Short answer Questions

1) Define DS. Examples of DS.
   Roll No 121

2) What is the role of middleware in DS?

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3) Differentiate between

   a) Structured & unstructured peer- to -peer architecture. b) Stateful server and stateless server

c) Persistent and transient communication   d) Flat naming and structured naming.

   123

4) Explain how interceptor is used to handle RMI.

124

5) Explain about process and threads.

125

6) What is a super server?

127

7) Define Message passing interface .list the primitive of MPI.

128

8) Write about layered network communication protocols.

129

9) What is Namespace and Name Resolution

130

10) What are the reasons for Replication

131

11) What is Happened - Before relation

132

12) Define Sequential and Release consistency

133

Long answer Questions

13) What are the goals of DS?

134

14) Illustrate various types of DS with neat diagram.

135

15) Explain about the following architectural styles in DS with a neat diagram

a. Layered architecture   b. Object based   c.Data centered   d. Event based

136

16) Explain the approach of hybrid architecture.

137

17) Explain different types of code migration.

138

18) Explain the basic operations of RPC With Neat Diagram?

139

19) Explain Asynchronous RPC with examples?

140

20) Explain about Clock-Synchronization algorithms. (Christian's alg. Berkley Unix, Multicast protocol)?

141

21) What is Mutual Exclusion? Explain about mutual-exclusion algorithms?

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