

(Following Paper ID and Roll No. to be filled in your Answer Book)

PAPER ID : 1451

Roll No.

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MCA
(SEMESTER-IV) THEORY EXAMINATION, 2012-13
CLIENT SERVER COMPUTING

Time : 3 Hours]

[Total Marks : 100

Instruction : Attempt questions from each Section as indicated.

PART – A

1. Attempt all parts. 10 × 2 = 20
- What is client server computing ?
 - What is Cooperative Processing ?
 - How does Thin Client/Server work ?
 - What is Remote Data Management ?
 - What is a Three-Tier Architecture in client server computing ?
 - What are the different client/server processing styles ?
 - What is CORBA ?
 - What are Distributed Object Management System (DOMS) ?
 - What is the role of Object Adapters client server architectures ?
 - What are the roles of LAN and Network administrators ?

PART – B

Attempt any three parts.

3 × 10 = 30

2.
 - How do you differentiate between Database Servers and Transaction Servers ? Explain with suitable examples.
 - What are the characteristics of client/server architecture ?
 - What are the training advantages of GUI ? Explain with example.
 - How do you manage remote systems ?
 - Write short notes on the following :
 - WORM
 - FDDI
 - CDDI
 - MIRRORED DISK



PART – C

Attempt any **five** questions :

5 × 10 = 50

3. What are the different client server system development methodologies ? Give the block diagram for SILC phases and major activities involved.
 4. What do you understand by stateful and stateless servers ? Compare and contrast between Stateless and Stateful Server.
 5. What is OSF-DCE ? Compare and Contrast between Open Software Foundation (OSF) and Distributed Computing Environment (DCE).
 6. What are the minimum client and server components required for a client server computing environment ?
 7. Give the details of CORBA architecture alongwith their brief specification about the main components.
 8. What do you understand by end user training and what are the main issues involved in it. Differentiate it with database administrator training.
 9. What do you understand by the terms availability, reliability and serviceability with reference to Client Server System Development ? Give brief description about each.
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