* **Describe what is Client/Server Architecture?**

   A Client-Server Architecture consists of two types of components: clients and servers. A server component perpetually listens for requests from client components. When a request is received, the server processes the request, and then sends a response back to the client. Servers may be further classified as stateless or stateful. Clients of a stateful server may make composite requests that consist of multiple atomic requests. This enables a more conversational or transactional interactions between client and server. To accomplish this, a stateful server keeps a record of the requests from each current client. This record is called a session.

**Client**-**server architecture** is a computing model in which the **server** hosts, delivers and manages most of the resources and services to be consumed by the **client**. This type of **architecture** has one or more **client** computers connected to a central **server** over a network or internet connection.

* **Describe what is API?**

An application program interface (**API**) is a set of routines, protocols, and tools for building software applications. Basically, an **API** specifies how software components should interact. Additionally, **APIs** are used when programming graphical user interface (GUI) components.