BMS INSTITUTE OF TECHNOLOGY AND MANAGEMENT
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# 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,

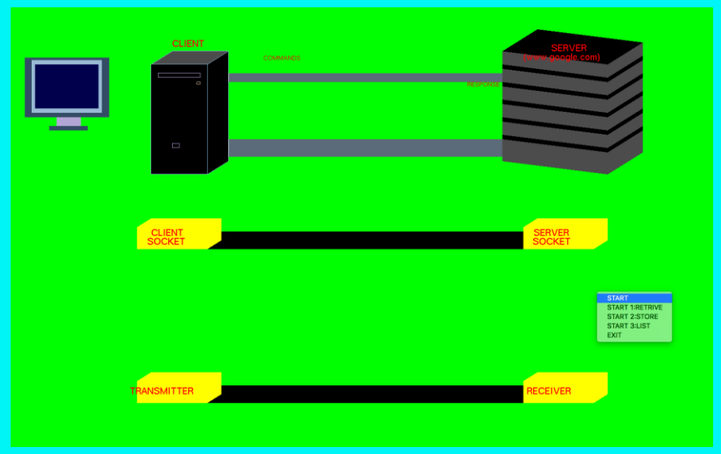
## IMPLEMENTATION

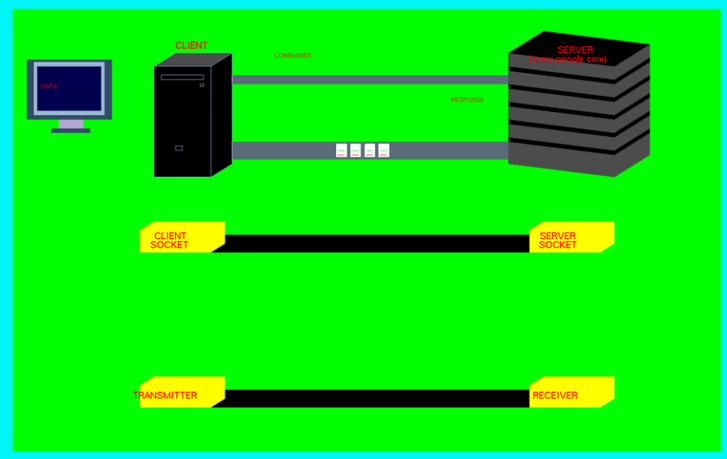
START – Client sends a request to server to authenticate and serve sends a response.

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.




## CLIENT SERVER ARCHITECTURE

Clients and servers exchange messages in a request–response messaging pattern. The client sends a request, and the server returns a response. This exchange of messages is an example of 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. 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 (API).

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