**Important Viva Questions for DS Lab**

1. Define distributed system. Give examples.
2. What is the purpose of FTP? What is the port number used in FTP communication on server side.
3. What is a Socket? What is string tokenizer?
4. What is Bulletin board. What does trim() do?
5. Name the modes in which FTP can be run?
6. What are the four types of representations that can be used while transferring data over the network?
7. What is a result set? Default method for form tag is \_\_\_\_\_\_.
8. What is domain name system, name resolution?
9. What is a port? What is mutual exclusion problem?
10. What are port numbers and categorize them?
11. What is chat server application? What is the role of a server in it?
12. Name any 5 FTP commands with their meanings.
13. Mention the ways in which threads can be created
14. Differentiate between NFS and FTP.
15. What classes does “java.net.\*” have?
16. Mention any 3 differences between UDP and TCP?
17. What is election? List the algorithms for election.
18. What is a datagram socket? What is IP spoofing?
19. “The construction of distribution system produces many challenges”. List them.
20. Name the types of kernels?
21. What is transparency, mention its levels.
22. Differentiate between HTTP & TCP.
23. What are the layers in a distributed system that forms a platform?
24. What are the services provided by Middleware?
25. What are the types of data representations w.r.t to objects?
26. Differentiate between tightly and loosely coupled systems?
27. List fundamental models. Mention the types of architectural models
28. Define latency and Bandwidth.
29. Define Jitter and Marshalling.
30. What are the types of failures & what is meant by fail-stop for a process?
31. Define clock and drift rate?
32. What are the elements in a TCP request message structure?
33. Expand IDL. What is its purpose?
34. What are the issues related with TCP and UDP?
35. Expand RPC. What does it mean?
36. Expand RMI. What does it mean?
37. What are the communication primitives?
38. What is a Deadlock? What are the types of multicast communication?
39. What is Global state?
40. What is timestamp?
41. TCP/UDP if applicable then at which layer of OSI model they are implemented?
42. What are the functions of Dispatcher and skeleton?
43. Name two phases in two-phase commit protocol?
44. What is logical clock?
45. What is a phantom deadlock? Mention the phases in edge chasing algorithm?
46. List the characteristics of ds?
47. List the design issues of ds?
48. Difference between multiprocessors & multi computers?
49. Difference between synchronous & asynchronous distributed systems?
50. Define DSM?
51. List the types of system models?
52. Define multicast &types?
53. List the types of failures in 2PC?
54. List the types of system architectures?
55. Define CORBA?
56. List the External data representation types?
57. Define process & thread?
58. Define environment space?
59. List the char’s of IPC?
60. Difference between flat & nested transactions?
61. What are the advantages of clock synchronization algorithms?
62. List the clock synchronization ALG’s?
63. List the election ALG’S?
64. Define clock, clock skew, clock resolution, clock drift rate?
65. Difference between external & internal synchronization?
66. Define Happened before relation?
67. Define Lamport Alg?
68. Define vector clocks?
69. Define logical clocks?
70. Define mutual exclusion and list the algorithms.