UNIT – I

One Mark Questions

1. What is a distributed system?
2. What is the purpose of distributed system?
3. What are the examples of distributed system?

 In most online examinations the candidates get their results soon after they submit their answers, although in some instances according to the examination content the release of results may vary. Also some examinations are conducted at examination centres under the supervision of examination conductors.

1. What is heterogeneity?

Running of application over different computers or networks

1. What is openness?
2. What is scalability?
3. What is Inter Process Communication?
4. What is socket?
5. What is marshaling?
6. What is architectural model?
7. What are the key challenges of distributed system?
8. Explain about security?
9. What is concurrency?
10. What is transparency?
11. Explain about software layers?

Structuring of softwares into modules or layers

1. What are peer processes?
2. What are Mobile Agents?

Running application transform from one computer to another computer exeuting

1. What are limitations of spontaneous networking?

Internet address and routing is difficult

Limited connectivity

Security and privacy

1. What is interaction model?

Difficu;t the setting time in ds and delay in performance

1. Write any two differences between UDP and TCP?

Header size=20bytes,8 bytes

1. What are the two classes which is used in API for UDP Datagrams?

DatagramSocket()

1. What is Unmarshalling?
2. List out the 15-primitive types in CORBA CDR?

*short* (16-bit), *long* (32-bit), *unsigned short*,*unsigned long*,*float*(32-bit),*double*(64-bit),*char*,*boolean*(TRUE, FALSE),*octet*(8-bit), and*any*(which can represent any basic or constructed type); together with a rangeof composite types,4

1. Draw the representation of remote object references.
2. What are the primitives which is used in Client server communication?
3. What are the three protocols which is used in RPC?
4. What is MIME and its types?

Helpful to extend the capabilitess of mail that include inserting image,sounds and text in message

1. What is Multicast IP router?

**Multicast IP Routing** protocols are used to distribute data (for example, audio/video streaming broadcasts) to multiple recipients. ... Group membership information is used to calculate the best **routers** at which to duplicate the packets in the data stream to optimize the use of the network.

1. What is join group and leave group?
2. What is setTimeToLive?

Sets the default length of time that the message system retains a produced message.

10 Marks

1. Explain in detail about architectural models
2. Explain in detail about Inter process communication?
3. Explain about UDP and TCP communications?
4. Explain about Characteristics of Distributed system.
5. Explain about Fundamental models
6. What is Group communication and explain briefly
7. Discuss about Client server communication in brief
8. Discuss about External data representation
9. Discuss about case study on IPC in UNIX
10. Briefly discuss about failure models

Unit II

One mark question

1. What is object model?
2. What is action?
3. What is interface?
4. What is proxy?
5. What is the use of dispatches?
6. What is a Binder?
7. What is RPC?
8. What is uniprocessor operating system?
9. What is dispatcher?
10. What is Garbage collection?
11. Explain about events & notifications?
12. What are the main characteristics of Distributed even based system?
13. Explain about publisher?

10 mark question

1. What are the steps to be followed to build a RPC system?
2. Explain about the running of RMI system?
3. Explain in brief communication between distributed objects.
4. Explain in brief Events and notifications
5. Discuss about case study on JAVA RMI