

# X Window System (3)

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- Client-Server Design
  - Client
    - An application written using X libraries (e.g. Xlib)
    - Request service (like create window)
    - Receive events from X server (like mouse input)
  - Server
    - Runs locally and accepts multiple X clients
    - Manage the keyboard, mouse and display device
    - Create, draw and destroy graphic objects on screen