

Distributed computing

QP Code : 2931

Total Marks : 100 marks

3 hrs.

Note :

1. Question 1 is compulsory
2. Attempt any 4 out of the remaining questions.

- Q1.
- a) Comparison of NOS and DOS. (05)
 - b) Explain the issues in designing Distributed Systems (05)
 - c) Explain RPC Model for communication in a Distributed system. (10)
- Q2.
- a) Explain Absolute as well as Causal ordering semantics for group communication in a distributed system, with an example for each. (10)
 - b) Explain the need for coordinator selection in a distributed system. (10)
Explain one of the strategies for the same, in detail.
- Q3.
- a) Explain implementation of sequential consistency model for "Replicated and Migrating" block for distributed shared memory. (10)
 - b) What do you understand by clock synchronization? Explain Lamport's Mechanism (10)
- Q 4.
- a) What is phantom reads problem. Explain any one algorithm for distributed deadlock detection. (10)
 - b) What are data centric and client centric consistency models. Explain one model (10)
- Q5)
- a) List desirable features of a good distributed file system. How are modifications propagated in file caching schemes? (10)
 - b) Compare Load sharing to task assignment and Load balancing strategies for scheduling processes in a distributed system. (10)
- Q6)
- a) Explain Address Space transfer mechanisms in process migration in a distributed System. (10)
 - b) Explain stateless and stateful server implementation justifying advantages disadvantage of each (10)
- Q7) Write short note on any 4
- a) Issues in designing DSM. (20)
 - b) Naming Service
 - c) Distributed Transactions
 - d) Desirable feature of a good Naming System
 - e) Lightweight RPC and Call back RPC.

Software Architecture

QP Code : 2697

(3 Hours)

[Total Marks 100]

N.B.:

1. Question No.1 is Compulsory.
2. Attempt any four out of remaining Questions.
3. Figures to the right indicate full marks.

- Q1. Attempt any four from the following questions.
- a) Compare and contrast stream connector and linkage connector. [05]
 - b) What is reference architecture? How does it differ from ordinary software architecture? [05]
 - c) Differentiate architectural erosion and architectural drift [05]
 - d) What is a difference between view and viewpoint? [05]
 - e) Differentiate software architecture and software design. [05]
- Q2. a) What is SOA and web services? [10]
b) What is architectural pattern? Explain any one pattern in detail with example. [10]
- Q3. a) Compare and contrast event-based and client-server based data distribution connector. [05]
b) What is stakeholder driven modelling? [05]
c) Explain basic features of xADL. [05]
- Q4. a) List various architectural styles. What are the differences between architectural styles and Architectural patterns. [10]
b) Explain simulation base framework [05]
c) Explain 4+1 view in UML? [05]
- Q5. a) What is REST? Explain its architecture. [10]
b) What is perspective and descriptive architecture [10]
- Q6. a) Explain in brief the guidelines of a good Software architecture for achieving NFP (no-functional property) goals. [10]
b) Explain with an example software System Mobility and Architecture [10]
- Q7. Write short notes on [Any TWO] [20]
i) C2 style Architecture
ii) ATAM
iii) Domain specific software architecture