

SIXTH EDITION

**SERVICE-ORIENTED COMPUTING AND
SYSTEM INTEGRATION**

SOFTWARE, IoT, BIG DATA, AND AI AS SERVICES

YINONG CHEN

ARIZONA STATE UNIVERSITY

Kendall Hunt
publishing company

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Date: _____

1.7 Exercises and Projects

1. Multiple choice questions. Choose one answer in each question only, unless otherwise specified.

1.1

- (A) Latency is zero.
- (B) Bandwidth is infinite.
- (C) The network is secure.
- (D) Topology does not change.
- (E) **All of them are fallacies.**

1.2

- (A) service provider and the service broker.
- (B) service requester and the service broker.
- (C) Yellow Pages and the Green Pages.
- (D) **producer and the consumer.**

1.3

- (A) **Client-server architecture**
- (B) CORBA
- (C) Service-oriented architecture
- (D) DCOM

1.4

- (A) **Service-oriented architecture**
- (B) Service-oriented computing
- (C) Service-oriented software development
- (D) Object-oriented programming

1.5

- (A) Service provider
- (B) Service broker
- (C) Application builder
- (D) **End user of software**

1.6

- (A) SOA software has better modularity.
- (B) **SOA software does not require code-level integration among the services.**
- (C) DOA software has better reusability.
- (D) DOA software better supports cross-language integration.

1.7

- (A) BPEL
- (B) Choreography
- (C) Orchestration
- (D) **Code integration**

1.8

- (A) an object-oriented programming language.
- (B) a service-oriented programming language.
- (C) a database programming language.
- (D) **a standard for data representation.**

1.9

- (A) XML (B) **SOAP** (C) WSDL (D) UDDI

1.10

- (A) Software as operational services.
(B) Users are treated as codevelopers.
(C) Use loosely coupled and easy-to-use services to compose applications.
(D) Use services and data from multiple external sources to create new services and applications.
(E) **All of the above.**

1.11

- (A) Web to desktop. (B) service orientation to object orientation.
(C) **desktop to web.** (D) Web 2.0 to Web 3.0.

1.12 .

- Infrastructure as a service** **Platform as a service**
 Programming language as a service **Software as a service**

2.9 Exercises and Projects

Name: _____

Date: _____

1. Multiple choice questions. Choose one answer in each question only, unless otherwise specified.

1.1

- (A) is a synonym for a method.
- (B) is an antonym for a method.
- (C) exists after the corresponding code is compiled.
- (D) **exists when the corresponding code is running.**

1.2

- (A) **deadlock.**
- (B) livelock.
- (C) starvation.
- (D) the dining philosophers problem.

1.3

- (A) Add a random delay before writing back the account balance.
- (B) **Implement a lock mechanism to prevent simultaneous access.**
- (C) Make sure a single withdrawal does not exceed half of the limit.
- (D) Anyone of the above will work.

1.4

- (A) Livelock is a synonym of deadlock.
- (B) Livelock is a deadlock-resolving technique.
- (C) **In the case of deadlock, the resources are held. In the case of livelock, the resources are still free.**
- (D) In the case of livelock, the resources are held. In the case of deadlock, the resources are still free.

1.5

- (A) “blocked” state.
- (B) “sleep” state.
- (C) **“ready” state.**
- (D) “waiting” state.
- (E) All states above.

1.6

- (A) None
- (B) One exactly
- (C) Two exactly
- (D) **Many**

1.7

- (A) the entire method only, similar to the synchronized method in Java.
- (B) the entire class with multiple methods.
- (C) **a single statement, similar to the synchronized statement in Java.**
- (D) All statements above are correct.

1.8

- (A) **exception handling is implied.**
- (B) an exception can never happen if the lock(...) method is used.
- (C) the lock(...) method is used for read-only.
- (D) the lock(...) method is used for write-only.

1.9

- (A) Monitor.Enter(...);
- (B) **Monitor.TryEnter(...);**
- (C) lock(...);
- (D) ReaderWriterLock(...);
- (E) None of the above

1.10

- (A) Monitor.Wait(...);
- (B) Monitor.Notify(...);
- (C) Monitor.Wake(...);
- (D) **Monitor.Pulse(...);**
- (E) All of the above

1.11

- (A) Monitor.Enter(...);
- (B) Monitor.TryEnter(...);
- (C) lock(...);
- (D) **ReaderWriterLock(...);**
- (E) None of the above

1.12

- (A) The automatic boxing and unboxing functions will handle the problem correctly.
- (B) **Manual boxing is required before using the variable as the Monitor methods.**
- (C) There is no way in which a value type of variable can be synchronized.
- (D) ReaderWriterLock has to be used, instead of Monitor methods.

