

B.C.A. Part-III Semester-VI Examination
CLIENT-SERVER-TECHNOLOGY
Paper-6ST2

Time : Three Hours]

[Maximum Marks : 60

Note :—(1) All questions are compulsory.

(2) All questions carry equal marks.

(3) Assume suitable data wherever necessary.

1. (a) What is Client-Server technology and its historical development ? 6
- (b) What is heterogenous computing ? Explain. 6

OR

2. (a) Explain the microprocessor integration and its implementations. 6
- (b) Explain the following :
 - (i) Computing platform.
 - (ii) Scalability. 6
3. (a) Explain the interaction technique of Client-Server architecture. 6
- (b) Explain process and threads in Client-Server computing. 6

OR

4. (a) Write and explain the socket interface for Client-Server applications. 6
- (b) Explain the following :
 - (i) Multitasking.
 - (ii) Division of labour. 6
5. (a) What is primitive scheduling ? Explain any one primitive system in detail. 6
- (b) Explain the following :
 - (i) Internal Scheduler.
 - (ii) Synchronization. 6

OR

6. (a) Explain types of non-primitive scheduling. 6
- (b) Explain the following :
 - (i) Scheduling implementations.
 - (ii) Synchronization. 6

7. (a) Explain semaphore implementation in UNIX. 6
(b) Describe memory management in detail. 6

OR

8. (a) Explain in detail memory allocation. Explain. 6
(b) Explain semaphore implementation in Novell Netware. 6
9. (a) Explain the Client-Server computing in terms of ORACLE. 6
(b) Explain the following :
(i) *DBS.
(ii) Power builder. 6

OR

10. (a) State and explain various tools provided by ORACLE. 6
(b) Explain the following :
(i) Client-Server Relationship.
(ii) Design Aids in ORACLE. 6