

CLIENT-SERVER ARCHITECTURE



INTRODUCTION:



Client/server is a distributed computingmodel in which client applications request services from server processes .lt means when client or server requestfor implication of services, this is called a computingmodel. These run various interlinked computer networking process. It means that client application is a system when messages are sent throughnetworking. These requestfor messages serve a specific job as there is a record of data base are when a part of a file can be sent back on a computer hardware. The person arrangesthe keyboard, localhardware and other equipment which havebeen kept in exhibition. After receiving such requests, the inquiries regardingdatabase can be managed. This process can be done on PC and other disks. As in banking system, a clerk easily manage accountchecking and balancewith the help of computer.

THE BASIC ARCHITECTURE OF CLIENT SERVER SYSTEM IS: :



Client: is an individual Station which gives services for presenting and better computer facilities to establish connection and provide database to many business and trade purposes. The client easily provides facilities to many other clients.

Server: Multi-dimensional sharing memory for computer that are connected and provided services to the respective trade. Traditionally, these servers wait from the clients and then the system covers theoretical organizations which can be changed by the action of sever. N-tier: a model which has to types in its system which is called two tier systems. This is between client and the server who shares.

ADVANTAGES CLIENT-SERVER SYSTEM:



Security

Because of the centralized architecture of the client server network, data is adequately safeguarded. Access restrictions can be used to ensure that only authorized users have access. Imposing credentials such as a login and password is one such way. Furthermore, if the data is lost, it is simple to retrieve the files from a single backup.

Adaptability

Customers can easily expand the number of clients or servers. Because the server is centralized, there are no concerns regarding authorization to network resources growing in size. As a result, the setups only require a small number of people.

Centralization

The primary advantage of a client-server network is that it enables centralized management. All of the information is available in one location. This is particularly helpful since the network administrator has total control over management and administration. Any problem that emerges throughout the network may be handled in a single location. It is also easy to update data.





Traffic Congestion

The primary disadvantage of client server network is the traffic congestion it undergoes. If too many clients make request from the same server, it will result in crashes or slowing down of the connection. An overloaded server creates many problems in accessing informations.

Cost

The cost involved in setting up and maintaining the server is usually high in client server network as it does on the network operations. Since the networks are powerful they can be expensive to purchase. Hence, not all the users will be able to afford them.

Maintenance

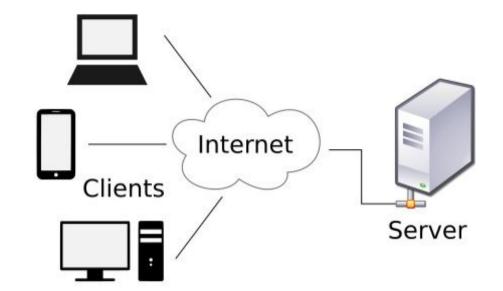
When the servers are implemented, it is going to work non-stop. Which means it must be given proper attention. If there are any problems, it must be resolved immediately without any delay. Hence, there should be a specialized network manager appointed to maintain the server.

EXAMPLES OF CLIENT- SERVER SYSTEM:

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examples of a client server system on the internet are file transfer protocol clients (FTPs), Web servers, Web browsers and DNS.

Email, network printing, and the World Wide Web.



A computer network diagram of clients communicating with a server via the Internet



THANK YOU!

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