

Client-Server architectural pattern

Client-server architecture (client/server) is a network architecture in which each computer or process on the network is either a client or a server.

Gliffy Macro Error

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Servers are powerful computers or processes dedicated to managing disk drives (file servers), printers (print servers), or network traffic (network servers). Clients are PCs or workstations on which users run applications. Clients rely on servers for resources, such as files, devices, and even processing power. Followings are the example of client-server architecture showing a server connected with multiple clients.

Gliffy Macro Error

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