**UNIT-5**

1 MARK

1. What is distributed shared memory (DSM)?
2. What are coherence?
3. What is granularity?
4. Thrashing means \_\_\_\_\_\_\_\_\_\_\_\_
5. What is consistency?
6. Expand CORBA
7. What is type object?
8. What is thrashing?
9. What is the main feature of OSH
10. What is programming model?
11. What are the types of memory access?
12. Name the consistency models?

5 MARKS

1. What is the difference between byte orientation and object oriented structures?
2. Discuss any five sharing annotations of Munin
3. What are the main components of CORBA’S language?
4. What is the difference between message passing and DSM?
5. Discuss write invalidation in sequential consistency.
6. Explain dynamic distributed manager algorithm.
7. Define memory access and its types in detail.
8. Explain the sharing annotations in Munin.
9. Explain the other consistency models.
10. Explain CORBA RMI.
11. Explain the CORBA mappings.
12. How CORBA is integrated with web services.

10 MARKS

1. Explain about write update problem?
2. Discuss about CORBA
3. Discuss in detail about Munin.
4. Explain the implementation approaches of DSM.
5. Explain the Design and implementation issues of DSM.
6. Explain in detail Ivy case study.
7. Discuss about Sequential Consistency.
8. Explain the release consistency.
9. Discuss about the architecture of CORBA.
10. Explain CORBA IDL
11. Explain CORBA Services in detail.