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?
4. What is heterogeneity?
5. What is openness?
6. What is scalability?
7. What is Inter Process Communication?
8. What is socket?
9. What is marshaling?
10. What is architectural model?
11. What are the key challenges of distributed system?
12. Explain about security?
13. What is concurrency?
14. What is transparency?
15. Explain about software layers?
16. What are peer processes?
17. What are Mobile Agents?
18. What are limitations of spontaneous networking?
19. What is interaction model?
20. Write any two differences between UDP and TCP?
21. What are the two classes which is used in API for UDP Datagrams?
22. What is Unmarshalling?
23. List out the 15-primitive types in CORBA CDR?
24. Draw the representation of remote object references.
25. What are the primitives which is used in Client server communication?
26. What are the three protocols which is used in RPC?
27. What is MIME and its types?
28. What is Multicast IP router?
29. What is join group and leave group?
30. What is setTimeToLive?

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