internet. **C**

A UDP B TCP
C IP D FTP

**097.** MIME refers to **B**

A Multipart Internet Mail Extension B Multipurpose Internet Mail Extension
C Multi Internet Mail Extension D Multipurpose Internet Mail Expand

**098.** A multicast group is specified by a _____Internet address **C**

A class C B class A
C class D D class B

**099.** The Java API provides a datagram interface to IP multicast through the class _____ **B**

A MulticastIPSocket B MulticastSocket
C MultiSocket D MulticastDatagramSocket

**100.** The _____role in stream communication involves creating a stream socket bound to any port and then making a connect request asking for a connection to a server at its server port **C**

A receiver B listener
C client D server

**101.** The _____role involves creating a listening socket bound to a server port and waiting for clients to request connections **D**

A receiver B listener
C client D server

**102.** The Java API provides datagram communication by means of two classes: DatagramPacket and _____ **A**

A DatagramSocket B UDPSocket
C TCPSocket D Socket

**103.** Sockets normally provide non-blocking _____and blocking _____for datagram communication **C**

A send , post B get, post
C sends, receives D get, receive

**104.** _____class supports sockets for sending and receiving UDP datagrams. **B**

A DatagramSocket B UDPSocket
C TCPSocket D Socket

**105.** _____method allows a timeout to be set **C**

A receive Time out B send Time out
C set So Time out D connect

**106.** TCP streams use _____and retransmissions [0 deal with lost packets. **B**

A checksum B timeouts
C parity D sequence numbers

**107.** To satisfy the integrity property of reliable communication, TCP streams use _____to detect **C**

and reject corrupt packets and _____to detect and reject duplicate packers

A checksum, parity
B sequence numbers, checksums
C checksums, sequence numbers
D parity, checksum

**108.** _____class provides a constructor that makes an instance out of an array of bytes comprising a message, the length of the message and the Internet address and local port number of the destination socket **A**

A DatagramSocket
B UDPSocket
C TCPSocket
D Socket

**109.** Which is a one-way communication only between the client and the server and it is not a reliable and there is noconfirmationregarding reaching themessageto the destination? **B**

A TCP/IP
B UDP
C both TCP/IP and UDP
D neither TCP/IP nor UDP

**110.** _____allows an object to invoke a method in an object in a remote process **A**

A RMI
B function call
C recursion
D message passing

**111.** _____allows a client to call a procedure in a remote server **D**

A RMI
B function call
C recursion
D RPC

**112.** _____is a form of interprocess communication in which one process in a group of processes transmits the same message to all members of the group. **C**

A transfer
B message passing
C Group multicast
D Request-reply

**113.** _____protocols arc designed to support client-server communication in the form of either RMI or RPC **D**

A transfer
B message passing
C Group multicast
D Request-reply

**114.** _____protocols are designed to support group communication **C**

A transfer
B message passing
C Group multicast
D Request-reply

**115.** In asynchronous communication, send and receive operations are _____operations **C**

A background
B blocking
C non-blocking
D sleep

**116.** In synchronous communication, send and receive operations are _____operations **B**

A background
B blocking
C non-blocking
D sleep

**117.** Message passing between a pair of processes can be supported by two message communication operations: _____and_____ **B**

A sent , post
B send, receive
C get, receive
D sent, get

**118.** An---------- provides a definition of the signatures of a set of methods without specifying their Implementation **B**

A ecxeption
B interface
C cursor
D class

**119.** In RMI Architecture which layer Intercepts method calls made by the client/redirects these calls to a remote RMI service? **A**

A Stub & Skeleton Layer
B Application Layer
C Remote Reference Layer
D Transport Layer

**120.** Java supports RMI, RMI Stands for? **C**

A Random Method Invocation
B Remote Memory Interface

C Remote Method Invocation D Random Method Invocation

**121.** The state of an object consists of the values of its_____ **C**

A private variables B public variables

C instance variables D function arguments

**122.** Objects that can receive remote method invocations are called _____ **C**

A client objects B far objects

C remote object D distributed objects

**123.** An RMI Server is responsible for _____ **D**

A Creating an instance of the remote object B Exporting the remote object

C Binding the instance of the remote object to the RMI registry D Creating an instance of the remote object, Exporting the remote object and Binding the instance of the remote object to the RMI registry

