

Printed Pages :3



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NMCA-012

(Following Paper ID and Roll No. to be filled in your Answer Book)

PAPER ID : 214430Roll No.

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SPL. THEORY EXAMINATION, 2014-15**CLIENT SERVER COMPUTING***Time : 3 Hours]**[Total Marks : 100*

Q.1. Attempt any two of the following: (10×2=20)

- (a) Describe important characteristics of client-server computing model.
- (b) (i) Describe role of client program in client-server computing model.
(ii) Explain architecture of centralized multi-user system.
- (c) Write and describe important types of client server development tool.

Q.2. Attempt any two of the following: (10×2=20)

- (a) Describe RPC model. Write the advantages of RPC model over ordinary procedure call model.

- (b) Describe relative merits and demerits of networks operating system over the centralized operating system. Explain the difficulties in design of network operating system.
- (c) Describe the common object request broker architecture? Explain the CORBA event, notification and security services.

Q.3. Attempt any two of the following: (10×2=20)

- (a) Describe Inter process communication services. What are the blocking and non-blocking types of IPC? Discuss their relative advantages and disadvantages.
- (b) Write and briefly explain basic hardware and software requirement in client-server system development.
- (c) Explain the following in brief:
 - (i) Token ring protocol
 - (ii) FDDI

Q.4. Attempt any two of the following: (10×2=20)

- (a) What are the important goals RAID technology? How these can be achieved? Explain.
- (b) Write and describe popular types of data storage system. Write the merits and demerits of each.
- (c) What do you understand by network management and remote system management? Explain and differentiate both of them.

Q.5. Attempt any two of the following:

(10×2=20)

- (a) Write and describe main issues involved in the training of system administration personnel and end user.
- (b) List the services provided by client-server system. Explain the possible development of client-server computing system in future.
- (c) Write short notes on OLE.

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