

[Time: Three Hours]

[Marks: 100]

Please check whether you have got the right question paper.

- N.B:
1. Question.No.1 is compulsory.
 2. Attempt any four from Q2 to Q7.
 3. Figures to the right indicate full marks.

1. Write short notes on (20)
 - i) DCE
 - ii) Buffering
 - iii) Real Time System
 - iv) Namespace
2. a) Explain Election algorithm. State and explain why Ring algorithm is better than the Bully algorithm. (10)
 b) Explain the various consistency models of DSM in brief. (10)
3. a) State with the help of a suitable diagram the working mechanism of RPC. (10)
 b) Discuss the issues in designing Load-balancing algorithm. (10)
4. a) Explain how RPC model works with suitable diagram. (10)
 b) What do you mean by flexible reliability in multicast communication? Explain. (10)
5. a) What are the different address space transfer mechanisms used in process transfer? (10)
 b) Explain the process migration mechanism in brief. State the address space transfer mechanism in detail. (10)
6. a) Write a short note on (10)
 - i) Thrashing
 - ii) Human oriented names
 b) What is system oriented names and how the system oriented names are generated. Explain the various object locating mechanisms in brief.
7. Write a short note on **any Four** of the following:- (20)
 - i) Lightweight RPC
 - ii) Stable Storage
 - iii) Name Cache
 - iv) Multidatagram Message
 - v) Name Cache