* Client – Server Architecture:

* Client server networking refers to a network setup utilize **client hardware devices and server.**
* **Client-server network** model can be used over a [LAN](https://www.computerhope.com/jargon/l/lan.htm) (local area network) or the Internet.
* Common examples of client-server networks include:
  + [DNS](https://www.computerhope.com/jargon/d/dns.htm) (Domain Name Systems),
  + web browsers and web servers, and
  + [FTP](https://www.computerhope.com/jargon/f/ftp.htm) (file transfer protocol) clients.

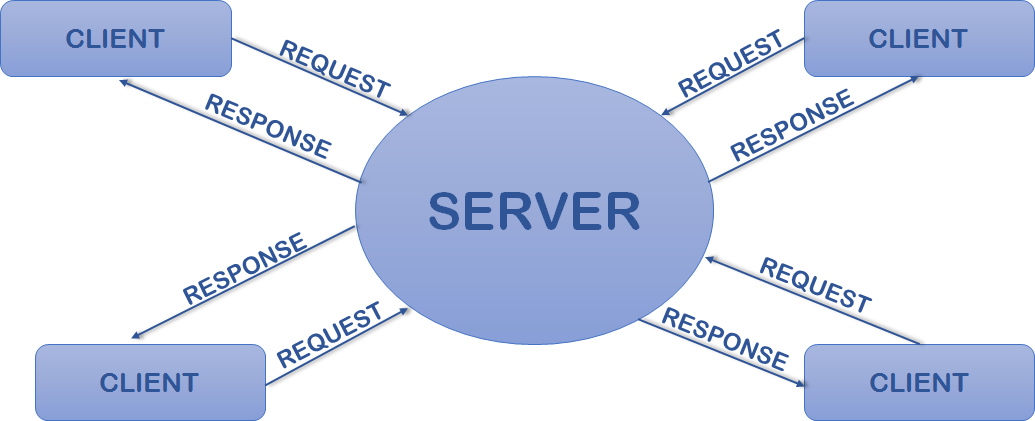
**Live Example of this architecture is:**

**-** Most people experience client-server networking daily using

[**Computers**](https://www.computerhope.com/jargon/c/computer.htm)**,**[**smartphones**](https://www.computerhope.com/jargon/s/smartphone.htm)**, and**[**tablets**](https://www.computerhope.com/jargon/t/tablet.htm)**connected to the Internet.**

* Their devices are the clients that **request** access to a webpage's content,
* Which is then **delivered (response)** to them by a website's servers.

Client-server architecture diagram as follows:

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