MCA – 64 A

VI Semester M.C.A. Examination, Feb./March 2010
CLIENT SERVER ARCHITECTURE

Time: 3 Hours Max. Marks : 100

Instructions *: 1) Answer **all** questions in Part **A**, **5** out of **8** in Part **B**, and **4** out of **6** 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 **8** marks.*
*4) Part **C** : **Each** question carries **10** marks.*

PART – A

1. What is Client / Server computing ?
2. What is Peer to Peer architecture ?
3. What is OLTP ?
4. What is RAID ?
5. What is a stored procedure ?
6. What is RPC ?
7. What is Middleware ?
8. Name the most common type of LAN.
9. Mention any four situations when 3-tier architecture is preferred.
10. What is the application of RPC ?
11. Differentiate between GUI and Non GUI clients.
12. Differentiate between MAN and CAN.
13. Give an example for Client Server database engines.
14. Mention advantages of CORBA.

P.T.O.

PART – B

1. Define client and server. Explain modern Client/Server architecture with a neat diagram.
2. What is ORB? Mention its functions. Explain its responsibilities.
3. What is a stored procedure? Explain its applications and drawbacks.
4. What are the roles of client ? Explain redirection w.r.t. client services.
5. Explain DDE and OLE.
6. Write short note on project management and architecture definition.
7. Explain ORB and CORBA architectures.
8. Explain basic concepts of DCOM.

PART – C

1. Explain various types of servers.
2. Explain various client side services.
3. Explain various network types based on the geographical area.
4. Explain OSI model in detail.
5. Explain various data storage.
6. Explain SDE in detail.

———————