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Lab #1

What do you think is an example of a client-server communication that we use daily? Can you think of an example of communication that does not rely on client-server architecture?

Client-Server relationships are used constantly when we access the internet. Some examples are as follows:

- When we log onto the computer a DHCP server assigns our computer a IP address and in this case our computer is behaving as a client.
- When using an internet browser to browse to a website our browser is constantly sending requests to a server to retrieve the information for it to display to the user in the form of a webpage.
- When opening an application most applications today send a request to a server to retrieve information relating to the current version to check for updates.
- Some computers act as thin-clients where they are a processor, some memory, and i/o devices in this case much of the processing as well as the operating system that the user interacts with are on a server that the thin-client is accessing

One form of communication that does not necessarily include a server-client architecture is Peer-to-Peer where each computer is treated as an equal and no single computer is acting as a server for all information. Although this architecture may be built upon a server-client relationship it does not have to be. Further there are architectures such as Publisher-Subscriber where there is no request from the computer receiving information to the server but instead the publisher can send information whenever it wants and the subscriber can listen.