

17UIT309 – Client Server Computing

K1 LEVEL

Unit 1

1. Client/server is an architecture in which a system's functionality and its processing are divided between the ----- & -----

- a) PC and protocol. b) mobile and server. c) PC and database server. d) PC and hub

Ans: c) PC and database server

2. The ----- Uses the front-end application to request information from a database server.

- a) programmer. b) developer. c) user. d) end user

Ans: d) end user

3. The server consists of ----- and that the computer runs on it.

- a) GUI. b) DBMS. c) HTML. d) XML

Ans: b) DBMS

4. The third component of client/server system is the -----

- a) network. b) client. c) server. d) database

Ans: a) network

5. A client/server system increases its user's----- by providing them with the tools to complete their tasks faster and more easily.

- a) Business. b) information. c) productivity. d) service

Ans: c) productivity

6. There are ----- biggest myths surrounding client/server development.

- a) 2. b) 3. c) 4. d) 5

7. Before the implementation of client/server many companies used -----

- a) Mainframes. b) cloud. c) file server-based systems. d) PC

Ans: a) mainframes

8. There are----- types of client/server models.

- a) 3. b) 4. c) 5. d) 6

Ans: c) 5

9) ----- are the benefits of client server.

a) improved information access. b) Increased productivity. c) Automated business process. **d) All of these.**

10) To ensure fast performance a DBMS may support advanced features such as stored _____ and _____

a) **Procedure and trigger.** b) procedure and function. c) method and function. d) procedure and method.

Unit 2

1) A client server is made up of _____ requirements.

a) hardware. b) software. **c) business.** d) all of these.

2) What type of advantages companies would take-----

a) reduce cost. b) improved quality. c) quantity of a product. d) **All of these**

3) If you can simply move the system onto a smaller, better box _____

a) **Rehosting.** b) Rebuilding. c) All of these d) None of these.

4) R and D stands for _____

a) Research and Design. b) Research and Data. **c) Research and Development.** d) None of these.

5) Do you provide the Application in multi language or are all user expected to understand your native tongue?

a) Language difference. b) support. c) currency. d) none of these.

6) Who now support the application at the desktop? Local team have to be trained and helped.

a) Language difference. **b) support.** c) currency. d) none of these.

7) Supporting an application across the other side of globe is very difficult when there may be a 12 hours difference.

a) Time difference. b) support. c) currency. d) none of these.

8) Both require staff to visit the site and to implement to some degree.

a) political impact. **b) piloting and implementing.** c) support. d) none of these

9) Any new global client server system has to deal with multiple currencies .

a) Currency. b) support. c) currency. d) none of these.

10) The business rule for each of these countries have certain different nuances .

a) Requirements b) support. c) currency. d) none of these.

UNIT 3

1) Each DBMS supplier provide its own proprietary programming interface called _____

a) Programming interface. b) DBMS protocol. c) DBMS language. d) None of these.

2) Each DBMS supplier uses proprietary data format method of communication between the application and the DBMS called _____

a) Programming interface. **b) DBMS protocol.** c) DBMS language. d) None of these.

3) SQL has become the language of choice for relational DBMS but many differences still exist among SQL implementations called _____

a) Programming interface. b) DBMS protocol. **c) DBMS language.** d) None of these.

4) Many diverse LAN and WAN protocols exist called _____

a) Network protocol b) DBMS protocol. c) DBMS language. d) None of these.

5) What is middleware which divides the work into a number of tasks ?

a) DCE. b) MOM. c) ODBC. d) None of these.

6) What is the middleware which uses the Message?

a) DCE. **b) MOM.** c) ODBC. d) None of these.

7) What is the middleware which connects with database?

a) DCE. b) MOM. **c) ODBC.** d) None of these.

8) How many types of security services in DCE.

a) 2. **b) 3.** c) 6. d) 4

9) Which middleware uses Thread service?

a) **DCE.** b) MOM. c) ODBC. d) None of these.

10) Which middleware use Naming service?

a) **DCE.** b) MOM. c) ODBC. d) None of these.

UNIT 4

1) What is needed for connecting two or more LANs?

a) Amplifier. **b) Router.** c) Switch. d) none of these.

2) Client performance is improved by _____ and _____

a) Hardware. b) Software. **c) All of these.** d) None of these.

3) Server performance is improved by _____ and _____

a) Hardware. b) Software. **c) All of these.** d) None of these.

4) Software consists of _____ and _____

a) Application and database. b) Database and OS. **c) Application and OS.** d) None of these.

5) Upgrading the software improves the _____

a) performance. b) quality. c) Quantity. d) None of these.

6) By broken down a system into number of servers may improve the _____

a) performance. b) quality. c) Quantity. d) None of these.

7) A greater number of narrower tables is characteristic of a _____ database.

a) Normalised. **b) Non- Normalised.** c) Both a and b. d) None of these.

8) File server model breaks down when there are many users or when the database is large and _____ access is required

a) multikey. b) multiple keys. c) multi database. d) none of these.

9) Sql servers _____ reliably chooses the most effective index in most cases.

a) Optimizer. b) executive. c) Executor. d) None of these.

10) How many Efficient designs are available to imorove the performance of Database.?

a) 2. **b)3.** c) 5. d)4.

Unit 5

1) _____ that infect unsuspecting program and often cause damage.

a) Worms. **b) Virus.** c) Trojan. d) None of these.

