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People who work on client-side programming on the web often encompasses both artistic design and logic-based programming skills. This is due to the fact that often what is needed is a user interface for the end user to use to interact with data from the server. The client-side needs to be ergonomically designed for acceptable user experience and also coded with a level of sophistication so it can link to robustly programed backends.

Modern server-sided programming entails complex code bases to allow for simple connection procedures to front-end code bases. The analogy of a railroad company laying down track from two endpoints and meeting in the middle is similar to how client and server-side programming come together to build useful web applications in today’s development environment.

The most important aspect when it comes to server / client-side interaction is speed. We will assume that the linkage between the two areas is working, i.e., data is moving correctly between the two endpoints but in addition the most important aspect is speed. The average user of the internet has come to expect split second load time for whatever they are viewing and interacting with. Therefore, the networking elements between the two endpoints needs to be working optimally.