

### 3. Models

	Client-server	P2P
Properties:	<ul style="list-style-type: none"> <li>· At least one computer used to be the “server”</li> </ul>	<ul style="list-style-type: none"> <li>· Each nodes provides and receive service</li> </ul>
	<ul style="list-style-type: none"> <li>· The other computers are the client</li> </ul>	<ul style="list-style-type: none"> <li>· “look up computer”</li> </ul>
	<ul style="list-style-type: none"> <li>· Server provides services</li> </ul>	<ul style="list-style-type: none"> <li>· Peers to participate as equals</li> </ul>
	<ul style="list-style-type: none"> <li>· Which may be requested by clients</li> </ul>	
	<ul style="list-style-type: none"> <li>· Examples: Email server, print server, File server, Web server, Proxy server</li> </ul>	
Benefits:	1. Different servers provide different services	1. No server required
	2. Central storage of all files	2. Additional computer can join easily(no requirement for authenticate user)
	3. Administration of critical info is centralized, more secure Internet monitoring	3. Each computer can provide and receive resources
	4. Intranet capability	
	5. Clients can be less powerful machine and less expensive to buy	
	6. Saving resources on server	
	7. reduces the burden on clients	
	8. Creation of security	
	9. Users need user name and password to access network.	
Drawbacks:	1. Set-up cost	1. De-centralized, hard to administrator
	2. Require specific OS	2. Easily attacked
	3. All user depend on server	

Reasons:	1. Large user-base	1. The network of user is fairly small
	2. Access to network resource needs to be properly controlled	2. No need for robust security
	3. Need for network security	3. Workstation-based application rather than server-based
	4. Data needs to be backed up	

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