1.13

- (A) Yes. Reader/Writer locks do not make unnecessary locking, and they are simpler in their implementations than the Monitor locks.
- (B) **No. Although Reader/Writer locks do not make unnecessary locking, it takes longer to execute the Reader/Writer locks.**

1.14

- (A) Mutex allows reader–reader threads to overlap.
- (B) Mutex allows conditional entering of an object.
- (C) **Mutex can be used to synchronize the processes between different applications.**
- (D) Mutex methods are faster than Monitor methods.

1.15

- (A) **prevent more processes (or threads) than permitted from accessing a pool of resources.**
- (B) prevent any two processes (or threads) from accessing a shared resource simultaneously.
- (C) replace Mutex, because Mutex is not efficient in execution time.
- (D) coordinate the order of executions among the threads.

1.16

- (A) prevent more processes (or threads) than permitted from accessing a pool of resources.
- (B) prevent any two processes (or threads) from accessing a shared resource simultaneously.
- (C) replace Mutex, because Mutex is not efficient in execution time.
- (D) **coordinate the order of executions among the threads.**

1.17

- (A) **allows interactions between the computer program and the user or the environment.**
- (B) uses large modules to build an application program.
- (C) supports loosely coupled communications between the modules of the program.
- (D) does not allow the interruption between two indivisible instructions.

1.18

- (A) allows a method name to be passed as a parameter.
- (B) allows the same method call to be associated with different methods.
- (D) encapsulates a method with a specific signature.
- (D) **All of the above.**

1.19

- (A) An event handler is a part of the control flow in its residing class.
- (B) An event handler is a part of the control flow in calling class.
- (C) **An event handler does not belong to the control flow of any class.**
- (D) All of the above.

1.20

- (A) They handle different type of data.
- (B) **They differ in the way the cells are accessed.**
- (C) They differ in the architecture style they are used in.
- (D) All of the above.

Name: _____

Date: _____

3.10 Exercises and Projects

1. Multiple choice questions. Choose one answer in each question only, unless otherwise specified.

1.1

- Address Binding Client Contract

1.2

- (A) Add Reference... (B) Add Service Reference...
(C) Add Web Reference... (D) Add WCF Reference...

1.3

- Platform-independent communication.
 Java-based service development.
 Workflow application building using BPEL (Business Process Execution Language).
 WS-Security and WS-ReliableMessaging.

1.4

- (A) exactly the same types of the elements.
(B) few types of the elements.
(C) more types of the elements.
(D) completely different types of the elements.

1.5

- Console Application ASP .Net Website
 Workflow Foundation Application Web Browser

1.6

- (A) .Net Development Server/IIS Express (B) IIS
(C) Web server (D) None of them support external access

1.7

- (A) Service registry (B) Service repository
(C) Service requirement and specification (D) Application Templates
(E) All of the above

1.8

- (A) Service registry (B) Service repository
(C) Service requirement and specification (D) Application Templates
(E) All of the above

1.9

- (A) Ontology allows more data to be stored.
- (B) Ontology allows faster data retrieval.
- (C) **Ontology can better facilitate service match and discovery.**
- (D) Ontology can better store executables while databases can better store data.

1.10

- (A) It is a part of the White Pages in UDDI.
- (B) It is a part of the Yellow Pages in UDDI.
- (C) **It is a part of the Green Pages in UDDI.**
- (D) It is a part of all the three Pages in UDDI.

1.11

- (A) One exactly.
- (B) Two exactly.
- (C) Three exactly.
- (D) **It can have multiple binding templates.**

1.12

- (A) a synonym of the server broker.
- (B) a synonym of the service requester.
- (C) **the interface of a service that is exposed to outside.**
- (D) a virtual object in the service requester that creates a channel to a (remote) service.

1.13

- (A) a synonym of the server broker.
- (B) a synonym of the service requester.
- (C) the interface of a service that is exposed to outside.
- (D) **a virtual object in the service requester that creates a channel to a (remote) service.**

1.14

- (A) Method name of the remote method.
- (B) **Code of the remote method.**
- (C) Parameter list of the remote method.
- (D) Return type of the remote method.

1.15

- (A) Java programming language itself.
- (B) Eclipse programming environment.
- (C) **Axis2.**
- (D) Tomcat.

