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An Introduction to CLIENT/SERVER COMPUTING



Subhash Chandra Yadav • Sanjay Kumar Singh



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Subhash Chandra Yadav

M.Sc., M.C.A. and M.Phil. (Computer Science)
Reader

Department of Computer Applications
Rajarshi School of Management and Technology
U.P. College Campus
Varanasi, (U.P.)

Sanjay Kumar Singh

Ph.D. (Computer Science and Engineering)
Reader

Department of Computer Engineering
Institute of Technology,
B.H.U., Varanasi, (U.P.)



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Preface

In recent years there have been significant advances in the development of high performance personal computer and networks. There is now an identifiable trend in industry toward downsizing that is replacing expensive mainframe computers with more cost-effective networks of personal computer that achieve the same or even better results. This trend has given rise to the architecture of the Client/Server Computing.

The term Client/Server was first used in the 1980s in reference to personal computers on a network. The actual Client/Server model started gaining acceptance in the late 1980s. The term Client/Server is used to describe a computing model for the development of computerized systems. This model is based on the distribution of functions between two types of independent and autonomous entities: Server and Client. A Client is any process that request specific services from server processes. A Server is process that provides requested services for Clients. Or in other words, we can say “A client is defined as a requester of services and a server is defined as the provider of services.” A single machine can be both a client and a server depending on the software configuration. Client and Server processes can reside in same computer or in different computers linked by a network.

In general, Client/Server is a system. It is not just hardware or software. It is not necessarily a program that comes in a box to be installed onto your computer’s hard drive. Client/Server is a conglomeration of computer equipment, infrastructure, and software programs working together to accomplish computing tasks which enable their users to be more efficient and productive. Client/Server applications can be distinguished by the nature of the service or type of solutions they provide. Client/Server Computing is new technology that yields solutions to many data management problems faced by modern organizations.

Client/Server Computing: An Introduction, features objective evaluations and details of Client/Server development tools, used operating system, database management system and its mechanism in respect of Client/Server computing and network components used in order to build effective Client/Server applications.

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