Question No	Question
1.	**Token based algorithms require 2 or more successive rounds of message exchanges among the sites** a. TRUE **b. FALSE**
2.	**Synchronization delay is** a. The time interval a request waits for its CS execution to be over after its request messages have been sent out. **b. The time required after a site leaves the CS and before the next site enters the CS** c. The rate at which the system executes requests for the CS. d. None of the above
3.	**The response time is** a. The rate at which the system executes requests for the CS. b. The time required after a site leaves the CS and before the next site enters the CS. **c. The time interval a request waits for its CS execution to be over after its request messages have been sent out** d. None of the above
4.	**System Throughput is** **a. The rate at which the system executes requests for the CS** b. The time required after a site leaves the CS and before the next site enters the CS. c. The time interval a request waits for its CS execution to be over after its request messages have been sent out. d. None of the above
5.	**Lamport's algorithm for mutual exclusion requires** a. 4(n-1) messages per CS invocation b. (n-1) messages per CS invocation c. n messages per CS invocation d. **3(n-1)messages per CS invocation**
6.	**Ricart and Agrawala's algorithm for mutual exclusion requires** a. (n-1) messages per CS invocation b. n messages per CS invocation **c. 2(n-1) messages per CS invocation** d. None of the above
7.	**In which algorithm the execution of a CS requires √N REQUEST, √N REPLY and √N RELEASE messages in** a. Ring Algorithm **b. Maekawa algorithm** c. Lamport's algorithm d.Ricart and Agrawala's algorithm
8.	**A failed message from Si to Sj indicates that** **a. Si cannot grant Sj's request because it has currently granted permission to a site with a higher priority request.** b.Si would like to find out from Sj ,if it has succeeded in locking all sites in its request set. c. Si is returning the permission to Sj. d. None of the above
9.	**A yield message from Si to Sj indicates that**

a. Si cannot grant Sj's request because it has currently granted permission to a site with a higher priority request.
b.Si would like to find out from Sj ,if it has succeeded in locking all sites in its request set.
c. Si is returning the permission to Sj
d. None of the above

10. **An inquire message from Si to Sj indicates that**
a. Si cannot grant Sj's request because it has currently granted permission to a site with a higher priority request.
b. Si would like to find out from Sj ,if it has succeeded in locking all sites in its request set
c. Si is returning the permission to Sj.
d. None of the above

11. **Communication in distributed systems is based on**

a. High level message passing
b. Low level message passing
c. Middleware message passing
d. Layered protocol

12. **In distributed systems which of the following models are used for communication**

a. Message -oriented RPC
b. Remote Procedure call
c. Data Streaming
d. All of the above

13. **Parameter Marshaling means**

a. Sending parameters into a message
b. Receiving parameters into a message
c. Packing parameters into a message
d. None of the above

14. **A remote procedure call is**
a. inter-process communication
b. a single process
c. a single thread
d. a single stream

15. **An RPC application requires**
a.specific protocol for client server communication
b.a client program

c.a server program

d. all of the mentioned

16. **The local operating system on the server machine passes the incoming packets to the**

a. Server stub
b. client stub
c. client operating system
d. none of the above

17. **Which RPC is useful when a reply will be returned but client is not prepared to wait for it and do nothing in meantime?**

a. Synchronous RPC
b. Asynchronous RPC
c. One-way RPC
d. Deferred RPC

18. **There are number of services that form part of DCE(Distributed Computing Environment) itself. Which service provides a transparent way of accessing any file in the system in the same way worldwide.**

a. Directory Service
b. Security Service
c. Distributed File Service
d. Distributed time Service

19. **Language-level objects, from which proxy and skeletons are automatically generated. Depends on the particular language are called as**

a. Transient objects
b. Compile time objects
c. Runtime objects
d. Persistent Objects

20. **A client binds to a distributed object: an implementation of the object's interface, called a_____, is loaded into the client's address space.**

a. Skeleton
b. Proxy
c. Client stub
d. Server Stub

21. **The data stores in client centric consistency models have**

a. No simultaneous updates
b. Very strong consistency models
c. Inconsistencies that cannot be hidden
d. None of the above

22. **Eventual consistency essentially requires only that updates are guaranteed to propagate to all replicas**

a. True
b. False

23. **Eventual consistent data store provides better performance when no of replicas accessed is limited to**

a. 2^no. of clients
b. 2^no. of clients-1
c. One
d. Both a and b

24. **If a process has seen a value of X at time t, then it will never see an older version of X at a later time. This consistency model is**

a. Monotonic writes
b. Monotonic reads
c. Monotonic writes and reads
d. None of the above

25. **A write operation is always completed before a successive read operation by the same process, no matter where that read operation takes place. This consistency model is**

a. Read after writes
b. Writes after reads
c. Read your writes
d. Writes your reads

26. **In writes follow reads consistency models, the updates are propagated as a result of previous read operations**

a. True
b. False
c. Selectively true
d. Selectively false

27. **If no updates take place for a long time, all replicas will gradually become consistent. This form of consistency is called**

a. Local consistency
b. Strict local consistency
c. Eventual consistency

d. Strict Eventual consistency

28. **In token-based algorithm for mutual exclusion, which of the following statement is true**

a. A unique token is shared among all sites
b. A site is allowed to enter its CS if it possesses the token
c. Sequence numbers are used instead of time stamps
d. All of the above

29. **Which algorithm uses heuristic approach to select a site for sending token request messages**

a. Suzuki kasami algorithm
b. Raymond's algorithm
c. Maekawa's algorithm
d. Singhal's algorithm

30. **Synchronization delay for Raymonds's tree-based method is**

a. log N
b. 2T
c. (T.log N)/2
d. T.log N

31. **Suzuki kasami broadcast algorithm requires___messages per CS invocation**

a. N
b. √N
c. 2(N-1)
d. N/2

32. **Raymond's algorithm is prone to deadlocks**

a. True
b. False

33. **Design issue in Suzuki kasami algorithm is**

a. Outdated requests
b. Current requests
c. Outstanding requests
d. All of the above

34. **Which algorithm requires N/2 messages per CS execution**

a. Lamport's algorithm
b. Suzuki kasami algorithm
c. Maekawa's algorithm
d. Singhal's algorithm

35. **In Raymond's tree-based method, the holder variable of root site points to**

a. Left sub tree
b. Right sub tree
c. Root
d. Root site does not have holder variable