1.16

- (A) Java programming language itself
- (B) Eclipse programming environment
- (C) Axis2
- (D) **Tomcat**

Name: _____

Date: _____

4.8 Exercises and Projects

1. Multiple choice questions. Choose one answer in each question only, unless otherwise specified.

1.1

- (A) There is a unique root element.
- (B) Each element is quoted between an open and a closing tag.
- (C) There are no overlapped tags.
- (D) **All of the above.**

1.2

- (A) complete graph.
- (B) binary tree.
- (C) **rooted tree.**
- (D) star structure.

1.3

- (A) Between any pair of elements.
- (B) **Inside the opening tag of an element.**
- (C) Inside the closing tag of an element.
- (D) Before the first element or after the last element.

1.4

- (A) CDATA contains nonprintable characters only, while PCDATA contains printable characters only.
- (B) PCDATA contains nonprintable characters only, while CDATA contains printable characters only.
- (C) CDATA contains digits only, while PCDATA contains letters only.
- (D) **CDATA will not be checked for syntax errors by XML parsers, while PCDATA will be checked for syntax errors.**

1.5

- (A) **DOM (Document Object Model)**
- (B) SAX (Simple API for XML)
- (C) XMLTextReader
- (D) XMLTextWriter

1.6

- (A) **XmlDocument class**
- (B) XmlNode class

- (C) XmlTextReader class
- (D) XmlTextWriter Class

1.7

- (A) XmlDocument class
- (B) XmlNode class
- (C) XmlTextReader class
- (D) **XmlTextWriter class**

1.8

- (A) follows XML syntax.
- (B) **is used to define the structure of an XML file.**
- (C) is used to define the structure of an XML schema file.
- (D) extends the C# XmlDocument class.

1.9

<!ELEMENT instructor (name, course+, officeHours*, phone | email)>

- (A) **The XML instance file must have an element <course>**
- (B) The XML instance file must have an element <officeHours>
- (C) The XML instance file must have an element <phone>
- (D) All of the above

1.10

- (A) DTD cannot be used to validate the syntax of XML files.
- (B) A DTD file must be embedded in the XML file and cannot be placed externally.
- (C) DTD cannot define child elements.
- (D) **DTD does not follow XML syntax.**

1.11

- (A) To introduce a new element that has not been defined in other namespaces.
- (B) **To reduce the number of namespace qualifiers prefixed to the element names.**
- (C) To define a new type instantly.
- (D) To override an existing namespace.

1.12

- (A) Document Type Definition file
- (B) XML Schema file
- (C) **XML instance file**
- (D) XML namespace file

1.13

- (A) is always implicitly qualified by the namespace-qualifier of the element.

- (B) is implicitly qualified by the default namespace only.
- (C) is never implicitly qualified by the qualifier of the element.
- (D) (A) and (B).

1.14

- (A) an HTML file, but not to another XML file.
- (B) another XML file, but the tree structure cannot be changed.
- (C) another XML file, with the same or a different structure.
- (D) None of the above.

1.15

- (A) Input and output of VIPLE applications
- (B) Input and output of RESTful services
- (C) Input and output of BPEL services
- (D) Input and output of assembly language programs

1.16

- Allow multiple items per feed.
- Allow autoupdate.
- Allow autodiscovery.
- Allow copyright information.

Name: _____

Date: _____

5.10 Exercises and Projects

1. Multiple choice questions. Choose one answer in each question only, unless otherwise specified.

1.1

- (A) Pure HTML with sever support
- (B) Client-side scripting
- (C) Server-side scripting
- (D) Out-of-browser computing

1.2

- (A) Pure HTML with sever support
- (B) Client-side scripting
- (C) Server-side scripting
- (D) Out-of-browser computing

1.3

- (A) ASAX file (Global)
- (B) ASCX file (User controls)
- (C) ASPX file (Web form)
- (D) ASMX (Web service)

1.4

- (A) ASAX file (Global)
- (B) ASCX file (User controls)
- (C) ASPX file (Web form)
- (D) Web.config

(E) DLL file

1.5

- (A) ASAX file (Global) (B) ASCX file (User controls)
(C) ASPX file (Web form) (D) **Web.config**
(E) DLL file

1.6

- (A) Copy and paste the user control into each ASPX page.
(B) **Link the reference to the user control page into each ASPX page.**
(C) Once added to the project, a user control is automatically visible to all pages.
(D) The user control must be registered in the Web.config file.

