

EVS: Fragen

Chapter 1

Name a few Design Method Principles?

Difference between Design Method vs. Procedure Model?

What is a Distributed System?

Why Distributed Systems?

What are the challenges of Distributed Systems?

What is CAP? Why is it important?

What is ACID? What is BASE? ACID vs. Base?

Name application areas for DS? Name examples of DS?

What is Middleware? Why? Examples?

Name a few architectural styles?

What is CQRS - What is the concept's basic idea? Why is denormalization important?

How to model parallelism in UML?

What is MOM? Example?

What is SOA? Example?

What are TP Monitors?

What are Distributed Transactions?

Server-side component infrastructures? What are server containers?

Name a few other distributed infrastructures?

Chapter 2

What is Analysis, what is Design? What are the differences?

What is a Remoting Style? Which do you know?

What is a Remoting Pattern? Which do you know?

What is a Pattern Language? What is it for?

Which Basic Remoting Patterns do you know? How do they interact?

Describe each of these Remoting Patterns (Context, Problem, Solution).

What is REST? What does the acronym mean?

Chapter 3

Which Identification Patterns do you know? Describe Each.

Which Lifecycle Management Patterns do you know? Describe Each.

Which Extension Patterns do you know? Describe Each.

Which Extended Infrastructure Patterns do you know? Describe Each.

Which Invocation Asynchrony Patterns do you know? Describe Each.

Chapter 4

What is Open(X)space? What is it used for? Where does it make sense to use it?

Chapter 5

What is Software Evolution?

What are the Laws of Software Evolution?

Chapter 6

What is the Austrian ZMR?