(06 Marks)

Important Note: 1. On completing your answers, compulsorily draw diagonal cross lines on the remaining blank pages.

2. Any revealing of identification, appeal to evaluator and /or equations written eg, 42+8 = 50, will be treated as malpractice.

Fourth Semester M.Tech. Degree Examination, June /July 2016 **Client Server Programming**

Max. Marks: 100

Note: Answer any FIVE full questions.

•	b.	Differentiate between stateful servers and stateless servers. Explain the scenario	(08 Marks) where file
		server maintain state information for its clients.	(08 Marks)
	c.	Discuss the situation where servers will also act as client.	(04 Marks)
2	a.	Explain software interface and interface functionalities.	(06 Marks)
	b.	Discuss the two broad approaches that designers must choose while specifying	a protocol
		interface.	(06 Marks)
	c.	Explain in detail: the basic I/O functions which are available in UNIX can be e accommodate TCP/IP.	
		accommodate ICP/IP.	(08 Marks)
3	a.	What are the different ways a client can identify location of a server?	(08 Marks)
	b.	Illustrate with example code how the client software look-up a domain name	
		known port by name.	(08 Marks)
	c.	Give algorithm for TCP-client.	(04 Marks)
4	a.	Explain in detail: iterative connection oriented server algorithm.	(12 Marks)
	b.	Explain: concurrent Vs iterative servers.	(04 Marks)
	C.	Explain: connection-oriented Vs connectionless access.	(04 Marks)
5	a.	Write a program to implement iterative UDP server for TIME service.	(10 Marks)
	b.	Write a program to implement concurrent TCP server for ECHO service.	(10 Marks)
6		Write a note on:	
	a.	Standard Vs non-standard client software.	(08 Marks)
	b.	Server deadlock.	(06 Marks)
	C.	Process structure of connection oriented concurrent server.	(06 Marks)
7	a.	Write a code for a TCP client that access the DAY – TIME service.	(10 3/ 1.)
X	b.	Explain the process structure of iterative connection oriented-server.	(12 Marks)
	0.	Explain the process structure of iterative confidence of oriented-server.	(08 Marks)
8		Explain the following:	
	a.	Four general server categories.	(08 Marks)
	b.	System data structures for sockets.	(06 Marks)

Concurrent connectionless server algorithm.