In X, the "client" is the computer running the program (the remote computer), and the "server" is the computer you're sitting in front of (the local computer). This might seem backwards to the common knowledge: normally the server is the remote computer that's serving you (For example: web server is the remote computer, web client is the local computer).

Think of it this way: the X server is serving you, the human being, to the programs on the remote computer. The client, a program, makes requests of you through the X server by changing its graphical display, and you respond to it by clicking on it or typing into it.