

22624

24225

3 Hours / 70 Marks

Seat No.

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- Instructions :**
- (1) All Questions are *compulsory*.
 - (2) Attempt 1-6 questions including Question No. 1 which is compulsory.
 - (3) Illustrate your answers with neat sketches wherever necessary.
 - (4) Figures to the right indicate full marks.

Marks

1. Attempt any FIVE of the following :

10

- (a) Define cloud computing.
- (b) Enlist any two advantages & disadvantages of cloud storage.
- (c) State benefits of cloud monitoring.
- (d) State RFID.
- (e) Enlist any four cloud deployment models.
- (f) State advantages of Block level storage virtualization (any two points).
- (g) Give any two types of SLA.

2. Attempt any THREE of the following :

12

- (a) Describe Hypervisors with its types.
- (b) Differentiate between RDS and VDI.
- (c) Describe key component of Service – Level – Agreement.
- (d) Describe Content – Level – Security. (CLS)



- 3. Attempt any THREE of the following : 12**
- (a) Describe the architecture of cloud computing with diagram.
 - (b) Differentiate between GFS & HDFS.
 - (c) Explain life cycle of SLA.
 - (d) Explain ZigBee protocol architecture.
- 4. Attempt any THREE of the following : 12**
- (a) Describe full virtualization with its advantages.
 - (b) Describe Data Security Risk in cloud.
 - (c) Define Microsoft Azure. Explain how Azure can help in business.
 - (d) Describe machine reference model of virtualization.
 - (e) Compare cloud computing platforms such as Amazon EC₂, Microsoft Azure and Google App Engine (Any 4 points).
- 5. Attempt any TWO of the following : 12**
- (a) Define HDFS & why should we use Hadoop distributed file system ?
 - (b) Explain cloud service life cycle service
 - (i) Planning phase &
 - (ii) Creation phases
 - (c) Explain service provided by security – as – a – cloud service.
- 6. Attempt any TWO of the following : 12**
- (a) Describe block-level and file level storage virtualization.
 - (b) Describe the techniques used in cloud computing for managing cloud resources.
 - (c) Discuss with example the elastic utility computing architecture for linking your programs to useful systems (Eucalyptus).
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