**CLIENT SERVER SIMULATION USING OPENGL**

**ABSTRACT**

In computer science, client-server is a software architecture model consisting of two parts, client systems and server systems, both communicating over a computer network or on the same computer. The client-server model is a distributed application structure that partitions tasks or workloads between the providers of a resource or service, called servers, and service requesters, called clients.

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**CLIENT SERVER ARCHITECTURE**

Clients and servers exchange messages in a [request–response](https://en.wikipedia.org/wiki/Request%E2%80%93response) [messaging pattern](https://en.wikipedia.org/wiki/Messaging_pattern). The client sends a request, and the server returns a response. This exchange of messages is an example of [inter-process communication](https://en.wikipedia.org/wiki/Inter-process_communication). To communicate, the computers must have a common language, and they must follow rules so that both the client and the server know what to expect. The language and rules of communication are defined in a communications protocol. All client-server protocols operate in the [application layer](https://en.wikipedia.org/wiki/Application_layer). The application layer protocol defines the basic patterns of the dialogue. To formalize the data exchange even further, the server may implement an [application programming interface](https://en.wikipedia.org/wiki/Application_programming_interface) (API).

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**IMPLEMENTATION**

START – Client sends a request to server to authenticate and serve sends a response.

RETRIEVE – Client retrieves a packet from the server.

STORE – Client sends a STR command to server to store a packet in the server.

LIST – Lists all the packets of a client stored at the server.

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