## * Client / server Computing Model

→ One of the architectural foundation of DW is the implementation of client / server computing model. In this each computer is either a client or a server.

→ Client request for services ( file sharing, resource sharing) and server fn responds by providing these services.

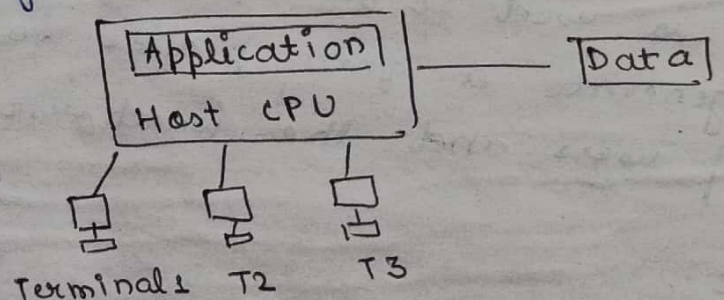
→ This model deals with broad range of fn, services and other propects of the distributed environment.

→ The two processing environment in which the model work is

1) Host-based processing /

- It is a non-distributive appn process which performs processing by attaching dumb terminals to a single computer system.

e.g. IBM Mainframe connected with character based display terminals.



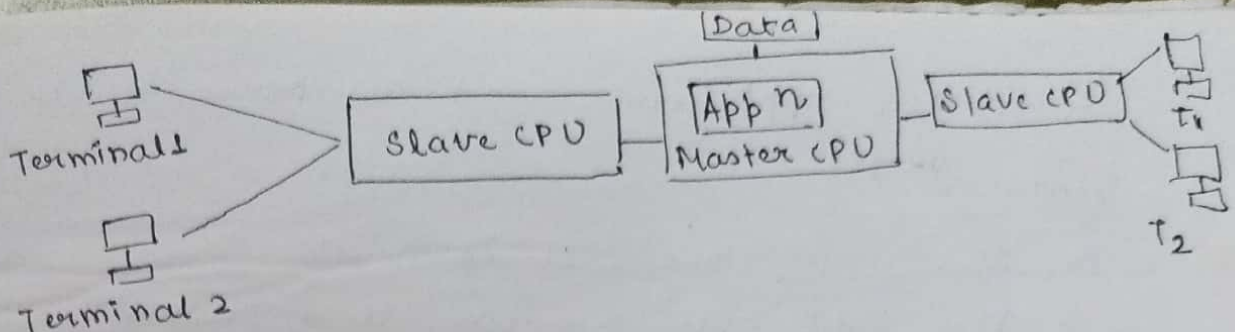

2) Master-slave processing

→ In this one system acts as a master computer to which many other slaves computers are attached.

→ Slaves perform only those processing as directed by their master.

→ Slave computers are capable of performing some local processing fn such as editing, fn key processing, on-screen-field validation etc.

e.g. IBM-3090 Mainframe connected with many controllers and intelligent terminals



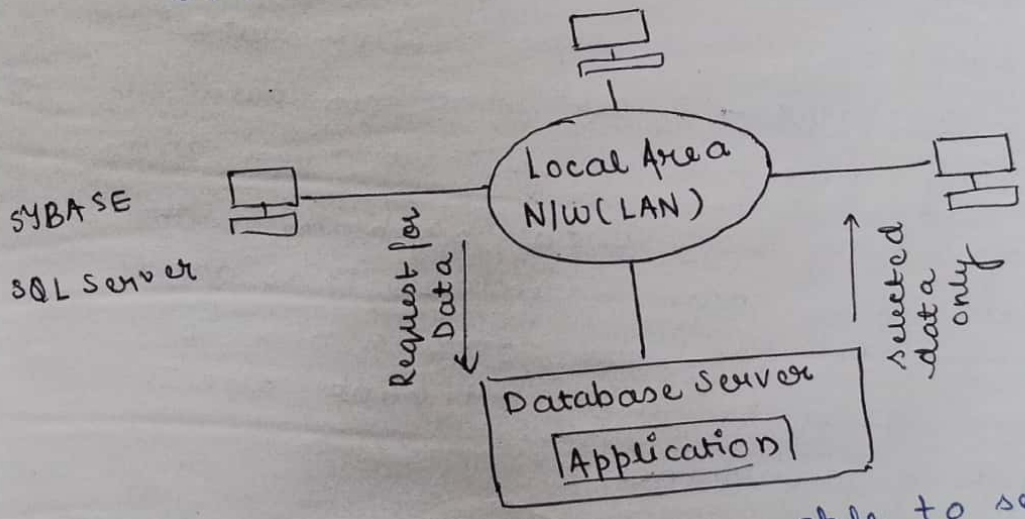

## Generation of Client/server Model

The two generation which effectively provide shared device processing env. are :

1) I~~st~~ Generation Client/server CM

→ In shared device processing env. various computers are attached to the server system which allows these computers to share resource.

→ The problem is procesing is done on individual systems. I~~st~~ generation computing model overcomes it.




→ In this, the server are able to serve a large no. of clients & appn procesing is distributed.

2) 2nd Generation Client

In this there are servers which are dedicated to specific appn, data, direction mgmt.

It is a ~~3~~-tier architecture. It is supported by appn servers.

It is split up into 3 essential components mainly

client PC, appn server and warehouse server,

Features

→ Provides greater degree of flexibility.
→ complex appn rules are easy to implement
→ Architecture provides efficient performance for medium to high volume involvement as task are shared b/w servers.