

Client Server General Interview Questions And Answers Guide.



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Client Server General Job Interview Preparation Guide.

Question # 1

Explain What are the building blocks of Client Server?

Answer:-

The Building Blocks of Client/Server are

- 1.Client
- 2.MiddleWare(/)"slash",which ties the client to the server
- 3.Server

the basic block architecture can be used from tiny to intergalactic

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Question # 2

Explain What is the Classification of clients?

Answer:-

client server is classified based on the service provided by the server

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Question # 3

How to send 10,000 mail?

Answer:-

You should me make a mail group & send a mail of this group

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Question # 4

The risks while testing client - server application?

Answer:-

scalability

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Question # 5

What happens in your design if two or more clients access the same file? What happens if a client crashes before closing a file?

Answer:-

Will lose the data for that particular file.

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Question # 6

When add to Domain an error occurred, The network path was not found every thing like dns, wins ok when what to do?

Answer:-

Right Click On My Network Places

Right Click On LAN Properties

Client for Microsoft Networks Box Must be checked

Ok.

Then Add to Domain. It will be done

Thats it

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Question # 7

Do you know What are the services provided by the Operating System?

Answer:-

Program Execution

The purpose of a computer systems is to allow the user to execute programs. So the operating systems provides an environment where the user can conveniently run programs. The user does not have to worry about the memory allocation or multitasking or anything. These things are taken care of by the operating systems.

Running a program involves the allocating and deallocating memory, CPU scheduling in case of multiprocess. These functions cannot be given to the user-level programs. So user-level programs cannot help the user to run programs independently without the help from operating systems.

I/O Operations

Each program requires an input and produces output. This involves the use of I/O. The operating systems hides the user the details of underlying hardware for the I/O. All the user sees is that the I/O has been performed without any details. So the operating systems by providing I/O makes it convenient for the users to run programs.

For efficiently and protection users cannot control I/O so this service cannot be provided by user-level programs.

File System Manipulation

The output of a program may need to be written into new files or input taken from some files. The operating systems provides this service. The user does not have to worry about secondary storage management. User gives a command for reading or writing to a file and sees his her task accomplished. Thus operating systems makes it easier for user programs to accomplished their task.

This service involves secondary storage management. The speed of I/O that depends on secondary storage management is critical to the speed of many programs and hence I think it is best relegated to the operating systems to manage it than giving individual users the control of it. It is not difficult for the user-level programs to provide these services but for above mentioned reasons it is best if this service s left with operating system.

Communications

There are instances where processes need to communicate with each other to exchange information. It may be between processes running on the same computer or running on the different computers. By providing this service the operating system relieves the user of the worry of passing messages between processes. In case where the messages need to be passed to processes on the other computers through a network it can be done by the user programs. The user program may be customized to the specifics of the hardware through which the message transits and provides the service interface to the operating system.

Error Detection

An error is one part of the system may cause malfunctioning of the complete system. To avoid such a situation the operating system constantly monitors the system for detecting the errors. This relieves the user of the worry of errors propagating to various part of the system and causing malfunctioning.

This service cannot allowed to be handled by user programs because it involves monitoring and in cases altering area of memory or deallocation of memory for a faulty process. Or may be relinquishing the CPU of a process that goes into an infinite loop. These tasks are too critical to be handed over to the user programs. A user program if given these privileges can interfere with the correct (normal) operation of the operating systems.

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Question # 8

Do you know What are Super servers?

Answer:-

A super-server or sometimes called a service dispatcher is a type of daemon run generally on Unix-like systems.

Usage

It starts other servers when needed, normally with access to them checked by 'tcpd'. It uses no (or very little) resources when in idle state. This can be ideal for workstations used for local web development, client/server



development or low traffic daemons with occasional usage such as ident and SSH.

Performance

There is a slight delay in connecting, thus when compared to pre-spawn servers, a 'super-server' setup may not be all that quick in reaction to connection attempts, especially when under high load. Some servers, such as hpa-tftpd, therefore takeover the socket and listen on it themselves for some specified interval, anticipating more connections to come.

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Question # 9

Explain What are called Non-GUI clients, GUI Clients and OOUI Clients?

Answer:-

Non-GUI Client: These are applications, generate server requests with a minimal amount of human interaction.

GUI Clients: These are applicatoin, where occassional requests to the server result from a human interacting with a GUI (Example: Windows 3.x, NT 3.5)

OOUI clients : These are applications, which are highly-iconic, object-oriented user interface that provides seamless access to information in very visual formats. (Example: MAC OS, Windows 95, NT 4.0)

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Question # 10

Tell me What are the three types of SQL database server architecture?

Answer:-

Process-per-client Architecture.

Multithreaded Architecture.

Hybrid Architecture.

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Question # 11

Do you know What are Triggers and Rules?

Answer:-

these two are SQL concepts

TRigger is a special type of stored procedure that automatically takes effect when the data in a specified table is modified.

triggers invoked in response to an INSERT,UPDATE OR DELETE STATEMENT EXECUTED.

TRIGGERS are used to handle some exceptional conditions if u r moving data 40 MB into data base,But data base having only 30 mB free space then the trigger fires automatically and the entire transaction automativcally roll backs.

Rules:

Rules are database objects used to enforce data integrity.

this object bound to column or userdefined data types.

to ensure that only valid values are allowed to insert in to columns.

so trigger acts automatically nad rollbacks the transaction when error is occurred.

rule is used to enforce data integrity on a column or user defined data type.

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Question # 12

Tell me What is Load balancing?

Answer:-

load balancing is a process where you will check the load of all the nodes connected to the network and than decide where to execute & in which node you want to distribute the process for execution so that balance of the whole system is maintained.

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Question # 13

What are the benefits obtained by using the Client Server oriented TP Monitors Client Server applications?

Answer:-



much better and faster access.. provision of security too..
higher tasks can be done in parallel.

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Question # 14

What is Remote Procedure Call?

Answer:-

Remote procedure call is used to mount remote clients to the servers.

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Question # 15

Explain what is infrared technology?

Answer:-

infrared is a data transfer or taking the instruction technology in minimum distance without wire

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Question # 16

Explain what is Upsizing, down-sizing?

Answer:-

Down Sizing is nothing but The Process of moving an application from a {main frame } to cheaper system, typically a (client-server) system.

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Question # 17

Give full information about infrared technology, like applications, advantages, disadvantages?

Answer:-

it is a wire less tech use to transfer data from 1 device to other.

advantage :

- * wireless.
- * chip.

disadvantage :

- * only work for small distance(in feet.)
- * can not penetrate wall.

applications :

- * remote based systems.
- * mobiles.

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1 : [Client Server Architecture Frequently Asked Interview Questions and Answers Guide.](#)

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