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BCS-052

BACHELOR OF COMPUTER APPLICATION (BCA)

Term-End Examination

December, 2019

BCS-052: NETWORK PROGRAMMING AND ADMINISTRATION

Time: 3 Hours

Maximum Marks: 100

Note: Question number 1 is compulsory. Attempt any three questions from the rest.

1. (a) Explain the purpose of system call "getservbyname()" used in socket programming. Also, explain its syntax and parameters taken by it.

- (b) Discuss the cloud computing model. What are the advantages of cloud computing? 6
- (c) Explain the methods used by HTTP for data transfer. Give an example for each method.
- (d) How does TCP handle out-of-order segments? Explain the procedure with a suitable diagram.
- (e) Compare connection-oriented and connectionless services using examples for each.
- (f) The following is TCP header in hexadecimal format: 2 × 5 = 10 043721A9 16A02B12 7926AB21 6209A216 00346A2B
 - (i) What is the sequence number?

(ii)	What is the destination port number?
(iii)	What is the source port number?
(iv)	What is the length of TCP header?

- (v) What is the acknowledgement number?
- 2. (a) How is the "Disc User" checked in Linux?Explain with the help of an example.
 - (b) What is the purpose of byte ordering in network communication? Also, write the functions used by byte ordering.
 - (c) Differentiate between RAT 16 and FAT 32.
- Write an algorithm for TCP client and server
 each using the following specifications:
 - Client program will send any random number to the TCP server.

- TCP server program will return "Yes" if the given number is a prime number else return "No" to the respective client.
- 4. (a) How does a DNS server work? Explain
 with the help of a suitable example for
 recursive and iterative solutions.
 - (b) What is the significance of SNMP? Discuss the different security levels implemented in SNMP.
- 5. Differentiate between the following: $5 \times 4 = 20$
 - (a) TCP and UDP
 - (b) Broadcasting and Multicasting
 - (c) IPv4 and IPv6
 - (d) BOOTP and DHCP