1.7

- Pure HTML form**
 HTML form with embedded scripts written in a scripting language
 ASPX page with embedded scripts written in a scripting language
 ASPX page with C# programs as event handlers

1.8

- Addressing the problem of simultaneous write on the variable**
 Creating session states in the global file
 Creating two global files that can coordinate with each other
 Addressing the performance problem if the lock mechanism is used

1.9

- (A) Copy the class into the Default.aspx page
(B) Copy the class into the bin folder, and then the class will be visible in all aspx pages.
(C) **Use the “Add Reference” option in Visual Studio to include the class.**
(D) All of the above.

1.10

- int double
 string object defined by a class

1.11

- (A) int (B) double
(C) string (D) **object defined by a class**

1.12

- (A) **within all pages in the session**
(B) across all sessions of the application
(C) in the aspx page, in which the variable is created

(D) in the .cs file, in which the variable is created

1.13

- Create an aspx page in client browser.
- Use cookies to store the session id.
- Put the session ID in the URL as a part of the address.
- Put the session id in the application state as a static variable.

1.14

- (A) all pages in the current session, but not the other sessions in the application.
- (B) all sessions in the current application, but not the other applications.
- (C) all applications in the web server.
- (D) None of the above.

1.15

- (A) XML reader class
- (B) XML writer class
- (C) Path class
- (D) FileStream class

1.16

- (A) XMLTextReader (Stream based)
- (B) XmlDocument (Document tree based)
- (C) Both XMLTextReader and XmlDocument
- (D) Neither XMLTextReader nor XmlDocument

1.17

- (A) It caches the entire XHTML page
- (B) XmlDocument (Document tree based)
- (C) Both XMLTextReader and XmlDocument
- (D) Neither XMLTextReader nor XmlDocument

1.18

- (A) It caches the entire XHTML page.
- (B) It caches a part of the XHTML page defined by a user control.
- (C) It caches any object created by a new() operation in the program.
- (D) It caches any output data, such as Label and ListBox in an aspx page.

1.19

- Application state variables can save strings only.
- Application state variables do not have automated caching management support.
- Application state variables need cookies support.
- Application state variables are not thread safe.

1.20

- When we want to insert a new data object into the cache.
- When we want to add an expiration time into an existing cache object.**
- When we want to add a dependency object into an existing cache object.**
- When we want to retrieve a specific item from an existing cache object.

1.21

- (A) **The entire web page generated from the ASPX page**
- (B) The data related to the User Control
- (C) Object selected by the developer
- (D) All of the above

1.22

- (A) Always in the level-one or level-two cache memory of the server
- (B) Always in the main memory of the server
- (C) Always in the file system of the server
- (D) **Can be in cache, memory, and disk**

1.23

- (A) Cache class
- (B) **CacheDependency class**
- (C) OutputCach class
- (D) ResponseElement class

1.24

- in HTML file **in XAMIL file** **in C# file** in Web.config file

1.25

- (A) DoubleAnimation
- (B) PointAnimation
- (C) **DoubleAnimationKeyFrame**
- (D) GDI+

6.6 Exercises and Projects

Name: _____

Date: _____

1. Multiple choice questions. Choose one answer in each question only, unless otherwise specified.

1.1

- (A) continuity of service in $[0, t]$.
- (B) the readiness of service at time point t .
- (C) nonoccurrence of catastrophic consequence.
- (D) the validity and consistence of data and message.

1.2

- | | |
|---------------------------------------|--|
| <input type="checkbox"/> Availability | <input type="checkbox"/> Confidentiality |
| <input type="checkbox"/> Safety | <input type="checkbox"/> Vulnerability |

1.3

- | | |
|---------------------------------|-------------------------------|
| (A) Reliability is needed | (B) Confidentiality is needed |
| (C) Digital signature is needed | (D) All of the above |

1.4

- | | |
|------------------------------|--------------------------------|
| (A) Access control list | (B) IP address restrictions |
| (C) Domain name restrictions | (D) Encrypted HTTP connections |
| (E) All of the above | |

1.5

- | | |
|--------------------------|-------------------------------|
| (A) ASAX file (Global) | (B) ASCX file (User controls) |
| (C) ASPX file (Web form) | (D) Web.config |
| (E) DLL file | |

1.6

- (A) Passwords are stored in clear text
- (B) Sequential comparisons of username and password
- (C) Unmanageable if accessibility needs to be changed frequently
- (D) All of the above

1.7

- (A) authentication. (B) authorization.
(C) **Both (A) and (B)** (D) None of (A) and (B)

1.8

- (A) `<allow users= "*" />`
(B) `<deny users= "?" />`
(C) `<allow users = "Bob" /><deny users = "*" />`
(D) **`<deny users "*" /><allow users = "Bob" />`**

1.9

- (A) one. (B) two. (C) **three.** (D) four.

