



# Client

In this lesson, we will explore the client component of the client-server architecture.

## We'll cover the following

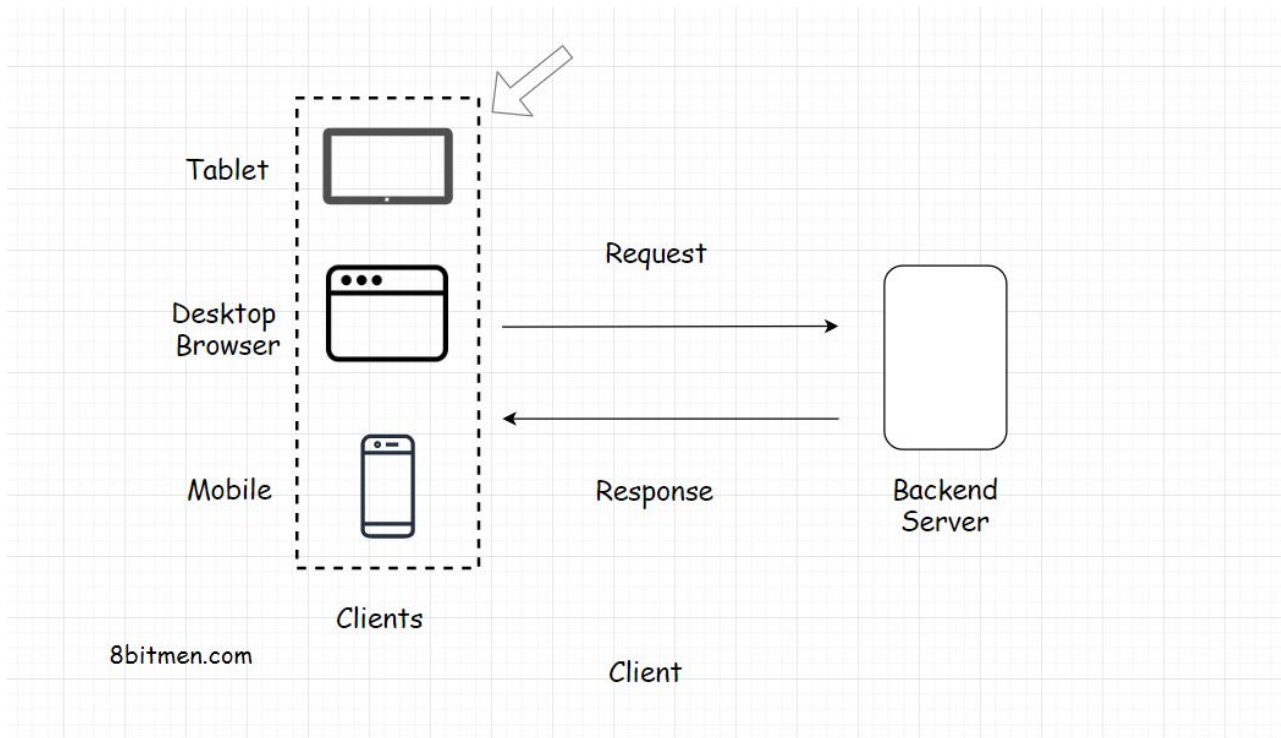


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# Client#

The *client* holds our *user interface*. The user interface is the presentation part of the application. It's written in *HTML*, *JavaScript*, *CSS* and is responsible for the look and feel of the application.

The user interface runs on the client. The client can be a mobile app, a desktop or a tablet like an *iPad*. It can also be a web-based console, running commands to interact with the backend server.



# Technologies used to implement clients In web applications#

In very simple terms, a client is the window to our application. In the industry, the *open-source* technologies popular for writing the web-based user interface are *ReactJS*, *AngularJS*, *VueJS*, *jQuery* etc. All these libraries use *JavaScript*.

There is also a plethora of other technologies for writing the front-end too, I have just listed the popular ones for now.

Different platforms require different frameworks and libraries to write front-end. For instance, mobile phones running *Android* need a different set of tools than those running *Apple* or *Windows OS*.



If you are intrigued about popular technologies in the industry take a look at the developer survey run by StackOverflow for this year (<https://insights.stackoverflow.com/survey/2019#technology>).

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Types of Clients



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