BCA-504B: Client Server Computing

UNIT-1

Overview: definition, history, myths, transition to client server computing, database architectures, advantages and disadvantages of client server architecture.

Components: client, server, network, role and services of client-server, selection of operating system as client & server, types of client & servers, connectivity, peer-to-peer communication

Middle-ware: definition, role, 2 tier v/s 3 tiers, network file system, network operating system, API, RPC model & implementation

UNIT-II

Communication in client-server: Using OSI layer, TCP/IP networks.

Client/Server processing and application development: transaction processing, remote processing, distributed processing, distributed databases, development tools

UNIT-III

Distributed Objects: CORBA architecture and services, COM, DCOM, Java-RMI

Database Drivers: ODBC driver, JDBC driver.

Linking and Embedding: OLE and DDE

UNIT-IV

Data warehousing: operational data & analytical data, characteristics, architecture, Data warehouse options.

Oracle as database server: Memory architecture, Process architecture

Introduction to PL/SQL Programming: Data types, Control statements, cursors, triggers, exception handling, procedure and functions

UNIT-V

Managing C/S Applications: network management, database backup, database recovery, Data integrity, Data security.

Latest technology and tools used for Client Server Computing

Text/Reference books:

- 1. Client server Computing: Patrick Smith
- 2. Client Server survival guide, 3 rd Edition : Robert Orfali
- 3. Client server unleashed