

PART XX

CLIENT-SERVER MODEL OF INTERACTION

Client-Server Paradigm

- Conceptual basis for virtually all distributed applications
- One program initiates interaction to which another program responds
- Note: “peer-to-peer” applications use client-server paradigm internally

Definitions

- Client
 - Any application program
 - Contacts a server
 - Forms and sends a request
 - Awaits a response
- Server
 - Usually a specialized program that offers a service
 - Awaits a request
 - Computes an answer
 - Issues a response

Server Persistence

A server starts execution before interaction begins and (usually) continues to accept requests and send responses without ever terminating. A client is any program that makes a request and awaits a response; it (usually) terminates after using a server a finite number of times.