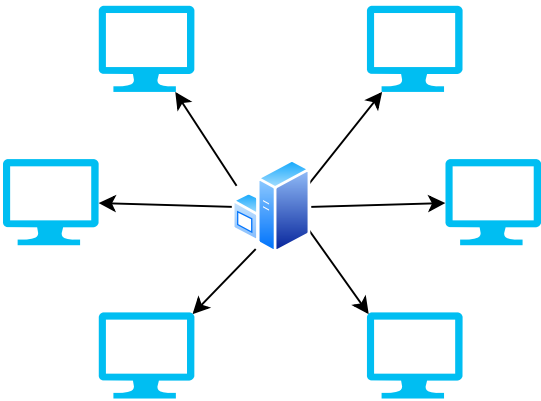


Client-server



Peer-to-peer