1.10

- Parity Check** **Checksum**
 Arithmetic Code m-of-n Code

1.11

- (A) secret algorithm has been published. (B) **encryption key is short.**
(C) algorithm complexity is too high. (D) code is open source.

1.12

- (A) WS-Security (B) Reliable Sessions (WS-R)
(C) Interoperability (WS-I) (D) **All of the above**

1.13

- (A) At-Least-Once delivery, At-Most-Once delivery, and Exactly-Once delivery
(B) Guaranteed message ordering for delivery
(C) **Both (A) and (B)**
(D) None of the above

1.14

- (A) in the entire program by default.
(B) **defined using an object of TransactionScope class.**
(C) quoted by a pair of special of tags `< transaction> ... </transaction>`.
(D) left to the user to write a rollback method that commits the transaction calls simultaneously.

1.15

- (A) Data confidentiality (B) Data integrity
(C) **Both (A) and (B)** (D) Neither (A) nor (B)

1.16

- Lost messages**

- [] Duplicated messages
- [] Messages received out of order
- [] Guaranteed Secure Socket Layer data confidentiality

Name: _____

Date: _____

7.6 Exercises and Projects

1. Multiple choice questions. Choose one answer in each question only, unless otherwise specified.

1.1

- (A) **ServiceMetadataBehavior**
- (B) ServiceHost
- (C) Uri
- (D) WsHttpBinding

1.2

- (A) WCF class called GenerateProxy.
- (B) A class in the Console Application template.
- (C) Web Administrative Tool in ASP .Net.
- (D) **An independent tool called Service Model Metadata Utility Tool.**

1.3

- (A) Uri baseAddress = new Uri("http://localhost:8000/Service");
- (B) ServiceHost selfHost = new ServiceHost(typeof(myService), baseAddress);
- (C) selfHost.AddServiceEndpoint(typeof(myInterface), new WsHttpBinding(), "myService");
- (D) **selfHost.Description.Behaviors.Add(smb);**

1.4

- (A) Duplex
- (B) One-way
- (C) Request-Reply
- (D) **All of the above**

1.5

- (A) **Duplex**
- (B) One-way
- (C) Request-Reply
- (D) All of the above

1.6

- (A) PerCall
- (B) **PerSession**
- (C) Single
- (D) Reentrant

1.7

1.17

- (A) a stateless service, as RESTful services are always stateless.
- (B) a stateless service, as there is no need of saving state in the service.
- (C) **a stateful service that correlates multiple accesses from the same client.**
- (D) a stateful service, as the dynamic image is cached for performance reason.

1.18

Atom JSON SOAP XML

1.19

- (A) **add an additional layer of abstraction in application development.**
- (B) offer a new service development template.
- (C) provide a service hosting environment.
- (D) implement application logic in a database.

1.20

- (A) In an XML file.
- (B) **In an XAML file.**
- (C) In a C# code file
- (D) In a C# interface file

Name: _____

Date: _____

8.8 Exercises and Projects

1. Multiple choice questions. Choose one answer in each question only, unless otherwise specified.

1.1 ?

- (A) Each service involved can communicate with multiple partners in the application.
- (B) Each service involved must communicate with at least two partners in the application.
- (C) **Involved services communicate with the central process only.**
- (D) The process itself is not a service.

1.2

- (A) <invoke>
- (B) <receive>
- (C) <assign>
- (D) **All of the above**

1.3

- (A) A “portType”
- (B) A “receive” activity
- (C) A “reply” activity
- (D) None of the above

1.4

- (A) <scope>
- (B) <sequence>
- (C) <flow>
- (D) <namespace>

1.5

- (A) <invoke>
- (B) <receive>
- (C) <assign>
- (D) <copy>

1.6

- (A) a set partner link types using XML schema.
- (B) a SOAP packet to be transmitted between two web services.
- (C) the order of the activities to be performed in a web service.
- (D) the WSDL interface of a web service.

1.7

- (A) Java
- (B) WSDL with extended elements
- (C) ebXML
- (D) SOAP

1.8

- (A) <invoke> from client side and <send> from the server side
- (B) <receive> from client side and <reply> from the server side
- (C) <invoke> from client side and <invoke> from the server side
- (D) All of the above

1.9

- (A) asynchronous and queued message services.
- (B) synchronous one-way communication.
- (C) synchronous two-way communication.
- (D) All of the above.

1.10

- (A) URI of RESTful service.
- (C) URL of the server.

