



**MASINDE MULIRO UNIVERSITY OF
SCIENCE AND TECHNOLOGY
(MMUST)**

UNIVERSITY EXAMINATIONS

MAIN CAMPUS

2021/2022 ACADEMIC YEAR

**SECOND YEAR SECOND SEMESTER EXAMINATIONS
FOR THE DEGREE
OF**

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

COURSE CODE: BCS 226

COURSE TITLE: CLIENT SERVER ARCHITECTURE

DATE: Tuesday 19/04/2022 **TIME: 8:00a.m-10:00a.m**

INSTRUCTIONS TO CANDIDATES

Answer questions ONE and any other TWO questions.

TIME: 2 Hours

MMUST observes ZERO tolerance to examination cheating

This Paper Consists of 3 Printed Pages. Please Turn Over. ▲

QUESTION ONE (30 MARKS) COMPULSORY

- a) Explain your understanding of Message Oriented Middleware (MOM) [4 Mks]
 - b) What relationship exists between a client and server? [3 Mks]
 - c) Choosing the right tools to develop Client/Server applications is one of the most critical decisions. Outline any 5 tools that can aide the above [5 Mks]
 - d) The School of computing intends to streamline its systems, state and explain three server services they will need. [6 Mks]
 - e) Elaborate your understanding of fat and thin in a client/ server architecture [4 Mks]
 - f) Elucidate on downsizing and rightsizing [2 Mks]
 - g) In client server architecture, what do you mean by Availability, Reliability, Serviceability and Security? [4 Mks]
- a) Explain the three-layered application architecture [2 Mks]

QUESTION TWO (20 MARKS)

- a) Raj Investment Group intends to centralize their operations by introducing a server in their network. Discuss the benefits that will accrue to the organization [10 Mks]
- b) There are various forces that drive the move to client/server computing. Discuss [10 Mks]

QUESTION THREE (20 MARKS)

- a) What is client server system development methodology? Explain different phases of System Integration Life-Cycle. [12 Mks]
- b) Discuss the misconceptions on Client/Server Computing [8 Mks]

QUESTION FOUR (20 MARKS)

- a) State and discuss some of the communication options available for operating intranet to outsiders to create an extranet. [10 Mks]
- b) What is the future of Client/Server computing in the following technologies: - [8 Mks]
 - (i) Geographic Information System (GIS).
 - (ii) Point of Service Technology (POS).
 - (iii) Electronic Data Interface Technology (EDI).
 - (iv) Multimedia.
- c) Explain your understanding of a File Transfer Protocol. [2 Mks]

QUESTION FIVE (20 MARKS)

- a) Explain any FOUR trending threats that affect client/server computing today [8 Mks]
- b) Explain the benefits of a web/database system as compared to traditional database approach in client/server [5 Mks]
- c) Describe the benefits of client server computing managed on a distributed system [7 MKs]