

III Semester B.C.A. Examination, Feb./March 2010

CLIENT SERVER ARCHITECTURE

Time : 3 Hours

Max. Marks : 80

Instructions : 1) Answer *all* questions in Part A, 6 out of 8 questions in Part B, and 3 out of 5 questions in Part C.

2) Part A : Questions from 1 to 8 carry 1 mark and 9 to 14 carry 2 marks *each*.

3) Part B : *Each* question carries 5 marks.

4) Part C : *Each* question carries 10 marks.

PART – A

1. What are GUI and Non GUI clients ?
2. What is Protocol ?
3. Explain the term Client and Server.
4. What do you mean by “Transparency of location” in Client Server Context ?
5. What are the building blocks of Client Server Architecture ?
6. What do you mean by OOUI client ?
7. What is a Service ?
8. Name all the types of Networks.
9. Explain UNIX Workstation.
10. What is WORM ?
11. What are Web Application Servers ?
12. What is ORB?
13. What is Redirection ? How does it works ?
14. Explain Fat Client.

P.T.O.

PART – B

1. Explain merits and demerits of Client Server Computing.
2. Explain 2 tier Client Server Architecture.
3. Explain any two 2 TCP/IP protocols.
4. Explain Data Storage in brief.
5. Briefly explain the need to improve Technology Professionals' productivity.
6. Explain OMG Reference Model Architecture.
7. Explain RPC.
8. Explain File Service Request processing at Server.

PART – C

1. Explain different Client Services.
 2. Explain any five Data Storage devices in detail.
 3. Explain OSI Model.
 4. Explain the need of Architecture definition in detail.
 5. Discuss CORBA in detail.
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