



This is a client that is making a query of the data. Value returned is the result of the query.

these are the replication server; FE server chooses one of these to process the requests from the client. there server can be in one of 3 states; NONE, OFFLINE, or OVERLOADED. Gossip is used for consistency control.

This is a client making an update to the data on the server.

There are two client machines represent the two possible functions of the distributed system; query and update.