

Client – Server Architecture

C-S Architecture Parts

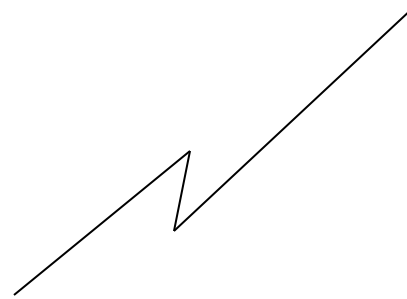
Client Server Architecture

- A network architecture in which each computer or process on the network is either a *client* or a *server*.



Components

- Clients
- Servers
- Communication Networks



Clients

- Applications that run on computers
- Rely on servers for
 - Files
 - Devices
 - Processing power
- Example: E-mail client
 - An application that enables you to send and receive e-mail

Clients are Applications

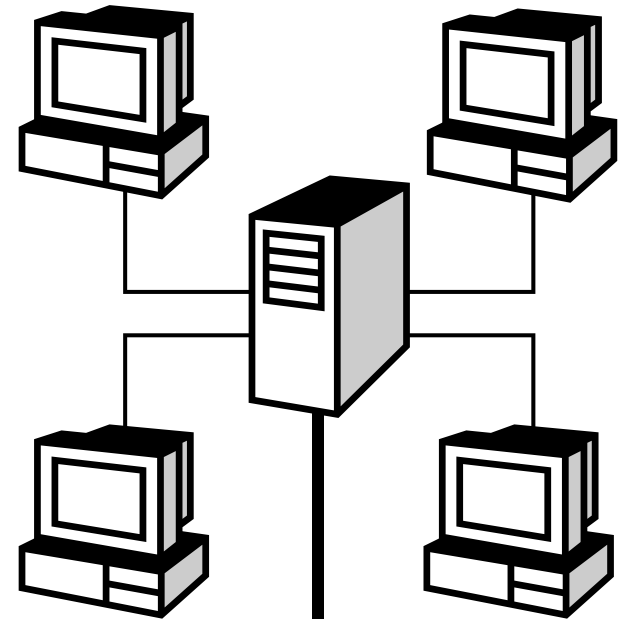
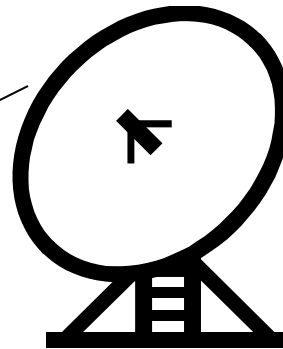
Servers

- Computers or processes that manage network resources
 - Disk drives (file servers)
 - Printers (print servers)
 - Network traffic (network servers)
- Example: Database Server
 - A computer system that processes database queries

**Servers Manage
Resources**

Communication Networks

**Networks Connect
Clients and
Servers**



Client–Server Computing

- Process takes place
 - on the server and
 - on the client
- Servers
 - Store and protect data
 - Process requests from clients
- Clients
 - Make requests
 - Format data on the desktop

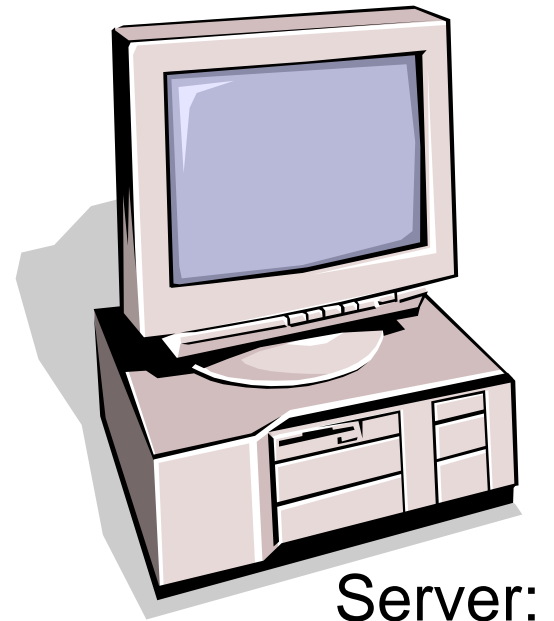
**Client-Server
Computing Optimizes
Computing Resources**

