

Client Server Computing Bca Notes

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Client Server Computing Bca Notes

Client/Server The general forces that drive the move to client/server computing are:

- The changing business environment.
- The growing need for enterprise data access.
- The demand for end user productivity gains based on the efficient use for data resources.
- Technological advances that have made client/server computing practical.

CLIENT/SERVER COMPUTING - BCA Notes

CLIENT/SERVER COMPUTING - BCA Notes •Clients •Servers •Communication middleware Copyright @ www.bcanotes.com Client/Server Architecture... • Client: The client is any computer process that requests services from the server. The client is also known as the... • Server: The server is any computer ...

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Jun 16, 2020 - Chapter - Client/Server Computing, PPT, BCA, Semester, Engineering Computer Science Engineering (CSE) Notes | EduRev is made by best teachers of Computer Science Engineering (CSE). This document is highly rated by Computer Science Engineering (CSE) students and has been viewed 3051 times.

Chapter - Client/Server Computing, PPT, BCA, Semester ...

1Distinct characteristics of C/S Client-serveris a computing architecture which separates a client from a server It is almost always implemented over a computer network The most basic type of client-server architecture employs only two types of nodes: clients and servers. This type of architecture is sometimes referred to as

01 - Client Server Computing

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CLIENT SERVER COMPUTING-NOTES.

The salient points for client server computing are as follows: The client server computing works with a system of request and response. The client sends a request to the server and the server responds with the desired information. The client and server should follow a common communication protocol so they can easily interact with each other.

Client Server Computing - tutorialspoint.com

Client/Server Computing: Client Client machines are generally single-user workstations providing a user-friendly interface to the end user client-based stations generally present the type of graphical interface that is most comfortable to users, including the use of windows and a mouse Microsoft Windows and Macintosh OS provide examples of

Operating Chapter 16 Distributed Processing, Client/Server ...

• A Computer networking model where one or more powerful computers (servers) provide the different computer network services and all other user'of computer network (clients) access those services to perform user's tasks is known as client/server computer networking model. • In such networks, there exists a central controller called server.

Client Server Networks - Computer Notes

Client/Server computing is a computing model in which client and server computers communicate with each other over a network. In client/server computing, a server takes requests from client computers and shares its resources, applications and/or data with one or more client computers on the network, and a client is a computing device that initiates contact with a server in order to make use of ...

Client/Server Computing - Webopedia

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Concept based notes Computer Organisation BCA Harshita Bhatti Deptt. of IT Biyani Girls College, Jaipur . Published by : Think Tanks Biyani Group of Colleges ... Super Computer, Client Server Computer, Notebook, Tablet, PalmTop Computer) UNIT-III Basics of Computer organization; system buses and instructions cycles, memory ...

Concept based notes Computer Organisation

Client/ server describes the relationship between two computer programs in which one program, the client, makes a service request from another program, the server, which fulfills the request. The client presents and manipulates data on the desktop computer. The server acts like a mainframe to store and retrieve protected data.

Client - Server Technology - NIOS

Database Server Database Server Most typical use of technology in client-server Accepts requests for data, retrieves the data from its database(or requests data from another node)and passes the results back. Compute server with data server provides the same functionality. The server requirement depends on the size of database, speed with which the database must be updated, number of users and type of network used.

Client-Server Computing - LinkedIn SlideShare

In distributed computing, the client-server paradigm refers to a model for network applications where processes play one of two different roles: a server process, also called a server, is dedicated to managing access to some resources such as printers or files or a network service, while client processes, called clients, access the server to use these resources or network service to complete a task.

DC - Chapter - 5 : The Client-Server Paradigm ...

1. How Client/Server computing environment is different from Mainframe based computing environment? 2. Explain the various ways to improve the performance of Client/Server computing. 3. What is the role of Client in Client/Server environment ? Discuss. 4. Why OLE is needed? Explain its importance. 5. Write short notes on Novell Netware. 6.

310-Client Server Technology AU BCA December 2014 Question ...

For example in the two types of Two-Tier Client/Fat Server, and the Three-tier client/server architectures, we note that the Data Access Business Objects Layer needs to run on a specific server or Application Server. Also, this layer requires a HOST or an EXECUTABLE Process to host the layer.

CS708 Lecture Notes - City University of New York

For free study notes log on: www.gurukpo.com Chapter-1 Introduction Q.1. What do you understand by Network Security? Ans.: The use of networks and communications facilities for carrying data between terminal user and computer and between computer and computer. Network Security measures needed to protect data during their transmission. In fact,

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