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**INTER PROCESS COMMUNICATION**

**Q1. The full form of IPC is**

1. Intra Process Communication
2. Inter Process Communication
3. Inter process computation
4. Internal process commands

**Q2. Which of the following are the two fundamental modes of Inter Process Communication**

1. Shared Memory
2. Message Passing
3. Independent
4. Cooperating

**OPTIONS:**

1. 1,2
2. 2,3
3. 3,4
4. 1,4

**EXPLANATION:**

IPC has two models by which it makes communication: (A) Shared Memory (B) Message Passing

**Q3. The link between two processes P and Q to send and receive messages is called**

1. Communication link
2. Message passing link
3. Synchronization link
4. All of the mentioned

**Q4. Passing messages through emails is which type of communication**

1. Synchronous Communication
2. Asynchronous Communication
3. Transient Communication
4. Persistent Communication

**EXPLANATION:**

Both the sender and receiver application need not be running at the time of message delivery. Email follows a similar approach.

**Q5. Which of the following is not a primitive of message-queuing system?**

1. Push
2. Get
3. Poll
4. Notify

**EXPLANATION:**

Pull, get, poll, notify are the four primitives of message-queuing system.

**Q6. What is the type of messages that can be sent by a process?**

1. Fixed size
2. Variable size
3. Fixed or variable sized
4. None of the mentioned

**EXPLANATION:**

Messages sent by a process can be fixed or variable size. If the message size of the process is fixed then system level implementation is straightforward but it makes the task of programming more difficult. If the message size of the process is variable then system level implementation is more complex but it makes the task of programming simpler.

**Q7. What does Zero Capacity Queue refer to**

1. Is referred to as a message system with buffering
2. Is referred to as a message system with no buffering
3. Is referred to as a link
4. None of the mentioned

**EXPLAINATION**:

The Zero capacity queue is referred to as a message system with no buffering. Zero capacity queue has maximum capacity of zero, thus message queue does not have any waiting message in it.

**Q8. Bounded capacity and Unbounded capacity queues are referred to as \_\_\_\_\_\_\_\_\_\_**

1. Programmed Buffering
2. Automatic Buffering
3. User defined buffering
4. No buffering

**EXPLAINATION:**

Bounded capacity and Unbounded capacity queues are referred to as Automatic buffering. Buffer capacity of the Bounded capacity queue is finite length and buffer capacity of the Unbounded queue is infinite.

**Q9. In message passing a process receives information by executing the**

1. Send
2. Send primitive
3. Receive
4. Receive primitive

**Q10. Remote Procedure Calls are used \_\_\_\_\_\_\_\_\_\_\_\_**

1. For communication between two processes remotely different from each other on the same system
2. For communication between two processes on the same system
3. For communication between two processes on separate systems
4. None of the mentioned

**Q11. RPC provides a(an) \_\_\_\_\_ on the client side, a separate one for each remote procedure.**

1. Stub
2. Identifier
3. Name
4. Process identifier

**Q12. Stub can be defined as?**

1. Transmits the message to the server where the server side stub receives the message and invokes procedure on the server side
2. Packs the parameters into a form transmittable over the network
3. Locates the port on the server
4. All of the mentioned

**Q13. What is the full form of RMI?**

1. Remote Memory Installation
2. Remote Memory Invocation
3. Remote Method Installation
4. Remote Method Invocation

**Q14. The remote method invocation \_\_\_\_\_\_\_\_\_\_**

1. Allows a process to invoke memory on a remote object
2. Allows a thread to invoke a method on a remote object
3. Allows a thread to invoke memory on a remote object
4. Allows a process to invoke a method on a remote object

**Q15. 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 \_\_\_\_\_\_\_\_**

1. Local Procedure Call
2. Inter Process Communication
3. Remote Procedure Call
4. Remote Machine Invocation

**Q16. To resolve the problem of data representation on different systems RPC define**

1. Machine dependent representation of data
2. Machine representation of data
3. Machine
4. None of the mentioned

**Q17. What is Address Binding?**

1. Going to an address in memory
2. Locating an address with the help of another address
3. Binding two addresses together to form a new address in a different memory space
4. A mapping from one address space to another

**Q18. Binding of instructions and data to memory addresses can be done at \_\_\_\_\_\_\_\_\_\_\_\_**

1. Compile time
2. Load time
3. Execution time
4. All of the above

**Q19. Concurrent access to shared data may result in \_\_\_\_\_\_\_\_\_\_\_\_**

1. Data consistency
2. Data security
3. Data insecurity
4. Data inconsistency

**Q20. What is Dynamic loading?**

1. Loading multiple routines dynamically
2. Loading a routine only when it is called
3. Loading multiple routines randomly
4. None