**Mid 3 Question bank**

**UNIT-4**

1 MARK

1. What is time?
2. What are clocks?
3. Write about clock skew?
4. What is clock drift?
5. What is internal synchronization?
6. What is external synchronization?
7. Explain synchronization?
8. What is master and slave?
9. What is a logical clock?
10. What is dead lock?
11. What is multicast mode?
12. What are vector clocks?
13. What is distributed mutual exclusion?
14. Discuss the algorithms for mutual exclusion?
15. What is deadlock and starvation?
16. What is debugging?
17. What are global states?
18. What is synchronization and types of synchronization?
19. List the types of ordered multicast.
20. What is byzantine general problem?

10 MARKS

1. Explain in detail synchronization of physical clocks.
2. Explain in detail logical time and logical clocks.
3. Explain in detail global states.
4. Explain in detail algorithms of mutual exclusion
5. Discuss about multicast communication.

**UNIT-5**

1 MARK

1. What is distributed shared memory (DSM)?
2. List out the implementation approaches to DSM.
3. What is synchronization model?
4. What are coherence?
5. What is granularity?
6. Thrashing means \_\_\_\_\_\_\_\_\_\_\_\_
7. What is consistency?
8. Define CORBA
9. What is type object?
10. What is thrashing?
11. What is the main feature of OSH
12. What is programming model?
13. What are the types of memory access?
14. Name the consistency models?
15. What is CORBA’s object model?
16. What is CORBA naming service?
17. List out the IDL constructed types.
18. List out the CORBA services.
19. What are the parameters which is used in munin sharing annotations?
20. The issues in write-update in Ivy.

10 MARKS

1. Discuss about the architecture of CORBA.
2. Explain in detail design and implementation issues of DSM.
3. Explain in detail sequential consistency and Ivy.
4. Explain in detail release consistency and Munin.
5. Explain in detail CORBA IDL.