Reg. No. | | | | | | | | | | |

BCACAC 315

Credit Based V Semester B.C.A. Degree (Supplementary) Examination, August/September 2015
DISTRIBUTED COMPUTING
(New Syllabus 2014 –15 Batch)

Time : 3 Hours

Max. Marks : 100

Note : *Answer **any ten** questions from Part – **A** and **one full** question from **each** Unit of Part – **B**.*

PART – A

1. a) What are Network Services and Network Applications ?
   b) Write the general format of URL. **(2×10=20)**
   c) What is Sequence diagram ?
   d) What is an Event Diagram ?
   e) What is JSSE ?
   f) What are the classes used to create stream mode socket API in Java ?
   g) What are iterative and concurrent servers ?
   h) What are the classes used in java basic multicast API ?
   i) What are the packages available that provide reliable multicast API ?
   j) What do you mean by stub and skeleton generation ?
   k) In object oriented paradigm what does each object encapsulates ?
   l) List any four toolkits for distributed object systems.

PART – B

UNIT – I

2. a) Explain different forms of computing.
   b) Explain connection oriented and connectionless communication.
   c) Write a note on XNS and Name Resolution. **(10+6+4)**

P.T.O.

3. a) What is Concurrent programming ? Explain its types.
   b) Write a note on an archetypal IPC program interface. Explain with diagram the inter process communication in basic HTTP.
   c) Write a note on Synchronous send and Synchronous receive. **(8+6+6)**

UNIT – II

4. a) Explain i) Message passing paradigm ii) Mobile Agent Paradigm.
   b) Write a note on secure socket API.
   c) What do you mean by stream-mode socket API ? Explain with diagram. **(10+4+6)**
5. a) With diagram explain connectionless datagram socket. Also write the program flow.
   b) Write a note on trade-off's of Distributed computing paradigms.
   c) What is Object Request Broker paradigm ? **(8+6+6)**

UNIT – III

6. a) Explain the classification of reliable multicast systems.
   b) Write a note on Global state and Session state information.
   c) Write the software architecture of network service in client Server application. **(9+6+5)**
7. a) Briefly explain client-server paradigm issues.
   b) Write a note on casual-order reliable multicasting.
   c) Write a note on IP Multicast Addresses. **(8+6+6)**

UNIT – IV

8. a) With a neat diagram explain the java RMI architecture.
   b) With neat diagram explain polling and callbacks in RMI.
   c) With a neat diagram explain stub downloading. **(9+5+6)**
9. a) What do you mean by remote procedure call ? Differ it by a local procedure call with diagram and explain it.
   b) Explain the client side augmentation for client callback.
   c) Write a note on RMI security manager. **(9+6+5)**
