



## PL3 - PRACTICAL 1

1. Client: A client is a computer application, such as web browser, that runs on a user's local computer or workstation & connects to the server as necessary.
2. Server: A server is a software program, such as web server, that runs on a remote server, reachable from a user's local computer or workstation.
3. Communication: It is simple exchange of information. In digital, data is exchanged between 2 or more devices over a medium such as telephone line, fibre optic, wireless, etc.
4. Protocols: The standard system of rules or procedures that are followed by every entity in network to transmit information via any kind of variation of phy. quantity.
5. Ports: A port in networking serves as endpoint for communication, usually expressed as a logical address where external device can dock and perform data transmission.
6. Network: A network is collection of computers, servers, mainframes, network devices, peripherals, or other devices connected to one another to allow sharing of data.