**UNIT-2**

1 MARK

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?
14. What are the layers in RHI Architecture?
15. What are stubs and skeletons?
16. What is host server?
17. What is scheduling?
18. What are the core OS components?
19. Explain about threads and processes?
20. How to create a new process?

5 MARKS

1. What are the steps to be followed to build a RPI system?
2. Explain about the running of RMI system?
3. What is a multi-processor operation system?
4. What are Address spaces?
5. Explain about threads in detail?
6. Explain about thread-per request architecture?
7. Explain about thread programming?
8. What is thread synchronisation?
9. What are the main components accounting for Remote lnvocation delay?
10. Explain about micro-kernel?

10 MARKS

1. Explain about operating system architecture?
2. Explain in detail about communication and invocations?
3. How do we implement a thread i.e, Thread implementation?
4. Explain about architecture for multi-threading servers atleast any three in detail?
5. Explain about kernel and protection in detail and how are they inter-linked to each other?
6. Explain in detail about RMI architecture layers?
7. Explain any 10 instructions for RMI compiler?
8. Explain in detail about distributed-event based systems?
9. Explain about Implementation of RMI?
10. Explain in detail about distributed garbage collection?