Client-server architecture (client/server) is a [network](https://www.webopedia.com/TERM/N/network.html) [architecture](https://www.webopedia.com/TERM/A/architecture.html) in which each [computer](https://www.webopedia.com/TERM/C/computer.html) or process on the network is either a [client](https://www.webopedia.com/TERM/C/client.html) or a [server](https://www.webopedia.com/TERM/S/server.html).

[Servers](https://www.webopedia.com/TERM/S/server.html) are powerful computers or processes dedicated to managing disk drives ([file servers](https://www.webopedia.com/TERM/S/server.html)), printers ([print servers](https://www.webopedia.com/TERM/S/server.html)), or network traffic (network servers). Clients are [PCs](https://www.webopedia.com/TERM/P/personal_computer.html) or [workstations](https://www.webopedia.com/TERM/W/workstation.html) on which users run [applications](https://www.webopedia.com/TERM/A/application.html). Clients rely on servers for [resources](https://www.webopedia.com/TERM/R/resource.html), such as [files](https://www.webopedia.com/TERM/F/file.html), [devices](https://www.webopedia.com/TERM/D/device.html), and even processing power.

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