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The architecture is client/server, stateless, layered, and supports caching - Client-server is the typical architecture where the server can be the web server hosting the application, and the client can be as simple as the web browser. Stateless means that the state of the application is not maintained in REST.

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Could anyone provide a link to the article / blog discussing architecture of the MMORPG or Virtual Reality Server or other system with rich 3D client. ... June 2017 Alex Zak. 2. votes. 4. answer. 3k.

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A client may become a server; a server may become a client The ideal client/server software is independent of hardware or OS platform A client/server system can be scaled with only a slight performance impact horizontally, i.e., by adding/removing client workstations vertically, i.e., by migrating to a larger and faster server machines

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Client-server is a relationship in which one program (the client) requests a service or resource from another program (the server).At the turn of the last century, the label client-server was used to distinguish distributed computing by personal computers from the monolithic, centralized computing model used by mainframes.. Today, computer transactions in which the server fulfills a request ...

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Client - Server Architecture [Salem 1992] The data processing is split into distinct parts. A part is either requester (client) or provider (server). The client sends during the data processing one or more requests to the servers to perform specified tasks. The server part provide services for the clients. request service

Client Server Architecture

Application Architecture Guide 2.0 Project Overview J.D. Meier Alex Homer Jason ... Client/Server Component-Based Architecture Data Centered Distributed Architecture Layered ... REST. App Types (Archetypes) 18 Not Exhaustive, Just Illustrative. Mobile 19. Rich Internet Application (RIA) 20. Rich Client 21. Service 22. Web Application 23. Layers ...

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Client/server architecture (eBook, 1996) [WorldCat.org]

The client-server computing model is emerging as the networking architecture of the 1990s. This book describes in detail the client-server model - its architecture, components, benefits, and functions - as well as existing products and industry trends and standards.

Client/server architecture - CORE

Client/Server Architecture The client/server architecture significantly decreased network traffic by providing a query response rather than total file transfer. It allows multi-user updating through a GUI front end to a shared database. Remote Procedure Calls (RPCs) or standard query language (SQL) statements are typically used to communicate between the client and server.

User Alex_Alex

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.. 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.

Client-Server Architecture

Client-server architecture is usually made up of the; application server, database server and PC. The two main architectures are the 2-tier and 3-tier architecture.

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satisfied due to more no of DB calls.

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Application Architecture Guide 2.0 Project Overview

Below you can see the message exchanged between the client and the server: Client. The client is written using raw CSS, HTML & JavaScript. Here the word client is an abuse, since it is intended as the game renderer/logic itself and the software used to communicate with the server in case of multiplayer game mode. The only library used for the ...

Client-server Architecture - Alex Berson - Google Books

The industry's standard client/server reference is back and better than ever-now revised and updated! With new coverage of middleware, Windows 95, and Windows NT-not to mention the hot areas of massively parallel processing, data warehousing, OLAP, and data mining-industry expert Alex Berson updates his authoritative guide to the distributed computing environment.

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