



ADC Viva Questions

1) What are client stub and server stub and marshalling in RPC?

- Marshalling is the packing of procedure parameters into a message packet.
- The RPC stubs call type-specific procedures to marshal (or unmarshal) all of the parameters to the call.
- On the client side, the client stub marshalls the parameters into the call packet; on the server side the server stub unmarshalls the parameters in order to call the servers procedure.
- On the return, the server stub marshalls return parameters into the return packet; the client stub unmarshalls return parameters and returns to the client.

2) Why RPC does not fit in OSI model?

The main goal of RPC is to hide the existence of the network from a program. As a result, RPC doesn't quite fit into the OSI model:

1. The message-passing nature of network communication is hidden from the user. The user doesn't first open a connection, read and write data, and then close the connection. Indeed, a client often doesn't not even know they are using the network!
2. RPC often omits many of the protocol layers to improve performance. Even a small performance improvement is important because a program may invoke RPCs often. For example, on (diskless) Sun workstations, every file access is made via an RPC.

3) Which transport protocol is use in RPC?

TCP

4) What is socket ad socket programming and what all classes are use in order to do socket programming. [Find the answer and let us know]

Uses java.net package only

5) What is the method that is used by the RMI client to connect to remote RMI servers?

6) What is the relationship between the RMI and CORBA?

Ans: RMI is a distributed object system that provides and enable to easily develop the distributed Java applications. It is easier to develop applications



using the RMI method then using the sockets. It doesn't require any protocol for design that makes it less prone to error for the tasks performed by it.

RMI allows the local method to be called from a local class file and the remote methods are interpreted and are sent back to the callers. The CORBA also having the same features that are seen in RMI. It is a platform and language independent architecture that can be run on any platform. It can be located from anywhere on the network and can be used in any language that has a mapping with IDL (Interface definition language). The objects of this are specified with interfaces that are specified in the interface language.

7) What are the different terms that are used in RMI?

Ans : remote object, server object, rmi registry, stub, skeleton.

8) What is the use of rmi registry

It uses the registry that stores the location and important information about the remote object.

- It uses the registry to obtain the references to a remote object that keeps all the information and allow further communication to be done.
- The server calls the registry to associate the name with the remote object and then the client sends the request for the object.
- The client searches the remote object by its name in the registry on the server and invokes a method on it.

9) What is the use of java.rmi.Remote Interface in RMI?

- RMI uses a remote interface declaring the methods that are invoked from a virtual machine and further forwarded to the server to take any request coming from the client.
- Java.rmi.Remote provides an interface declaring a set of methods that invokes the virtual machine to fulfill the requirements.

10) Explain the how shared memory is implemented in distributed system.

11) How remote objects communicate with each other in rmi?

12) What do you mean by mutual exclusion and what are the different techniques to implement mutual exclusion?

13) What is token?

14) What are different type of beans.



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15) what do mean by JMS and different type of message domain

Ans: Point to point and publisher/subscriber message domain

16) Types of JMS

Queue and topic

Note: Study first 4 modules from theory syllabus



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