



AR - 0656

B.C.A. Part - III Semester - VI

Client Server Technology Paper - 6ST2

P. Pages : 3

Time : Three Hours

Max. Marks : 60

- Notes :
1. All Questions are compulsory.
 2. Assume suitable data wherever necessary.
 3. Illustrate your answer with the help of neat sketches wherever necessary.

1. a) What is client server computing ? Explain. **6**
b) What is scalability ? Explain. **6**

OR

2. a) State and explain the working of client server technology. **6**
b) What is Microprocessor integration ? Explain. **6**
3. a) What are the fundamental issues of client server design ? Explain. **6**

- b) What is the role of threads in multitasking ? **6**
Explain.

OR

4. a) What are communication protocols ? **6**
Explain.

- b) Explain: **6**
i) Division of Labour
ii) RPC

5. a) What is scheduler ? Explain. **6**

- b) What is context switching.? Explain. **6**

OR

6. a) What is Multiple Scheduling ? Explain. **6**

- b) State and explain difference between **6**
preemptive and non-preemptive systems.

7. a) What is Deadlock ? Explain. **6**

- b) Explain memory management in UNIX **6**
Operating System.

OR

8. a) What is semaphores ? State and explain **6**
type of semaphores.

- b) Explain memory management techniques **6**
used in Windows NT.

9. a) What are the types of SQL commands ? **6**
Explain.

- b) Explain different oracle tools used for client **6**
server systems.

OR

10. a) What is SQL *forms ? Explain. **6**

- b) What are SQL *Report ? Explain. **6**