**124.** In _____, request and reply messages provide the basis for remote method invocation or remote procedure call **A**

A client-server communication B distributed

C group communication D centralized

**125.** In _____, the same message is sent to several processes. **C**

A client-server communication B distributed

C group communication D centralized

**126.** The Java API for interprocess communication in the Internet provides both _____and stream communication **A**

A datagram B packet

C token D byte

**127.** Remote Procedure Calls are used _____ **C**

A for communication between two processes remotely different from each other on the same system B for communication between two processes on the same system

C for communication between two processes on separate systems D for general procedure calls

**128.** RPC provides a(an) _____ on the client side, a separate one for each remote procedure. **A**

A stub B identifier

C name D process identifier

**129.** A middleware layer between the stub skeleton and transport is _____ **D**

A remote layer B instruction layer

C reference layer D remote reference layer

**130.** To resolve the problem of data representation on different systems RPCs define _____ **C**

A machine dependent representation of data B machine representation of data

C machine-independent representation of data D binary data

**131.** A typical _____ program obtains a remote reference to one or more remote objects on a server and then invokes methods on them. **B**

A Server B Client

C Thread D Concurrent

**132.** The _____ layer, which provides the interface that client and server application objects use to interact with each other. **D**

A Increasing B Count

C Bit D Stub/skeleton

**133.** _____provide a clean way to deal with error conditions without complicating the code **D**

A objects B cases
C cursors D Exceptions

**134.** _____can invoke the methods in the remote interface as well as other methods implemented by a remote object **C**

A interface objects B class objects
C Local objects D remote objects

**135.** A typical _____ program creates some remote objects, makes references to these objects accessible, and waits for clients to invoke methods on these objects. **A**

A Server B Client
C Thread D Concurrent

**136.** With _____invocation semantics, the remote method may be executed once or not at all. **A**

A maybe B retryrequest
C reply D request

**137.** How many types of protocol implementations does RMI have? (S) **C**

A 2 B 4
C 3 D 5

**138.** _____invocation semantics can be achieved by the retransmission of request messages, which masks the omission failures of the invocation or result message. **B**

A maybe B At-least-once
C At-most-once D only-once

**139.** In both Java RMI and CORBA, the invocation semantics is_____but CORBA allows maybe semantics to be requested for methods that do not return results (M) **C**

A maybe B At-least-once
C At-most-once D only-once

**140.** RMI Architecture consists of how many layers? **C**

A 5 B 3
C 4 D 2

**141.** RMI uses stub and skeleton for communication with the _____ object. (S) **B**

A client B remote
C server D any

**142.** The Sun RPC system provides an interface language called _____and an interface compiler called rpcgen which is intended for use with the C programming language (D) **D**

A XTR B RPC
C IDL D XDR

**143.** An object acting as a gateway for the client side is _____ **B**

A skeleton B stub
C remote D server

**144.** A gateway for the server side object is _____ **A**

A skeleton B stub
C remote D server

**145.** A _____module is responsible for translating between local and remote object references and for creating remote object references **B**

A local reference B remote reference
C global reference D object reference

**146.** Which of these packages is used for remote method invocation? **B**

A java.applet B java.rmi
C java.lang.rmi D java.lang.reflect

**147.** Software that provides a programming model above the basic building blocks of processes and message passing is called_____ **A**

A middleware B openware
C malware D designware

**148.** Which package is used for Remote Method Invocation (RMI)? **D**
A java.lang.rmi B java.lang.reflect
C java.applet D java.rmi

**149.** An object that is guaranteed to live between activations of processes is called a _____object **B**
A live B persistent
C class D static

**150.** Which of these Exceptions is thrown by a remote method? **A**
A RemoteException B InputOutputException
C RemoteAccessException D RemoteInputOutputException

**151.** Sun RPC provides _____call semantics. **B**
A maybe B At-least-once
C At-most-once D only-once

**152.** RPC is a **D**
A synchronous operation B asynchronous operation
C time independent operation D event driven operation

**153.** A _____in a distributed system is a separate service that maintains a table containing mappings from textual names to remote object references **A**
A binder B server
C client D thread

**154.** RPC works between two processes. These processes must be **C**
A on the same computer B on different computers connected with a network
C both on the same computer and on different computers connected with a network D isolated processes

**155.** Which of these methods are member of Remote class? **A**
A no methods exist B checkIP()
C addLocation() D AddServer()