2) _____ is the program that replicates themselves to destroy data or usurp system resources.

a) Worms. b) Virus. c) Trojan. d) None of these.

3) _____ are common in an environment where trust is based on identification rather than authentication.

a) Worms. b) Virus. c) Trojan. **d) user fakes.**

4) _____ often refers to a specific hidden word that a programmer may use to directly access the program.

a) Worms. **b) Back Door.** c) Trojan. d) None of these.

5) How many areas are available in security on client server system.

a) 4. **b) 5.** c) 6. d)7.

6) Network security mechanism provides Link _____ and _____

a) Encryption and gateway authentication. b) authentication and authorization. c) authentication and decryption. d) None of these.

7) What type of resources provided by Network OS.

a) parallel. **b) Distributed.** c) Both. d) None of these.

8) How many security types available in client side?

a)4. **b) 3.** c) 5. d) 7

9) What is physical security means?

a) Software. **b) Hardware.** c) Both. d) None of these.

10) How many security types available in server side?

a)4. **b) 3.** c) 5. d) 7

17UIT309 – Client Server Computing

K2 LEVEL

UNIT 1

- 1) What are the two myths of client/server?
- 2) What is client/server?
- 3) Define network.
- 4) Expand APPC.
- 5) What are the five client server models.
- 6) Expand RPC.
- 7) How increased revenue achieved?
- 8) What is mean by increased productivity?
- 9) How cost reduction and savings achieved?
- 10) What is not replacing but integrating.

UNIT 2

- 1) What is the legacy software?
- 2) What about re-host and rebuild?
- 3) What should you migrate or should you Rewrite/Re- engineer?
- 4) How do you migrate legacy data and applications?
- 5) What is configuration difference?
- 6) What is response time?
- 7) What is mean role of transaction?
- 8) Define modularity?
- 9) What is cross platform support?
- 10) What is object- orientation

UNIT 3

- 1) What is programming interface?
- 2) Describe DBMS protocol.
- 3) What is DBMS language .
- 4) Describe Networking protocol.
- 5) Expand DRDA.
- 6) Expand RDA .
- 7) Extend the main types of middleware.
- 8) Expand RAID.
- 9) Explain naming service.
- 10) Explain Time service.

UNIT 4

- 1) What is weekly maintenance?
- 2) Explain grandfather-father- son
- 3) Expand TNA.
- 4) What is availability?
- 5) Describe Protocol analyser.
- 6) Write any two Network supervisor tool.
- 7) What is the use of Router?
- 8) Explain database performance.
- 9) Explain bandwidth.
- 10) Expand OLTP.

UNIT 5

- 1) What is virus?
- 2) Define worms.
- 3) What is user fake?
- 4) What is Trojan horse?
- 5) Describe secure sign in.
- 6) Explain client security
- 7) Explain security management.
- 8) Define system integrity.
- 9) Explain antivirus protection.
- 10) What is accountability?

17UIT309 – Client Server Computing

K3 LEVEL

UNIT 1

- 1) Define client server.
- 2) Examine the myths of client server
- 3) Compare and construct upsizing and downsizing.
- 4) Asses about building an excitement among end user and keep them actively
- 5) Explain about re-skilling.

UNIT 2

- 1) Examine about global problem.
- 2) Asses about LAN problem.
- 3) Compare and contrast Networking and Operating system.
- 4) Examine about application and business logic.
- 5) Compare and contrast about cross platform support and platform independent.

UNIT 3

- 1) Compare and Construct synchronous and asynchronous oriented communication
- 2) List the DCE and show the figure.
- 3) List the advantages of using MOM
- 4) Discuss on queued, Conventional and workflow models.
- 5) Analyze the working of ODBC.

UNIT 4

- 1) Analyse help desk
- 2) Assume Housekeeping.
- 3) Examine Daily and weekly backup.
- 4) Examine protocol analyzer.
- 5) Show the Complexity of client server system.

Unit 5

- 1) List the today security threats.
- 2) Discuss and show the main areas for security.
- 3) Inspect the building a security requirements
- 4) List on user awareness.
- 5) Discuss on information security issues.

17UIT309 – Client Server Computing

K4 LEVEL

UNIT 1

- 1) Analyze about benefits of client server
- 2) Explain about client server models.
- 3) Asses about planning for client server.
- 4) Instruct about building a winning project team.
- 5) Analyze on Technical planning.

UNIT 2

- 1) Criteria for Hardware impact of client server.
- 2) Conclude software impact of client server.
- 3) Asses Consideration for software tools.
- 4) Justify business impact of client server.
- 5) Asses about Sample plan.

UNIT 3

- 1) Distinguish the database connectivity challenge.
- 2) Determine the high-level middleware communication types.
- 3) Examine about MOM
- 4) Asses about ODBC.
- 5) Analyze upgrading hardware to client server.

UNIT 4

- 1) Elaborate Supporting of client server.
- 2) Estimate preventative maintenance.
- 3) Asses network supervisor tool.
- 4) Elaborate Client performance.
- 5) Asses Database performance.

UNIT 5

- 1) Analyze the changing information Technology environment.
- 2) Asses the challenges of client server security.
- 3) Analyse the security for the client and server.
- 4) Conclude the Improvement at client.
- 5) Conclude the Improvement at Server.