

Q.P. Code: 27155

3 hours

[80 marks]

N. B.:

- (1) Question no 1 is compulsory.
- (2) Attempt any three questions out of remaining five.
- (3) Figures to the right indicate full marks.
- (4) Assume suitable data wherever necessary

Q.1 .a	Differentiate between Statefull & Stateless server	5M
b	Assume a client calls an asynchronous RPC to a server, and subsequently waits until the server returns a result using another asynchronous RPC. Is this approach the same as letting the client execute a normal RPC? What if we replace the asynchronous RPCs with synchronous RPCs? Discuss	10M
c	In the two-phase commit protocol, why can blocking never be completely eliminated, even when the participants elect a new coordinator?	5M
Q.2.a	Explain Distributed Computing model with the help of example.	10M
b	Explain implementation of sequential consistency model with non replicating migrating blocks strategy.	10M
Q.3 a.	What is physical clock synchronization? Explain any one in details.	10M
b	Explain the issues to be handled While designing DSM?	10M
Q.4.a	Explain Code Migration & role of mobile agent.	10M
b	Write a note on Group Communication.	10M
Q.5.a.	Explain Distributed algorithm for mutual exclusion. What are the advantage and disadvantage of it over Centralized algorithm	10M
b	What are the Purpose of WSDL? Explain WSDL document structure using Block diagram.	10M
Q.6	Write a short note on (any two)	20M
a.	.NET Remoting	
b.	SOA lifecycle	
c.	Network Operating system	
d.	Corba	



S.P.I.T Exam <exam@spit.ac.in>

**Correction in Program Code : T3326 - T.E.(INFORMATION TECHNOLOGY)(SEM VI)
(Rev-2012) (CBSGS) / T0905 - DISTRIBUTED SYSTEMS Q.P Code : 27155**

1 message

University of Mumbai <support@muapps.in>
Reply-To: University of Mumbai <support@muapps.in>
To: exam@spit.ac.in

Fri, May 18, 2018 at 3:41 PM



University of Mumbai

**Correction in Program Code : T3326 - T.E.(INFORMATION TECHNOLOGY)(SEM VI) (Rev-2012) (CBSGS) /
T0905 - DISTRIBUTED SYSTEMS Q.P Code : 27155**

Read As,

Q 1) b) What if we replace the asynchronous RPCs with synchronous RPCs.
instead of What if we replace the asynchronous RPCs with asynchronous RPCs.

University of Mumbai
<https://muapps.in>
support@muapps.in
022-26534263 / 022-26534266
Mon-Fri, 10am - 5pm

You have received this email because you are registered with us.
To unsubscribe; please reply to this mail with subject "Unsubscribe"

- NB : 1) Question 1 is compulsory.
 2) Attempt any three questions from the remaining questions.
 3) Assume suitable data wherever applicable.
 4) Draw figures wherever applicable.

- | | | |
|---|--|----|
| 1 | (a) Explain different applications of computer graphics. | 5 |
| | (b) Explain different types of virtual reality systems. | 5 |
| | (c) Prove that two successive rotation are additive. | 5 |
| | (d) Explain fractals | 5 |
| 2 | (a) Explain Virtual reality architecture. | 10 |
| | (b) Explain Bresenham's line drawing algorithm. How it is different from DDA | 10 |
| 3 | (a) Find the Bézier curve given 4 control points (25,25), (45,40), (60,45) and (90,10) using the step size as 0.1. | 10 |
| | (b) List various polygon filling algorithms and explain boundary fill in detail. | 10 |
| 4 | (a) Explain geometric and kinematic modeling in detail | 10 |
| | (b) Explain Sutherland Hodgeman polygon clipping algorithm. | 10 |
| 5 | (a) Explain 2D transformations with suitable example for each. | 10 |
| | (b) Explain Cohen Sutherland line clipping algorithm with example. | 10 |
| 6 | Write short note on (any four) | 20 |
| | (a) Antialiasing techniques | |
| | (b) Application of Virtual Reality | |
| | (c) Text Clipping | |
| | (d) VR toolkit | |
| | (e) Morphing techniques | |
