Assignment - 2

Q1] Explain the client - server Architecture:-

→ This is the early age technology which separate the rales of computer as client and server this technology is still powerfull and poular amongst the network technology to establish communication between two or more machines.

1] The early stage of this technology used two or tier business applications.

2] In this model the first (upper) tier handles the presentation and business logic of the user applicat (client) and the second (lower tier handle the application organization and its data strong (server)

4] In ~~genral~~ genral the server is a database server that is mainly resposible for the oragnizatio and responsible for orgnizatron and retrieval of data. The application client handles the user interaction through variety of graphical user interface of the application.

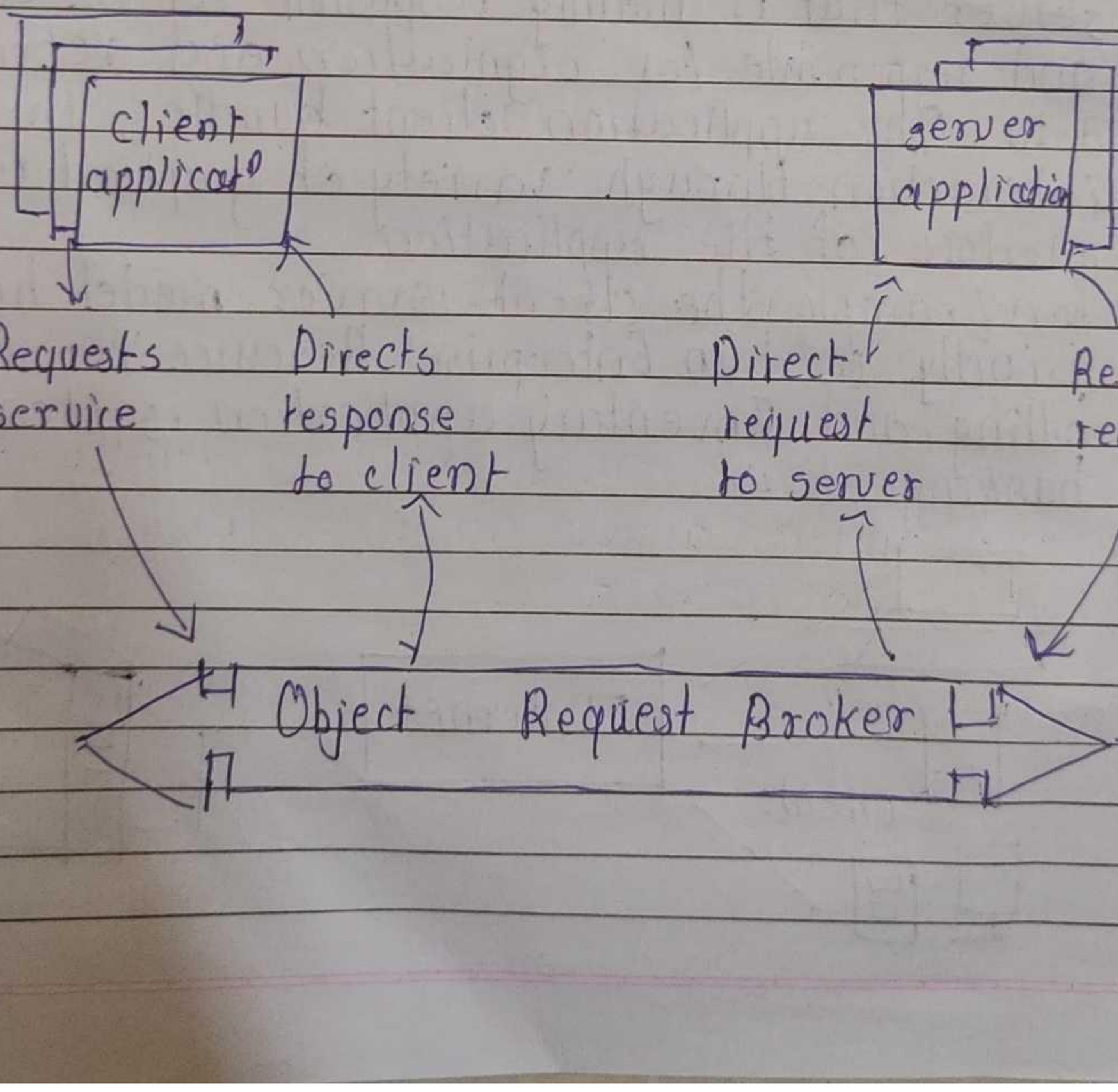
5] for Example the client - server model has been windly used in Enterprise Resource Planning (ERP) billing, and Inventary application, system banking etc.

IDL provides a mechaniasm by which the distributte application componests interfuee inherited classe events, attributes, and exception can be specifie

b] ORB : It acts as the object bus or the bridge providing communication infrastructure to send ane recevie, request / respones from the client and server. It application objects achieving inter-oprability in a heterogenous enviroment.

Advantage of CORBA :-

1] Os and programming-Language independence
2] Legacy and custom applicction intregration.
4] Rich distributed object information.
5] Location transparancy.



Q4 Explain Microsoft Dcom.

→ It is remote protocal designed by microsoft to invoke RPCs. It consists of a set of extension ones layered on the Microsoft remote Producere call extensions

Higher-level application protocall
Dcom
RPC

i] Dcom protocal stack :- Higher-level application use the Dcom client to obtaint object or make ORPC call on the Object the Dcom client produre call ~~Re~~ Protocal Extensions, to indiccate with object server.

ii] The object server constitutes on object ~~server~~ servier and one or more object exporters. Object are containted in object exporters.

iii] Dcom is language and plattrom independant components dynamically, without recompilits on plattrom and language neutral principle.

vi] However Dcom do not have any absolute way of addressing an object instance - everything done through object interface.

Marshalling :- Marshalling helps to piess data from one com object instance to another on a different computer.

The step in Dcom communication :-

i] The client computer request are remote computer to create on object by its CLSID or PROGID.

ii] The remote machine checks the APPID and verified te the client has permission to create the object

iii] Dcom Launch.exe (it an exe) or DLLHOST.exe (it a dll) will create and instance of the classes client computer request.

iv] The communication gets established.

v] The client can now access all function in the class on the remote computer.