Server Side Scripting

Server-side scripting is a method of designing websites so that the process or user request is run on the originating server. Server-side scripts provide an interface to the user and are used to limit access to proprietary data and help keep control of the script source code.

This is different from client-side scripting where scripts are run by the viewing web browser, usually in JavaScript. The primary advantage to server-side scripting is the ability to highly customize the response based on the user's requirements, access rights, or queries into data stores.

Many languages may be used to create these scripts. They include but are not limited to the examples below.

* [ActiveVFP](http://www.computerhope.com/jargon/f/foxpro.htm)
* [ASP](http://www.computerhope.com/jargon/a/asp.htm)
* [C](http://www.computerhope.com/jargon/c/c.htm)
* DC
* [Java](http://www.computerhope.com/jargon/j/java.htm)
* [JavaScript](http://www.computerhope.com/jargon/j/javascri.htm) (using Server-side JavaScript (SSJS) e.g. node.js)
* [Perl](http://www.computerhope.com/jargon/p/perl.htm)
* [PHP](http://www.computerhope.com/jargon/p/php.htm)
* [Python](http://www.computerhope.com/jargon/p/python.htm)
* [R](http://www.computerhope.com/jargon/r/r-programming-language.htm)
* [Ruby](http://www.computerhope.com/jargon/r/ruby.htm)

References:

<http://www.computerhope.com/jargon/s/server-side-scripting.htm>

<https://www.sqa.org.uk/e-learning/ClientSide01CD/page_18.htm>

<https://pythonschool.net/server-side-scripting/getting-ready-for-server-side-scripting/>