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## Web Server Technologies

I'm not sure I can say that either client side or server side programming is inherently better than the other. It seems like they each serve their own purpose and can enhance a program when used together well. I think the most important aspect of their interaction is that the information sent from the server is shown/rendered in a viewable way to the end user. When developing games, I believe that the server-side is also used for variables/data/functions that should be restricted or hidden from the end users for privacy/security reasons.