

Client

In this lesson, we will explore the Client component of the Client-Server Architecture.

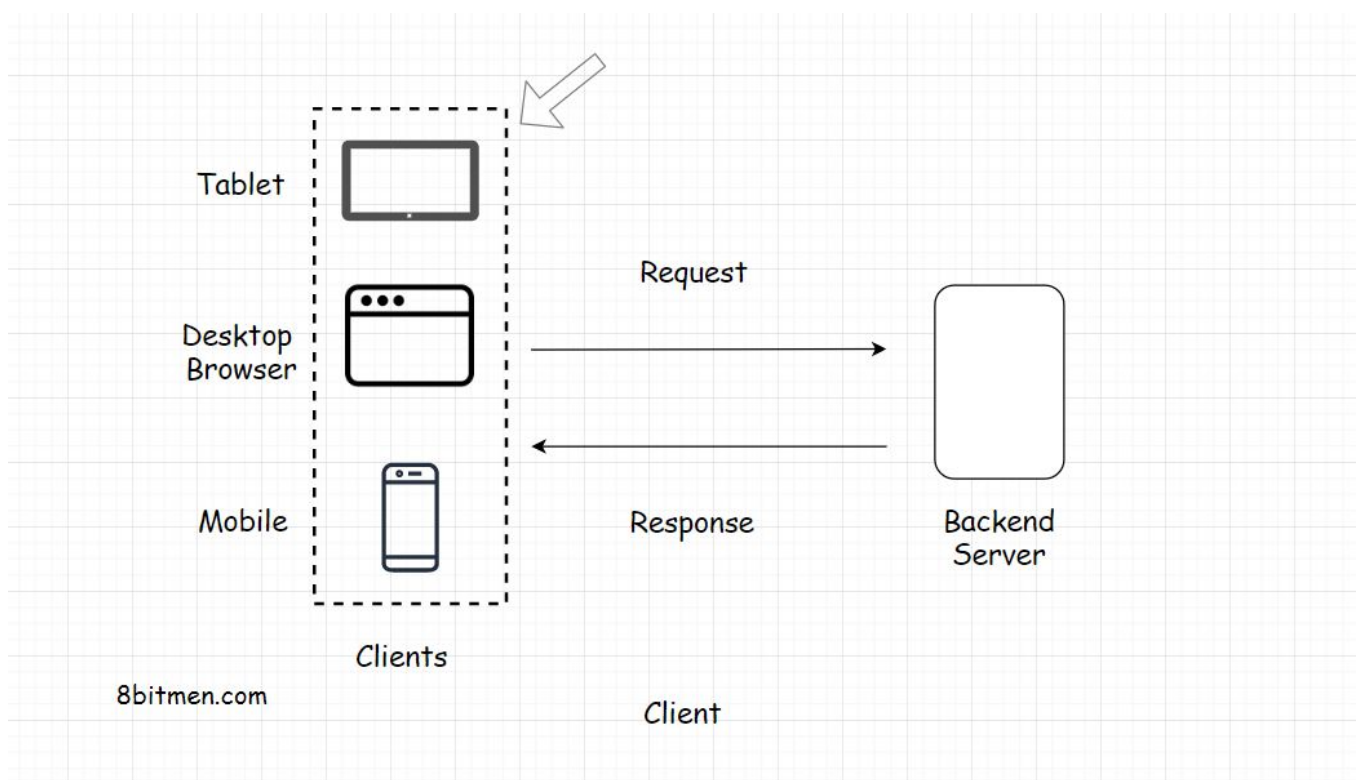
WE'LL COVER THE FOLLOWING

- Client
- Technologies Used To Implement Clients In Web Applications

Client

The *client* holds our *user interface*. The user interface is the presentation part of the application. It's written in *Html*, *JavaScript*, *CSS* and is responsible for the look & feel of the application.

The user interface runs on the client. The client can be a mobile app, a desktop or a tablet like an *iPad*. It can also be a web-based console, running commands to interact with the backend server.



Technologies Used To Implement Clients In Web

Technologies Used to Implement Clients in Web Applications

In very simple terms, a client is the window to our application. In the industry, the *open-source* technologies popular for writing the web-based user interface are *ReactJS*, *AngularJS*, *VueJS*, *Jquery* etc. All these libraries use *JavaScript*.

There are a plethora of other technologies for writing the front-end too, I have just listed the popular ones for now.

Different platforms require different frameworks & libraries to write front-end. For instance, mobile phones running *Android* would need a different set of tools, those running *Apple* or *Windows OS* would need a different set of tools.

If you are intrigued about the technologies popular in the industry [have a look at the developer survey run by StackOverflow for this year](#)