- (B) URL of the client.
- (D) **subscribing topics or queues.**

1.11

- (A) SOAP
- (B) MSMQ
- (C) **JMS**
- (D) WSDL

1.12

- (A) **Database-based**
- (C) MSMQ-based
- (B) JMS-based
- (D) None of the above

1.13

- IBM WebSphere**
- Oracle SOA Suite**
- Microsoft BizTalk**
- Visual Studio

9.7 Exercises and Projects

Name: _____

1. Multiple choice questions. Choose one answer in each case. Date: _____

1.1

- Faster response time of application **Application is platform independent**
 Control flow based development **Reusable services**

1.2

- (A) All inputs are known at the start of the program.
(B) **Many sensory inputs can be better described by events.**
(C) Data flow does not exist.
(D) Control flow does not exist.

1.3

- (A) Services (B) Service directory (C) Applications (D) **All of the above**

1.4

- (A) **Activity** (B) Calculate (C) Merge (D) Variable

1.5

- (A) It waits for one of the incoming data items to arrive.
(B) **It waits for all incoming data items to arrive.**
(C) It checks the result of a condition and then chooses one of incoming data items.
(D) It must be used in pair with Merge

1.6

- (A) If (B) Join (C) **For** (D) Switch

1.7

- (A) Use the triangular output port of the activity.
(B) Use the circular output port of the activity.
(C) Use a Built-in Event.
(D) **Use the Custom Event.**

1.8

- (A) A basic activity
(B) A composite activity
(C) **A composite activity wrapped with service interface**
(D) A service that can be used as a RESTful service or a WSDL service

1.9

- RESTful services** **WSDL services** **VIPLD services** MRDS services

1.10

- Lego NXT Lego EV3
 open architecture robots Simulated robots

1.11

- (A) Distance sensors (B) Touch sensors
(C) Color sensors (D) Motion sensors

1.12

- Distance sensors Touch sensors
 Color sensors Motion sensors

1.13

- (A) a set of inputs occurring together at the starting state.
(B) a sequence of inputs occurring one after another.
(C) a set of inputs occurring together at the terminating state.
(D) nonoccurrence of any input.

1.14

- (A) It plugs and plays.
(B) A middleware is installed on the robot to generate and interpret VIPLE JSON object.
(C) A DSS service is written to map the device driver to the VIPLE interface.
(D) A USB interface is a part of VIPLE standard and no translation is needed.

1.15

- Calculate Join and Merge For While

1.16

- Direction Dialog Key Press Events Text to Speech Print a Line

1.17

- Wi-Fi Bluetooth RS323 Infrared

1.18

- NXT iRobot EV3 Intel-based robot

1.19

- (A) Wi-Fi (B) Bluetooth (C) RS323 (D) All of them

1.20

- (A) Wi-Fi (B) Bluetooth (C) RS323 (D) All of them

10.6 Exercises and Projects

Name: _____

1. Multiple choice questions. Choose one answer in each. Date: _____

1.1

- (A) Support hierarchical structure of data access.
- (B) **Support device-independent data access from multiple sources.**
- (C) Make it easier for the data to pass across firewall.
- (D) All of the above.

1.2

- (A) an array of homogeneous data.
- (B) a single table of data.
- (C) **a set of tables.**
- (D) a set of data, each of which can have different type.

1.3

- (A) **Data adapter.**
- (B) Data provider.
- (C) DataSet.
- (D) None of the above.

1.4

- (A) an array of homogeneous data.
- (B) a single table of data.
- (C) **a set of tables that can be accessed by indices and as an XML tree.**
- (D) a set of data, each of which can have different type.

1.5

- (A) Insert a column
- (B) Delete a column
- (C) Update a column
- (D) **Select the maximum value from a column**

1.6

- (A) sequentially access the elements of an aggregate object.
- (B) **parameterize clients with different requests of actions.**
- (C) vary the interactions among the different objects independently.
- (D) define a one-to-many dependency between objects.

1.7

- (A) `SqlConnection conn = new SqlConnection;`
- (B) `conn.Open();`
- (C) `SqlCommand cmd = new SqlCommand();`
- (D) **`cmd.Connection = conn;`**

1.8

- (A) Yes (B) No

1.9

- Save XML file as it is.
 Transform XML file into tables.
 Save semi-structured data.
 Use the same the query language that has been used in relational database.

1.10

- There is no programming language that can be used to define the transformation.
 The transforming may end up with using many tables or a large table with many null columns.
 The ordering information may get lost.
 The file after the transformation cannot be updated.

1.11

- (A) an imperative programming language.
(B) a functional programming language.
(C) an object-oriented programming language.
(D) a service-oriented programming language.

