The difference between logical and physical clocks? \*

Physical clocks measure the time of day and Logical clocks are used to mark relationships among events in a distributed system.

A “glue” between client and server parts of application \*

Middleware

An external time source that is often used as a reference for synchronizing computer clocks with real time is the \_\_\_\_\_\_\_\_\_\_ \*

Coordinated Universal Time

Which of the following statements is true? \*

happens before is a transitive relation

The type of communication where a message is stored by the communication system only as long as the sending and receiving application are executing.

Transient communication

A process that is based on IPC mechanism which executes on different systems and can communicate with other processes using message based communication, is called \_\_\_\_\_\_\_\_ \*

Remote Procedure Call

Centralize algorithm has one basic disadvantage. \*

Single point failure

If a process is executing in its critical section \_\_\_\_\_\_\_\_\_\_\_\_

no other process can execute in its critical section

An architecture where clients first communicate the server for data then format and display it to the users, is known as\_\_\_\_\_\_\_\_\_\_ \*

client/server architecture

RPC provides a(an) \_\_\_\_\_ on the client-side, a separate one for each remote procedure.

stub