

## CLIENT SERVER ARCHITECTURE

Client/server describes the relationship between two computer programs in which one program, the **client**, makes a service request from another program, the **server**, which fulfills the request.

Although the client/server idea can be used by programs within a single computer, it is a more important idea in a network. In a network, the client/server model provides a convenient way to interconnect programs that are distributed efficiently across different locations.

Computer transactions using the client/server model are very common. For example, to check your bank account from your computer, a client program in your computer forwards your request to a server program at the bank.

That program may in turn forward the request to its own client program that sends a request to a database server at another bank computer to retrieve your account balance. The balance is returned back to the bank data client, which in turn serves it back to the client in your personal computer, which displays the information for you.

The client/server model has become one of the central ideas of network computing. Most business applications being written today use the client/server model. So does the Internet's main program, TCP/IP.

In marketing, the term has been used to distinguish distributed computing by smaller dispersed computers from the "monolithic" centralized computing of mainframe computers. But this distinction has largely disappeared as mainframes and their applications have also turned to the client/server model and become part of network computing.

In the usual client/server model, one server, sometimes called a daemon, is activated and awaits client requests. Typically, multiple client programs share the services of a common server program. Both client programs and server programs are often part of a larger program or application. Relative to the Internet, your Web browser is a client program that requests services (the sending of Web pages or files) from a Web server (which technically is called a Hypertext Transport Protocol or http server) in another computer somewhere on the Internet. Similarly, your computer with TCP/IP installed allows you to make client requests for files from File Transfer Protocol (FTP) servers in other computers on the Internet.