



CSc 337

Client-Server Model

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Exam 1

- On September 28th
- Just you, pen / pencil, eraser
- A bunch of short-answer questions, and a few longer questions
- Study from the prep materials, slides, assignments

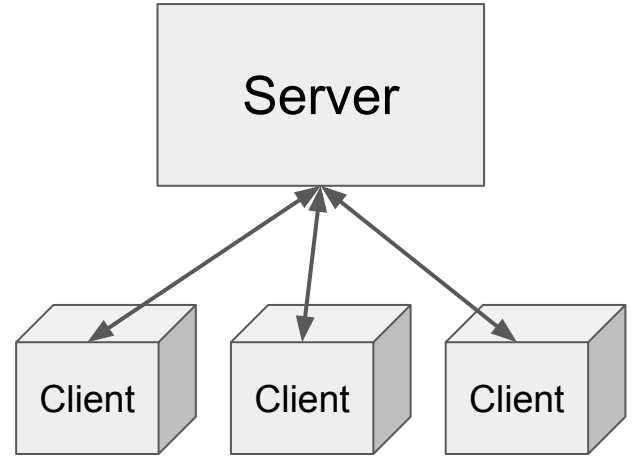
Have you seen this before?

- 346 - Cloud Computing
- 425 - Networking
- 335 - OOP+Design

Client-Server Model

Client-server model is a distributed application structure that partitions tasks or workloads between the providers of a resource or service, called servers, and service requesters, called clients.

(Wikipedia)



World-Wide Web - Use Case A

- HTTP server, receives GET requests for files at a particular PATH on the file system, responds with requested file
- For instance, the Recording studio example

World-Wide Web - Use Case B

- HTTP server for communication forum.
- Receives POST requests with user login info, posts on threads, etc.
- Request paths don't always correspond to plain-ol files.
 - Could correspond to a particular POST,
 - HTML returned could be partly built on the server

World-Wide Web - Use Case C

- HTTP server for google search
- GET request path/query used to specify searches and search options
- For instance:

`https://www.google.com/search?q=mountain+lion`