Define Client-Server Architecture and Three-Tier Arch

Client-server architecture (client/server) is a network architecture in which each computer or process on the network is either a *client* or a *server*.
Clients are PCs or workstations on which users run applications. Clients rely on servers for resources, such as files, devices, and even processing power.

A three-tier architecture is a client-server architecture in which the functional process logic, data access, computer data storage and user interface are developed and maintained as independent modules on separate platforms. Three-tier architecture is a software design pattern and a well-established software architecture.

3-tier architecture consists of:
      1)presentation tier,
      2)business/logic tier, and
      3)data tier.