**156.** In RPC, while a server is processing the call, the client is blocked **A**
A unless the client sends an asynchronous request to the server B unless the call processing is complete
C for the complete duration of the connection D for a specific time

**157.** A process that is based on IPC mechanism which executes on different systems and can communicate with other processes using message based communication, is called _____ **C**
A Local Procedure Call B Inter Process Communication
C Remote Procedure Call D Remote Machine Invocation

**158.** Objects that represent events are called _____ **B**
A functions B notifications
C methods D actors

**159.** A remote procedure is uniquely identified by **D**
A program number B version number
C procedure number D program number, version number and procedure number

**160.** RMI means **C**
A RandomMethod Invocation B Remote Memory Interface
C Remote Method Invocation D RandomMethod Invocation

**161.** RPC allows a computer program to cause a subroutine to execute in **B**

A its own address space
B another address space
C both its own address space and another address space
D stack

**162.** _____invocation semantics can be achieved by using all of the fault tolerance measures. **C**

A maybe
B At-least-once
C At-most-once
D only-once

**163.** RMI is an extension of _____that allows an object living in one process to invoke the methods of an object living in another process. **A**

A local method invocation
B client method invocation
C Object method invocation
D server method invocation

**164.** _____allow objects to subscribe to events occurring at remote objects of interest and in turn to receive notifications when such events occur. **B**

A event-based systems
B Distributed event-based systems
C Remote event-based systems
D Object event-based systems

**165.** In RMI, Distributed object applications need to ---------- **D**

A Locate remote objects
B Communicate with remote objects
C Load class definitions for objects that are passed around
D Locate remote objects, Communicate with remote objects and Load class definitions for objects that are passed around

**166.** In RMI program the following example shows the, importjava.rmi.*; public interfaceAdderextends Remote { public int add(int x,int y)throws RemoteException; } **C**

A Create and start the remote application
B Create and start the client application
C Create the remote interface
D Provide the implementation of the remote interface

**167.** _____do not have constructors. **B**

A local interfaces
B remote interfaces
C interfaces
D global interfaces

**168.** _____model allows client programs to call procedures in server programs running in separate processes and gene rally in different computers from the client. **C**

A client procedure call
B local procedure call
C remote procedure call
D server procedure call

**169.** Method invocations between objects in the same process are _____ **A**

A local method invocation
B client method invocation
C Object method invocation
D server method invocation

**170.** Method invocations between objects in different processes, whether in the same computer or not., are known as _____ **B**

A local method invocation
B remote method invocation
C Object method invocation
D server method invocation

**171.** Every remote object has a _____that specifies which of its methods can be invoked remotely **B**

A local interface
B remote interface
C object interface
D method interface

**172.** Processes on the remote systems are identified by **B**

A host id
B host name and identifier
C identifier
D process id

**173.** RMI Architecture consists of how many layers? **C**

A 5
B 3
C 4
D 2

**174.** Which routing technique is used in distributed system? **D**

A fixed routing
B virtual routing
C dynamic routing
D fixed routing, virtual routing and dynamic routing

**175.** How are access to resources of various machines is done ? **A**

A Remote logging using ssh or telnet
B Zone are configured for automatic access
C FTP is not used
D D. direct access

**176.** In distributed systems, link and site failure is detected by **B**

A polling
B handshaking
C token passing
D host id

**177.** In a RMI Client Program, what are the exceptions which might have to handled? **D**

A RemoteException
B NotBoundException
C MalFormedURLException
D RemoteException, NotBoundException and MalFormedURLException

**178.** In RMI applications which program obtains a remote reference to one or more remote objects on a server and then invokes methods on them? **B**

A Server
B Client
C both Server and Client
D neither Server nor Client

**179.** In RMI program the following twostepsare used to, Either extend the UnicastRemoteObject class, the exportObject() method of the UnicastRemoteObject class, **A**

A Provide the Implementation of the remote interface
B Create the remote interface
C Create and start the remote application
D Compilethe implementation class and create the stub and skeleton objects using the rmictool

**180.** An RMI Server is responsible for **D**

A Creating an instance of the remote object
B Exporting the remote object
C Binding the instance of the remote object to the RMI registry
D Creating an instance of the remote object, Exporting the remote object and Binding the instance of the remote object to the RMI registry