Technological Institute of the Philippines
Manila
CIT 510 – Integrative Programming and Technologies 2

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Section	IT41S3

Research for the Following

1. What is a client-server computing

Client—server computing is a distributed computing model in which client applications request services from server processes. Clients and servers typically run on different computers interconnected by a computer network. Any use of the Internet such as information retrieval from the World Wide Web, is an example of client—server computing. However, the term is generally applied Systems in which an organization programs with multiple Components distributed among computers in a network. The concept is frequently associated with enterprise computing, which makes the computing resources of an organization available to every part of its operation.

2. What are the characteristics of client-server computing

- Client and server machines need different amount of software and hardware resources.
- Client and server machines may belong to different vendors.
- Increase of the client machines and migration to a more powerful server or a multi-server.
- The client and server application interacts directly with a transport layer protocol to establish communication and to send or receive information.
- The transport protocol uses lower later protocols to send or receive individual messages. Thus, the computer needs complete stack protocols to run either a client or server.
- Centralized security.
- Faster access.
- Single password.

3. Difference between client-server computing vs. Peer to Peer

Client-server is a network that has a single central computer acting as a server that directs multiple other computers, which are referred to as the clients. Peer to peer is a group of computers, each computer acts as a node for sharing files within the group.

4. Advantages of Client Server Computing

- Mainframe functionality can be widely made available – cost benefits.
- Processing and data are localized on the server – This reduces network traffic, response time, and bandwidth requirements.
- Business logic can be distributed in the three-tier model – Reuse, portability
- Encourages open systems.
- Present-day systems are too large and involves too many users to be located on one machine.

5. Disadvantage of Client Server Computing

- The server becomes a bottleneck – causes network congestion.
- Distributed applications are much more complex than non-distributed ones.
- Requires a shift in business practices.
- Central point of failure.
- Administrator required.
- Server software required.

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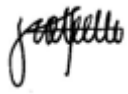
Honor Pledge:

"I affirm that I have not given or received any unauthorized help on this assignment, and that this work is my own."



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