<span>Clients</span> are the typical Web user's internet-connected devices (for example, your computer connected to your Wi-Fi, or your phone connected to your mobile network) and <span>Web-accessing software</span> available on those devices (usually a web browser like Firefox or Chrome).

<span>Servers</span> are computers that store <span>webpages</span>, <span>sites</span>, or <span>apps</span>. When a client device wants to access a webpage, a copy of the webpage is downloaded from the server onto the client machine to be displayed in the user's web browser.

The browser goes to the <span>DNS server</span> and finds the real address of the <span>server</span> that the website lives on.

The browser sends an <span>HTTP request</span> message to the server asking it to send a copy of the website to the client.

If the server approves the client's request. The server sends the client a <span>"200 OK" message</span>, which means "Permission granted! Here you go!", and then starts sending the website's files to the browser as a series of small chunks.

The browser assembles the small chunks into a complete website and display it to you!

While the server can process information in many different languages, the files that they serve to the client are <span>always<span> going to be some combination of HTML, CSS, and JavaScript!