



PART B — (5 × 16 = 80 marks)

11. (a) (i) What are the design issues to be considered in designing distributed systems? Explain in detail about each of them. (8)
- (ii) Discuss in detail about the trends in distributed systems. (8)

Or

- (b) (i) Discuss in detail about the examples (any two) of distributed systems. (8)
- (ii) Utilize World Wide Web as an example to illustrate the concept of resource sharing, client and server. (8)
12. (a) (i) Explain in detail about Middleware layers and Inter process communication. (8)
- (ii) What is the purpose of external data representation and marshaling? Discuss. (8)

Or

- (b) (i) What is RMI? How it is implemented? Write notes on JAVA RMI. (8)
- (ii) How message queues are useful? Explain briefly. (8)
13. (a) (i) What is meant by Napster legacy? Explain in detail. (8)
- (ii) Explain in detail about routing overlay employed in Ocean store storage system. (8)

Or

- (b) (i) Discuss the mounting issues of remote file systems on NFS client. (8)
- (ii) List the different approaches to implement the Name Caches and explain them briefly. (8)
14. (a) (i) Explain the Chandy and Lamports Snapshot algorithm for determining the global states of distributed systems. (8)
- (ii) Describe the distributed mutual exclusion algorithm that uses multicast and logical clocks. (8)

Or

- (b) (i) Explain detail about two phase commit protocol. (8)
- (ii) Summarize in detail about CODA. (8)

15. (a) (i) Explain how process migration is implemented in heterogeneous system. (8)
- (ii) Discuss the issues related to thread programming, thread lifetime and thread synchronization. (8)

Or

- (b) (i) Describe in detail about the Load balancing approach. (8)
- (ii) Give the techniques and methodologies for scheduling process of a distributed system. (8)
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