



Web Technology (KCS-602) Unit 1

Prepared By

Abhishek Kesharwani

Assistant Professor, UCER Naini, Allahabad

Unit -1

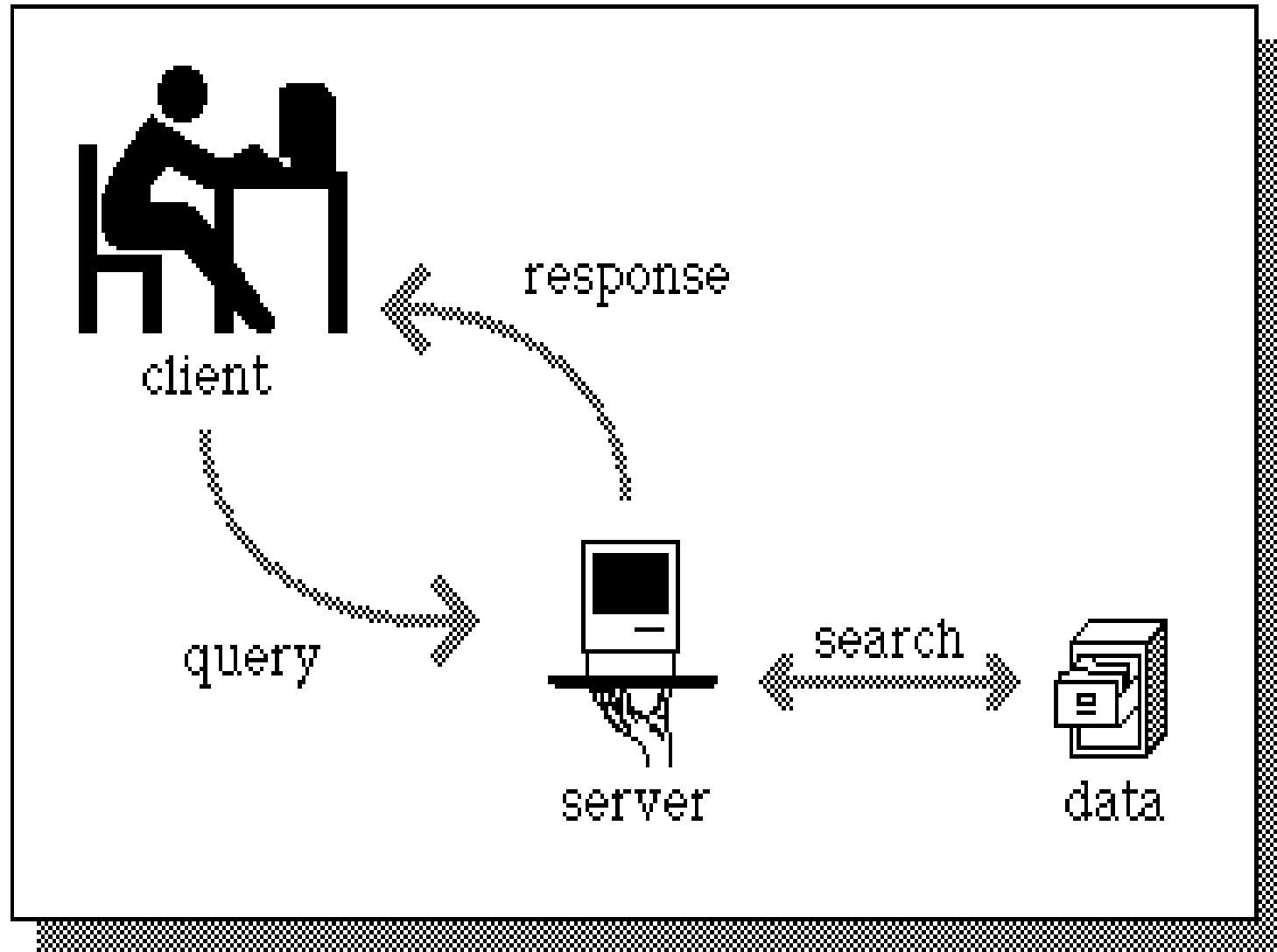
Lecture 3

- Introduction to Internet services and tools
- Introduction to client-server computing.

Internet Services

- **World Wide Web**
- **Telnet**
- **Electronic Mail**
- **FTP - File Transfer Protocol**
- **Chat**
- **Newsgroups**

Client-Server Computing



Client-Server Computing

- Client/server computing is a software engineering technique often used within distributed computing that allows two independent processes to exchange information, through a dedicated connection.
- Client/Server computing is NOT concerned directly with communications over the network.

The client's responsibility is usually to:

1. Handle the user interface.
2. Translate the user's request into the desired protocol.
3. Send the request to the server.
4. Wait for the server's response.
5. Translate the response into "human-readable" results.
6. Present the results to the user.

The server's functions include:

1. Listen for a client's query.
2. Process that query.
3. Return the results back to the client.

Client/Server interaction goes like this:

- The user runs client software to create a query.
- The client connects to the server.
- The client sends the query to the server.
- The server analyzes the query.
- The server computes the results of the query.
- The server sends the results to the client.
- The client presents the results to the user.
- Repeat as necessary.

Important Questions

- Explain client-server architecture with diagram? (2017-18) CO1,(K1,k2)
- What is internet? Discuss the various internet services. (2015-16) CO1,(K1,k2)