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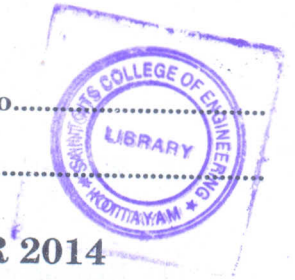
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B.TECH. DEGREE EXAMINATION, NOVEMBER 2014

Seventh Semester

Branch : Computer Science and Engineering

CS 010 706 L06 – CLIENT-SERVER ARCHITECTURE AND APPLICATIONS (Elective II) [CS]

(New Scheme – 2010 Admission onwards)

[Regular/Supplementary]

Time : Three Hours

Maximum : 100 Marks

Part A
*Answer **all** questions.*
Each question carries 3 marks.

1. List the advantages and disadvantages of client computing.

2. Explain the fundamentals of Client-Server design.

3. What are threads? Explain.

4. What is a semaphore? Explain.

5. What is UDP? Explain.

(5 × 3 = 15 marks)

Part B
*Answer **all** questions.*
Each question carries 5 marks.

6. Explain heterogeneous computing in detail.

7. Explain the steps of execution of requests.

8. What is a child processor? Explain.

9. What is meant by context switching? Explain.

10. Explain interprocess communication.

(5 × 5 = 25 marks)

Part C
*Answer **all** questions.*
Each full question carries 12 marks.

11. What is cross platform computing? Compare it with distributed computing.

Or

12. Explain Client-Server databases and its uses.

Turn over

13. With an example, explain the client-server implementation procedure.

Or

14. Explain request acceptance dispatching and execution requests in detail.

15. Discuss in detail the different types of processors available for multi task system.

Or

16. Briefly explain the Novell Netware implementation and its advantages.

17. With an example, explain critical section.

Or

18. Discuss the steps for Semaphore implementation in NT.

19. Explain the steps for building portable client-server applications.

Or

20. Discuss client-server security concepts in detail.

(5 × 12 = 60 marks)