

## Client-Server Architecture

Basic assumptions about the project: infrastructure model.

Suggested infrastructure should consist of:

- Internal (private) local-area network, accessible from inside of the company's building(s), supporting database server, local application server (if needed) and client workstations with local client applications installed. The web-based interface for local clients is acceptable, but sometimes (in particular cases) gives less functionality. So my suggestion is to prepare local client for Windows operating system (application written in Visual C++ or C# for example, with Windows / .NET GUI). This application can be either a "thick client" (then local application server is not necessary) or "thin client" (then most of the functions should be implemented in local application server layer).
- Demilitarized Zone (DMZ) which provides safe access to internet and functionalities of public application server and public web server, accessible from outside world.
- External (public) wide-area network (Internet), from which clients should have access to system's functionalities (maybe not to all the functionalities) with web browser (with some plugins installed eventually). In this case web browser is a "thin client", so implementation of application server layer is necessary.

