21415 3 Hours / 100 Marks

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Instructions: (1) All Questions are *compulsory*.

- (2) Illustrate your answers with neat sketches wherever necessary.
- (3) Assume suitable data, if necessary.

Marks

1. [A] Attempt any THREE:

12

- (a) Describe function of distributed operating system.
- (b) Explain parameter passing with suitable example.
- (c) Describe the concept of thread in distributed operating system.
- (d) Explain Public Cloud Deployment Model.
- (e) Explain home based locating mobile entities approach.

[B] Attempt any ONE:

6

- (a) Explain the RPC Architecture in detail.
- (b) Describe identification method of server.

2. Attempt any FOUR:

16

- (a) Explain Homogenous Multicomputer System.
- (b) Explain layered protocols with diagram.
- (c) Explain client side software for distribution transparency.
- (d) Describe types of synchronization requirement for interacting concurrent processes.
- (e) Define Approaches to code migration.
- (f) Explain in detail Saas (Software as a Service) SPI Model.

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3.	Attempt any FOUR:				
	(a) Explain key challenges of RPC.				
	(b)	Describe Agent Technology.			
	(c) Discuss problems of unreferenced object in naming.				
	(d)	Explain the different problem to adopt cloud computers in enterprises	lain the different problem to adopt cloud computers in enterprises.		
	(e)	Exp	lain the Client Server Architecture.		
4.	[A]	Atte	empt any THREE:	12	
		(a)	Describe Heterogeneous Multi Computer System.		
		(b)	Explain implementation of Name resolution with advantages & disadvantages.		
		(c)	Explain grid computing concept with suitable example.		
		(d)	Describe persistent Vs Transient communication.		
	[B]	[B] Attempt any ONE:	empt any ONE:	6	
		(a)	Describe code migration in Heterogeneous system.		
		(b)	Explain the role of operating system in Cloud Environment.		
5.	Atte	mpt	any TWO:	16	
	(a) Explain classification of Software Agent.		lain classification of Software Agent.		
	(b)	Des	cribe in detail reference counting with advantages & disadvantages.		
	(c)	Des	cribe Grid Computing Architecture with neat labelled diagram.		
6.	Atte	mpt	any FOUR:	16	
	(a)	Exp	lain stream synchronization.		
	(b)	Diff	Ferentiate between user level thread and kernel level thread.		
	(c)	Des	cribe Network Operating System.		
	(d)	Exp	lain Domain Name System.		
	(e)	Diff	Perentiate between Grid computing and Cloud computing.		