

CLIENT/SERVER COMPUTING WITH ORACLE

Time : Three hours

Maximum : 100 marks

PART A — (6 × 5 = 30 marks)

Answer any SIX questions.

1. What is a database? What are its uses?
2. Discuss briefly on database security.
3. Explain about mini computer computing model.
4. What are the advantages of Object oriented programming?
5. How is a table structure modified? Give example.
6. What is SQL? What are its advantages?
7. Discuss 'Savepoint' with example.
8. Explain cursors in Oracle.
9. What is a database server?
10. How are triggers executed? Explain with examples.

PART B — (4 × 10 = 40 marks)

Answer any FOUR questions.

11. Explain PL/SQL block structure with a neat sketch.
12. Explain concurrency control in databases.
13. How are errors trapped in PL/SQL?
14. What are the benefits and pitfalls of Client/Server computing?
15. Discuss on any five of the aggregate functions in SQL with examples.
16. Explain user management in Oracle.
PART C — (2 × 15 = 30 marks)
Answer any TWO questions.
17. Explain the concept of normalization.
18. Explain the role of a DBA while installing a database.
19. Explain in detail about DML commands with examples.