

## Stateless Vs Statefull:

- A stateful server remembers client data (state, eg: session data) from one request to the next. A stateless server keeps no state information.
- In stateful server, every request from the same client must be routed to the same server. This can be done with sticky session in most load balancers. However this adds the overhead. Adding or removing servers is much more difficult with this approach. It is also challenging to handle server failure.
- In the stateless architecture, HTTP request from user can be sent to any web servers, which fetch data from a shared data store. State data is stored in a shared data store and kept out of web servers. A stateless system is simpler, more robust and scalable.