
THE CLIENT-SERVER MODEL

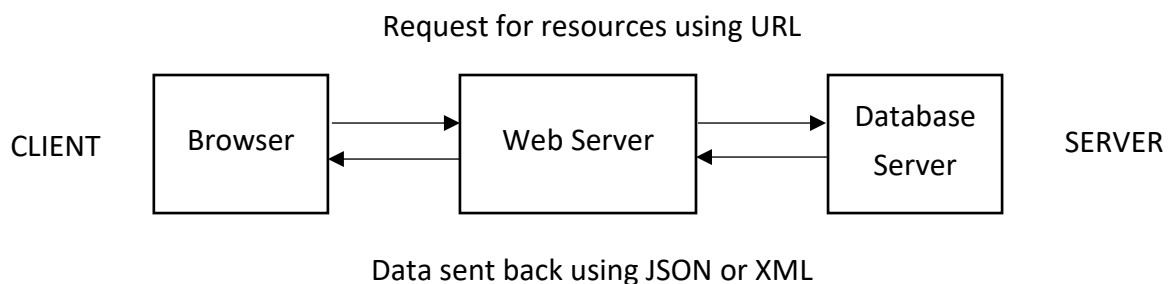
API (Application Program Interface): a set of subroutines that enable one program to interface with another program

Websocket protocol: creates a persistent connection between two computers on a network to enable real-time collaboration. Data is sent in packets called messages.

Client-server database: way of implementing a database where the database is on a server and various users can access it from their workstations. Processing will take place on the server.

CRUD: acronym for the main functions of a database: Create, Read, Update, Delete

REST: representational State Transfer: a methodology for implementing a networked database application. It uses HTTP to carry out the CRUD operations on a networked database.



JSON and XML are two alternative methods for formatting data objects that are being transferred across servers and web applications:

- JSON: data format
easier to read, quicker and more compact
- XML: method of defining data formats
more flexible, provides complete freedom on datatypes

Thin vs thick client computing

Thin client: server in a network contains majority of resources (processing power and storage) which it distributes to other clients, which acts more as just terminals.

- easier to install new clients, more security, easier to manage and control, updates only on server

Thick client: resources are distributed between the server and client computers.

- require less bandwidth, doesn't slow down with heavy use,