

10	In distributed systems, link and site failure is detected by	polling	handshaking	token passing	message passing	B
11	How many layers are there in RMI architecture	Five	Four	Three	Six	B
12	Which communication model uses the queuing models?	RPC	RMI	MOM	MPI	C
13	To resolve the problem of data representation on different systems RPCs define _____	machine dependent representation of data	machine representation of data	machine-independent representation of	packs the parameters into a form transmittable form	C
14	Scheduling decision is carried out at one single node called the _____	Distributed node	Centralized node	Name node	Binding node	B
15	In _____, Once the processes are assigned, no change or reassignment is possible at the run time.	Static Load Balancing	Dynamic Load Balancing	Scheduling	Process migration	A
16	A thread is also called _____	Light Weight Process(LWP)	Heavy Weight Process(HWP)	Process	Subroutine	A
17	Which algorithms are used for selecting a process to act as coordinator or sequencer? I. Centralized algorithm	II and IV	II, III, IV	II and III	II and III	C
18	Which are the two complementary deadlock-prevention schemes using time stamps ?	The wait-die & wound-wait scheme	The wait-n-watch scheme	The wound-wait scheme	The wait-wound & wound-wait scheme	A
19	Client centric consistency model useful in applications where_____	Data is static	One client always updates data store	Data updations is not required	Data storage is not required	B
20	_____ is not possible in distributed file system	File Replication	Migration	Client interface	Remote access	B
21	How many formats of SequenceFile are present in Hadoop I/O?	1	2	3	4	C

22	A systems program such as fsck in _____ is a consistency checker.	UNIX	Windows	Macintosh	Solaris	A
23	The situations where in the data operands are not available is called?	Data hazard	Structural hazard	Stock	Deadlock	A
24	How many tuples are there in SIMD machine model?	3	5	6	9	B
25	The extended RPC models are	Doors and asynchronous RPC	Object RPC and asynchronous RPC	DCE and synchronous RPC	Synchronous and asynchronous RPC	A