Application Functions

- Software application functions are separated into three distinct parts

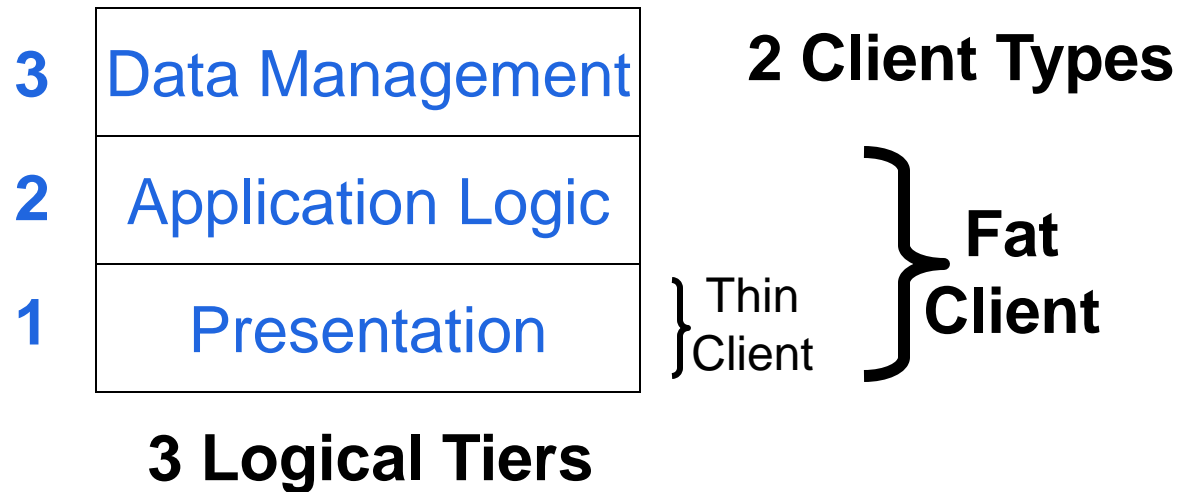


Client: Presentation & Application Logic



Server: Data Management

Application Components



Database Applications:

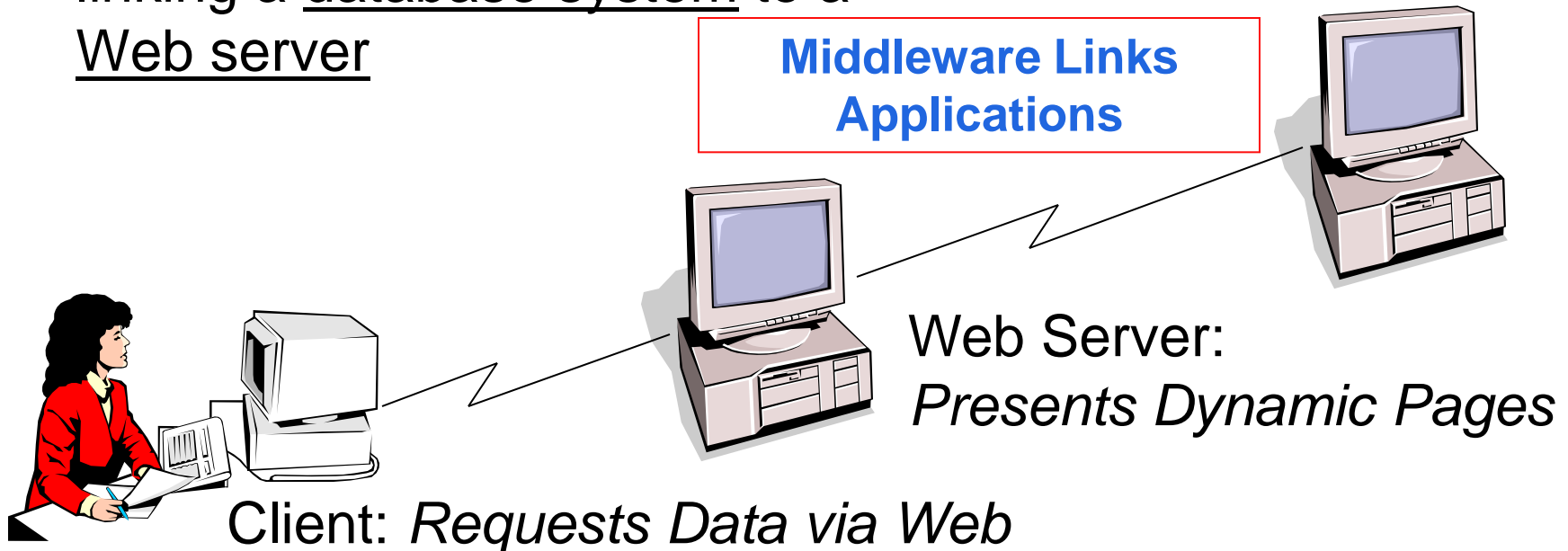
Most common use of client-server architectures

Middleware

- Software that connects two otherwise separate applications
- Example: Middleware product linking a database system to a Web server

Database Server:
Manages Data

**Middleware Links
Applications**



Types of Servers

From A to Z

- Application Servers
- Audio/Video Servers
- Chat Servers
- Fax Servers
- FTP Servers
- Groupware Servers
- IRC Servers
- List Servers
- Mail Servers
- News Servers
- Proxy Servers
- Telnet Servers
- Web Servers
- Z39.50 Servers

Source: <http://webopedia.lycos.com>

Questions

