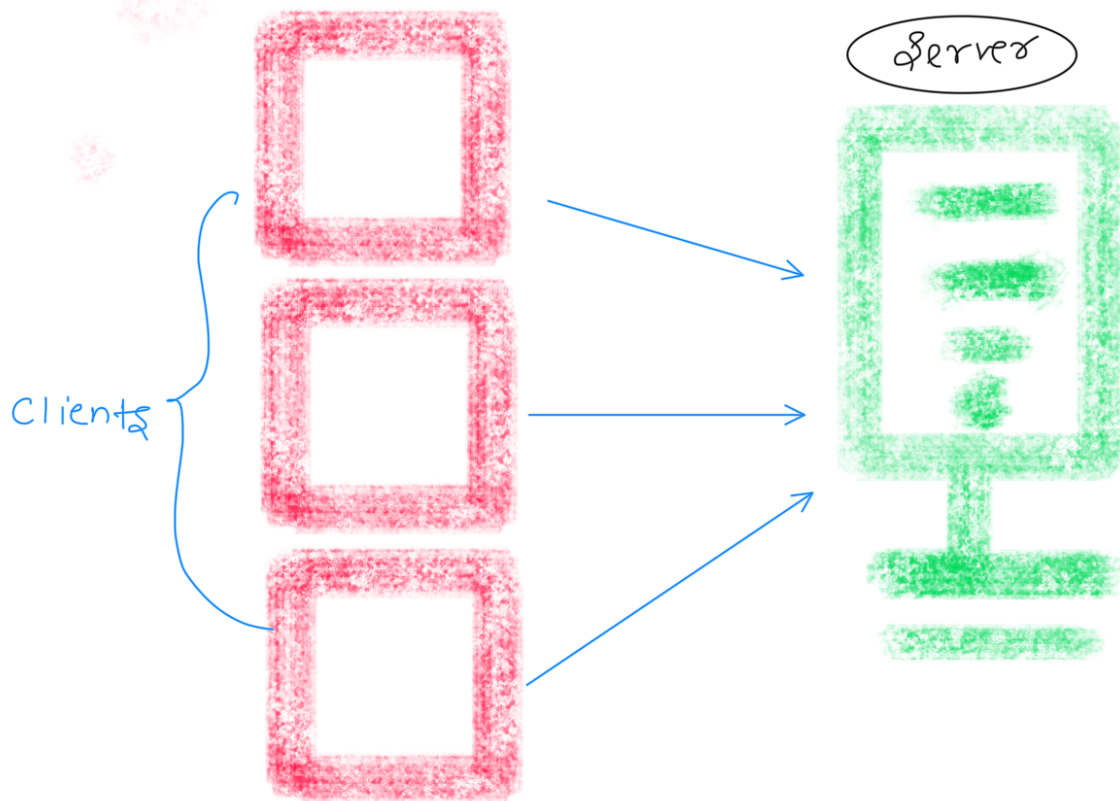


Client Server Model

→ The web is a service that allows computers to share and exchange data.

↓ ↓ ↓ documents.
Images videos

→ The web is referred to as client server communication.



Clients - A client can be a machine or a program.
↳ Devices that users use to access the web.
Eg → Laptop, phones etc.

Client program → A client program is a program that allows the user to access web.
Eg → Web Browser.

→ A client is a request and a user to

- A client is a request and a way to make request through the web.

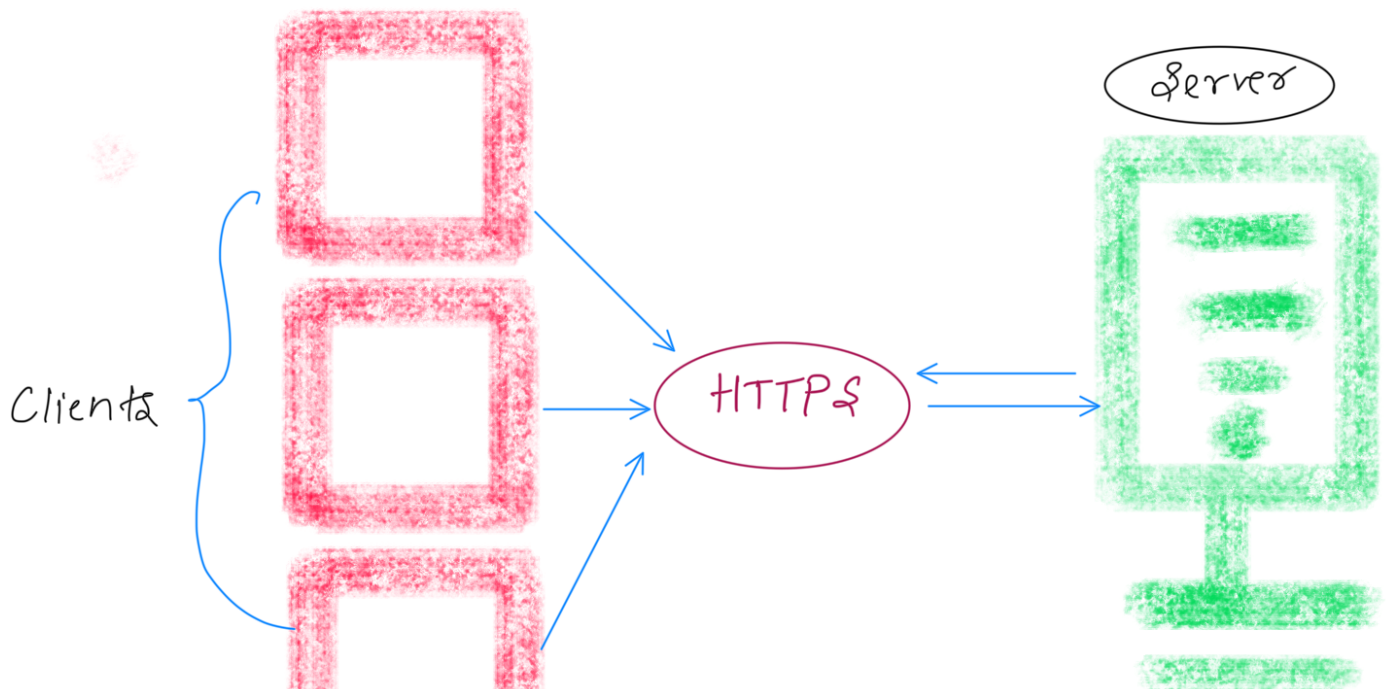
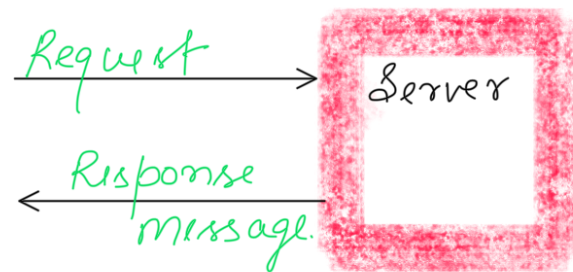
Servers - The server is a program not a device

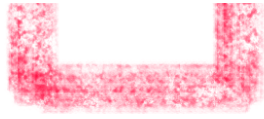
→ High performance computers are called servers because they run server programs.
→ Servers provide functionality and serve other programs called clients.

→ A server can serve multiple clients at same time.
→ We can run multiple servers on a single machine, called virtual servers.

• web servers • Database servers etc.

→ A server can contain web resources, host web applications, stores user and program data etc.





- The client server model is based on a centralised structure.
- There is another decentralised way - called

Peer to Peer Models

- here all computers are functionally equal.
Eg → Torrent, skype etc