

1.1.2 Windows Server Facts

A Windows system can fulfill different roles on a network depending upon how the system and network are deployed. The following table describes three common network models that are commonly used with Windows systems:

Model	Description
Stand-alone	<p>In the stand-alone model:</p> <ul style="list-style-type: none"> Each host functions independently. Communication takes place using a commonly available public network, such as the Internet. The hosts are not connected by a local area network.
Workgroup	<p>The workgroup model is based on peer-to-peer networking. In the workgroup model:</p> <ul style="list-style-type: none"> None of the hosts in a workgroup have a specific role. <ul style="list-style-type: none"> All hosts can function as both workstation and server. All hosts in a workgroup can both provide network services and consume network services. The hosts are linked together by some type of local network connection. Hosts in the same workgroup can access shared resources on other hosts. <p>Drawbacks of the workgroup model include:</p> <ul style="list-style-type: none"> Lack of scalability Lack of centralized configuration control Lack of centralized authentication Lack of centrally applied security settings Complex data backup process
Client-server	<p>In the client-server model, each host has a specific role in the network:</p> <ul style="list-style-type: none"> Servers provide services such as file storage, authentication, email, and printing. A server may even be configured as a hypervisor, which allows the server to run multiple virtual machines. Virtual machines can be used as single-purpose servers, such as for hosting enterprise applications that might be incompatible with other enterprise applications. Clients request services from servers. <p>The client-server model is known as <i>domain networking</i> in a Windows environment. Key domain networking facts include the following:</p> <ul style="list-style-type: none"> Domain networking uses the concept of security principals, which are entities such as users and computers. A Windows domain is a collection of security principals that share a central authentication database called Active Directory. The Active Directory database is located on one or more servers in the domain. <ul style="list-style-type: none"> The servers hosting the Active Directory database are called <i>domain controllers</i>. Hosts must run a supported version of the Windows operating system to join a domain. The distinguished domain name is composed of the domain name with its DNS context. Domains are much more efficient and scalable than workgroups due to a centralized management structure and function. <ul style="list-style-type: none"> Objects represent resources, such as users and computers. Objects are used to define the security attributes, such as access, availability, and use limitations within the domain. Objects can be organized in container objects. An <i>organization unit</i> (OU) is a container object type used to logically organize network resources and simplify administration. <p>In the past, domains were implemented and managed on the local area network (LAN). Microsoft has since introduced a service called <i>Azure AD</i> that hosts the domain in the Internet cloud instead of on the local network.</p> <p>Drawbacks of the client-server model include the following:</p> <ul style="list-style-type: none"> Increased implementation cost due to specialized hardware and software requirements Increased planning time required for implementation Increased implementation complexity Increased knowledge required to manage the implementation

