

Client-Server Model

In layman's term anybody who is capable of providing the services is known as a server and system who is in need of services is known as client. The server is capable of serving the request of its clients. Restaurant service is an analogy to help explain client/server computing. The customer (*client*) makes a series of requests for a specific set of services that may include an appetizer, beverage, main course and a dessert. These requests are all typically made to one person, **the waiter** (*server*). The services may actually be provided by a number of other people in the restaurant including the bartender and a variety of chefs. However, to the customer, these services are all provided by one person, the waiter. The customer doesn't want to know who performs what service. He would just like to have a high quality meal delivered in a timely fashion. The client, in client/server computing is much like the **customer** in a restaurant. The client requests a service, like running an application or accessing some information from a database. The *server* becomes responsible for performing the service and returning the information to the client in a timely manner. The server is like the waiter in a restaurant responsible for handling the client's requests and delivering the finished product to the client.

Client-server architecture, in computer network has many clients (remote processors) request and receive service from a centralized server (host computer). Client computers allows an interface to make the request to the server and in response to the request server provide the information required by the clients. It's generally ask for help thing between two parties. One party ask for the information while other provides it.

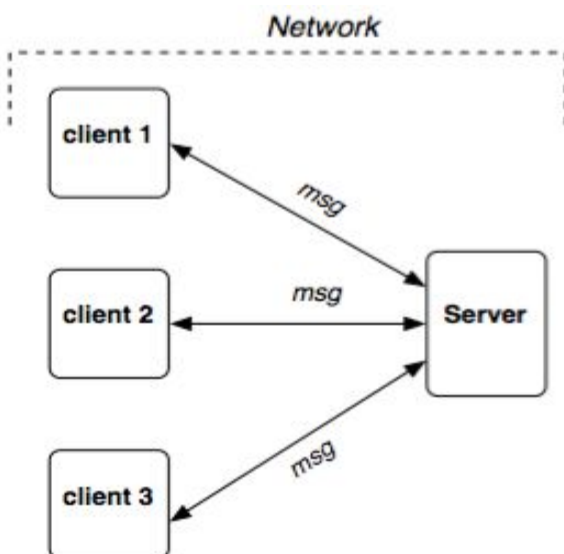


Fig :-A general overview of client server model

A client can't work as a server since client can't store or host a large amount of data, it can only read the data from server and it can't act independently. The client and the server are always decoupled. On the other hand a server can act as a client, example being an twitter server sending an request to google servers. However, a same machine can act as a server or client at the same time for example, it is possible to create a socket server having it transmitting the data and the same time running an instance of socket client and receive the data.