1.12

- (A) Oracle 11g and IBM DB 9.5 (B) dbXML
(C) eXist (D) All of the above

1.13

- (A) Pure XML documents (B) Plain tables
(C) Images files (D) All of the above

1.14

- (A) an imperative programming language.
(B) a database query language.
(C) a pointer-based programming language with flexible data types.
(D) a programming language designed for scientific computing.

1.15

- (A) imperative programming language.
(B) object-oriented programming languages.
(C) service-oriented programming languages.
(D) declarative programming languages.

11.8 Exercises and Projects

Name: _____

Date: _____

1. Multiple choice questions. Choose one answer in each question only, unless otherwise specified.

1.1

- (A) Data in SQL databases (B) Data in XML databases
(C) Unstructured data like videos and audios (D) **All of the above**

1.2

- (A) data from different sources and of different types.
(B) what data should be stored and what data should be discarded.
(C) **noise elimination and fault tolerance.**
(D) extraordinary large volume of data.

1.3

- (A) **key-value data store** (B) generic list of objects
(C) relational data store (D) XML data store

1.4

- Consistency and data integrity** Capacity and performance
 Accuracy and Atomicity **Availability and reliability**
 Partition and distribution Parallel computing and infrastructure

1.5

- (A) **N sub-lists, and then Reduce phase computes the N sub-lists into a single list.**
(B) a shorter list, and then Reduce phase computes the shorter list into a single pair as output.
(C) two half lists, and then Reduce merge the two half lists into a single list.
(D) two half lists, and then Reduce process the two half lists to obtain a single pair as output.

1.6

- consisting of distributed processing units and distributed storage units**
 implements SQL database and LINQ query execution unit.
 supports MapReduce computing model.
 is an enterprise system supporting workflow-based integration.
 is a messaging system supporting message-based integration.

1.7

- Data Node** Name Node Job Tracker **Task Tracker**

1.8

- eliminating the need of writing code of mapping.
 eliminating the need of writing code of reducing.

- generating executable from visual workflow.
- automatically generating the required number of task trackers.
- automatically partitioning the data among the nodes.

1.9

- implements Hadoop standard.
- can handle larger amount of data than Hadoop.
- does not have a single point of failure.
- supports multithreading, instead of MapReduce.
- is a proprietary system, instead of an open-source system.

1.10

- (A) the four corners of a rectangle predefined.
- (B) calculated dynamically used on the data collected.
- (C) those that have an equal distance all its neighboring points.
- (D) randomly selected.

1.11

- (A) 1940s
- (B) 1950s
- (C) 1980s
- (D) 2000s

1.12

- (A) 1940s
- (B) 1950s
- (C) 1980s
- (D) 2000s

1.13

- Human machine integration
- Symbol manipulation
- Based on cloud computing and big data
- Automated control

1.14

- (A) takes feedback from the environment.
- (B) is based polynomial efficient algorithms.
- (C) is running on high performance computer (HPC)
- (D) offers graphic user interface

1.15

- (A) a binary decision tree.
- (B) a big table of learning objects.
- (C) on multiple layers that perform step-wise and parallel processing of complex objects.
- (D) standard communication protocols between the instructors and learners.

1.16

- (A) pair: (subject, predicate) (B) pair: (subject, object)
(C) triple: (resource, property, class) (D) **triple: (subject, predicate, object)**

1.17

- (A) **resource, property, and statement**
(B) ontology, Semantic Web, and database
(C) int, character, and string
(D) class, object, and instantiation

1.18

- domain** **range**
 superclass **type**

1.19

- (A) not an ontology language.
(B) a less powerful (less expressive) ontology language than RDF.
(C) **a more powerful (more expressive) ontology language than RDF.**
(D) none of the above.

1.20

- (A) True (B) **False**

1.21

- (A) **Prolog** (B) RDF
(C) RDFS (D) OWL

1.22

- (A) **True**
(B) False

1.23

- (A) OWL Lite (B) OWL DL and OWL Full
(C) **OWL Full** (D) None of the above

1.24

- sameAs** disjointWith
 subClassOf validationOf

1.25

- complementOf** **disjointWith**
 subClassOf validationOf

1.26

- (A) It is identical to SOA software, and there is no difference.
- (B) SaaS does not use SOA technology at all.
- (C) **SaaS extends SOA software, and it is hosted on a cloud environment.**
- (D) SaaS is the same as a web service.

