



**SAIVA BHANU KSHATRIYA COLLEGE**  
(Aruppukottai Nadargal Uravinmurai Pothu Abi Viruthi Trustuku Pathiyapattathu)

**ARUPPUKOTTAI**  
**DEPARTMENT OF BCA**  
**QUESTION BANK**

Name of the Department :	BCA	UG / PG :	UG
Semester (UG - III & V; PG - III) :	V	Subject Code :	SCAJA51
Name of the Subject :	Client/Server System		

**Section A (Multiple Choice Questions)**

**Unit I: (Overview of Client/Server Computing and Evolution of Client/Server Computing)**

- Client objects communicate with server objects using an -----.  
(a) ORB (b) GUI (c) OOUI (d)OLE
- TP Monitor example of a ----- client/server architecture.  
(a) 1-tier (b) 2-tier (c) 3-tier (d)4-tier
- The ----- is connected to servers(typically powerful workstations or PC's)that play a dual role  
(a) Database (b) Software (c) Hardware (d)None of the mentioned
- Which Subsystem implements the requirements defined by the application?  
(a) UI (b) DBMS (c) Application Subsystem (d) None of the mentioned
- What is used to pass SQL requests and associated data from one component to another?  
(a) Client/Server SQL interaction (b) Remote Procedure calls  
(c) SQL Injection (d) All the mentioned

**Unit II: (Overview of Client/Server Applications and Understanding Client/Server Computing)**

- The Server is also known as ----- reflecting the fact that the server process provides the background services for the client process.  
(a) Backend Application (b) Frontend Application (c) Communication middle ware  
(d)Groupware
- The ----- produces the open system interconnection(OSI) reference model to achieve network systems communications compatibility.  
(a) ISO (b) ANSI (c) IEEE (d)ASCII
- What type of work as computers are client computers in a client server system  
(a) Mainframe (b) Minicomputer (c) Microcomputer (d)PDA
- Machine that places the request to access the data is generally called as -----  
(a) Server Machine (b) Client Machine (c) Request Machine (d)Intelligent Machine
- Which component of MVC architecture deals the database?  
(a) View (b) Model (c) Controller (d)Storage

**Unit III: (Client hardware & software, Client software products, Client requirements)**

- The \_\_\_\_\_ machine runs software that is responsible for the presentation and manipulation of data.  
(a) Client (b) Server (c) Both a & b (d) None
- \_\_\_\_\_ is used to exchange the data between windows supported applications.  
(a) Dynamic data exchange (b) Data access (c) Data science (d) None
- GUI stands for \_\_\_\_\_  
(a) Graphic user interaction (b) Graph user interface (c) Graphical user interface (d) None
- The \_\_\_\_\_ activity allows the user to create, browse, and edit SQL tables.  
(a) commit (b) table (c) Query (d) None
- DLL stands for \_\_\_\_\_  
(a) dynamic link literal (b) dynamic link libraries (c) data link library (d) None

**Unit IV: (Server hardware, Server environment)**



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16. An \_\_\_\_\_ server is a machine that serves as a host replacement.  
(a) database                      (b) compute                      (c) application                      (d) data
17. A \_\_\_\_\_ server passes client requests for data to a data server.  
(a) database                      (b) compute                      (c) application                      (d) data
18. A \_\_\_\_\_ is the smallest unit of execution that the system can schedule to run.  
(a) function                      (b) thread                      (c) file                      (d) None
19. Disk \_\_\_\_\_ which uses two drives attached to the same disk controller.  
(a) Striping                      (b) Duplexing                      (c) Mirroring                      (d) None
20. A \_\_\_\_\_ operating system manages the services of the server.  
(a) Windows                      (b) Disk                      (c) Network                      (d) Linux

**Unit V: (Server operating system, Server requirements)**

21. \_\_\_\_\_ means the entire transaction must be either completed or aborted.  
(a) Isolation                      (b) Consistency                      (c) Atomicity                      (d) None
22. A \_\_\_\_\_ lock allows more than one transaction to read the same data.  
(a) concurrent                      (b) binary                      (c) shared                      (d) exclusive
23. An \_\_\_\_\_ lock is granted when a transaction wants to update data.  
(a) concurrent                      (b) binary                      (c) shared                      (d) exclusive
24. \_\_\_\_\_ are a collection of SQL statements that are compiled and stored on the server database.  
(a) stored procedures                      (b) triggers                      (c) package                      (d) function
25. \_\_\_\_\_ are special stored procedures that are automatically invoked by server database software.  
(a) stored procedures                      (b) triggers                      (c) package                      (d) function

**Section B (7 mark Questions)**

**Unit I: (Overview of Client/Server Computing and Evolution of Client/Server Computing)**

26. Discuss briefly about the two-tier client/server model.
27. What are the main operations of client systems and server systems? Explain
28. Explain the benefits of Client/Server Computing.
29. Explain Hardware Trends.
30. Describe the Evolution of Operating System

**Unit II: (Overview of Client/Server Applications and Understanding Client/Server Computing)**

31. Write short notes on the following. i. Single system image and ii. Downsizing and rightsizing
32. What is the role of mainframe-centric model in Client/Server computing?
33. Explain i. The Client and ii. The Server
34. Explain Obstacles-Upfront and Hidden
35. Explain Open systems and Standards

**Unit III: (Client hardware & software, Client software products, Client requirements)**

36. Explain about client components.
37. Explain about client operating system.
38. Explain about database access and its tools.
39. Explain about GUI design standards.
40. Explain about interface independence.

**Unit IV: (Server hardware, Server environment)**

41. Define file server & data server.



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42. Define application server & database server.
43. Define Network operating system.
44. Explain about Network management environment.
45. Explain about Distributed computing environment.

**Unit V: (Server operating system, Server requirements)**

46. Define windows New Technology.
47. Define connectivity in client server computing.
48. Explain about stored procedures.
49. Explain about triggers.
50. Explain about testing & diagnostic tools.

**Section C (10 mark Questions)**

**Unit I: (Overview of Client/Server Computing and Evolution of Client/Server Computing)**

51. What are the different types of servers? Explain.
52. What is Client/Server Computing?

**Unit II: (Overview of Client/Server Applications and Understanding Client/Server Computing)**

53. What is Client/Server system development methodology? Explain different phases of System Integration Life-Cycle.
54. Describe the Classes of Client/Server Applications.

**Unit III: (Client hardware & software, Client software products, Client requirements)**

55. Describe briefly on testing interface.
56. Describe briefly about GUI environments.

**Unit IV: (Server hardware, Server environment)**

57. Explain the features of server machines.
58. Describe briefly about classes of server machines.

**Unit V: (Server operating system, Server requirements)**

59. Describe briefly about backup and recovery mechanism.
60. Describe briefly about transaction processing.