## B.C.A. (Part-III) Semester-VI Examination CLIENT SERVER TECHNOLOGY

## Paper--6ST2

Time—	Three Hours] [Maximum Marks	s60		
Note :-	(1) ALL questions are compulsory.	ALL questions are compulsory.		
	(2) Assume suitable data wherever necessar	Assume suitable data wherever necessary.		
	(3) Illustrate your answers with the help o sketches wherever necessary.	f neat		
1. <b>(A)</b>	State and explain the need of distributed comp	uting.		
		·6		
(B)	What is scalability? Explain.	-6		
	OR			
2. (A)	What is client server technology? Explain.	6		
(B)	What is heterogeneous computing? Explain.	6		
3. (A)	How communication is done in client server techno	logy?		
	Explain.	6		
<b>(B</b> )	What is Multi tasking? Explain.	6		
	OR			

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(A)	State and explain different communication pro	tocols
	used in client server technology.	6
(B)	What is thread ? Explain.	6
(A)	What is Scheduling? Explain.	. 6
(B)	Explain Synchronisation with example.	6
	OR	
(A)	State and explain the need and type of sched	uling.
		6
(B)	State and explain the difference between preen	nptive
	and non-preemptive system.	6
(A)	What is Semaphore? Explain.	6
(B)	What is Memory Allocation ? Explain.	6
	OR	
(A)	What is Memory Management? Explain.	6
<b>(B)</b>	Explain:	
	(i) Mutex	
	(ii) Sharing.	6
(A)	What is DBMS ? Explain.	6
(B)	What is Power Builder? Explain.	6
•	OR	
(A)	Explain client server computing in Oracle.	6
(B)	What is SQL? Explain embedded SQL.	6
	(B) (A) (B) (A) (B) (A) (B) (A) (B) (A) (B) (A) (B)	<ul> <li>(B) What is thread? Explain.</li> <li>(A) What is Scheduling? Explain.</li> <li>(B) Explain Synchronisation with example.  OR  (A) State and explain the need and type of sched.</li> <li>(B) State and explain the difference between preer and non-preemptive system.</li> <li>(A) What is Semaphore? Explain.</li> <li>(B) What is Memory Allocation? Explain.  OR  (A) What is Memory Management? Explain.</li> <li>(B) Explain:  (i) Mutex  (ii) Sharing.</li> <li>(A) What is DBMS? Explain.</li> <li>(B) What is Power Builder? Explain.</li> </ul>