1.27

- (A) It is a house that is for rent by tenants.
- (B) Each tenant will have specific source code within a multitenancy SaaS customized for specific applications.
- (C) Each tenant can contribute their software as a part of SaaS.
- (D) **Only one version of the software is used for all tenants.**
- (E) It is not possible to scale multitenancy architecture for large applications.

1.28

- (A) GCE is a data center for efficient data storage and retrieval of structured data.
- (B) GCE is a data center for efficient data storage and retrieval of semistructured data.
- (C) GCE is a hosting server for Google's search engine.
- (D) GCE is an application development, hosting, and data management system.
- (E) **GCE is Google's IaaS managing processor, memory, and networking resources.**

1.29

- (A) To extend the content capacity of Google File System (GFS).
- (B) **To store metadata, such as indices, to the contents in Google File System (GFS).**
- (C) To use a big data table to store all the data in one place.
- (D) To take the advantage of the space locality for efficient block data retrieval.

1.30

- (A) A failure of a critical component that can lead to the failure of the entire system.
- (B) Repeated occurrences of transient failures in a short period of time.
- (C) **Automatic transferring the functions of a failed component to other components.**
- (D) An event indicating the occurrence of a failure.

A.7 Exercises and Projects

Name: _____

Date: _____

1. Multiple choice questions. Choose one answer in each question only. Choose the best answer if multiple answers are acceptable.

1.1

- (A) Greatest Unit Intelligence
- (B) **Greatest User Intelligence**
- (C) Greatest User Interface
- (D) Graphical User Interface

1.2

- (A) A service typically includes a GUI, while an application does not.
- (B) **An application typically includes a GUI, while a service does not.**
- (C) A service performs mathematical functions, while an application does not.
- (D) An application performs mathematical functions, while a service does not.

1.3

- (A) **Using a TextBox**
- (B) Using a Console.ReadLine
- (C) Using MessageBox.Input
- (D) Using PictureBox.Enter

1.4

- (A) Using a TextBox.Output
- (B) Using a Console.WriteLine
- (C) **Using MessageBox.Show**
- (D) Using PictureBox.Display
- (E) Using a Label

1.5

- (A) Using a TextBox.Output
- (B) Using a Console.WriteLine
- (C) Using MessageBox.Show
- (D) Using PictureBox.Display
- (E) **Using a Label**

1.6

- (A) Button
- (B) Label
- (C) TextBox
- (D) **WebBrowser**

1.7

- (A) **Using RichTextBox**
- (B) Using TextBox
- (C) Using Label
- (D) Using GroupBox

1.8

- (A) a method in an object.
- (B) **an object wrapped with standard interface.**
- (C) a list of addresses where developers can find the methods they want.
- (D) an application with GUI.

1.9

- (A) Private method
- (B) Protected method
- (C) Public method
- (D) **Web method**

1.10

- (A) **find services available online.**
- (B) use a tool to develop services online.
- (C) repair software.
- (D) repair service.

B.4 Exercises and Projects

Name: _____

1. Multiple choice questions. Choose one answer in multiple answers are acceptable. Date: _____

1.1

- (A) an assembly programming language.
- (B) a procedural programming language.
- (C) an object-oriented programming language.
- (D) a workflow-based composition language.

1.2

- (A) Join waits for all inputs, while Merge wait for one input only.
- (B) Join waits for all inputs, while Merge adds input values together.
- (C) Join waits for one input, while Merge wait for all inputs.
- (D) Join adds all input values together, while Merge wait for one input only.

1.3

- (A) 1
- (B) 3
- (C) 5
- (D) More than 5

1.4

- (A) A basic activity.
- (B) An activity.
- (C) An activity wrapped with service interface.
- (D) All of the above.

1.5

- (A) To replace the value output of a string type.
- (B) To replace the value output of a Boolean type.
- (C) To provide an event output in addition to a value output.
- (D) To provide a second value output.

1.6

- Print Line.**
- Simple Dialog.**
- Speech to Text.**
- Text to Speech.**

1.7

- (A) v
- (B) instance.v
- (C) **state.v**
- (D) variable.v

1.8

- (A) p
- (B) **instance.p**
- (C) state.p
- (D) parameter.p

1.9

- (A) Use a build-in basic activity `ConverrtToInt32`
- (B) Use a build-in service `ConverrtToInt32`
- (C) **Use `Convert.ToInt32` in Calculate basic activity**
- (D) Use `Convert` to Service

1.10

- (A) **Right-click the activity and choose `Convert to Service`**
- (B) Right-click the activity and choose `Export to Service`
- (C) Drag and drop the `Service` into the diagram and implement the service like an activity.
- (D) From the menu choose `Services` and implement the service like an activity.