Client/Server Model

Windows OS services, environmental subsystems, and applications are all structured using the client/server model

◦ Common in distributed systems, but can be used internal to a single system

◦ Processes communicate via RPC

Advantages:

◦ it simplifies the Executive

◦ it improves reliability

◦ it provides a uniform means for applications to communicate with services via RPCs without restricting flexibility

◦ it provides a suitable base for distributed computing