



# SNS COLLEGE OF ENGINEERING



Kurumbapalayam (Po), Coimbatore – 641 107

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AICTE, New Delhi & Affiliated to Anna University, Chennai

## DEPARTMENT OF COMPUTER SCIENCE AND TECHNOLOGY

**COURSE NAME: 19CT503-Internet Programming**

III YEAR /V SEMESTER

Unit 1- WEBSITE BASICS

Topic : **Web Essentials: Clients, Servers and Communication**



# Web Essentials

## **Client:**

The software that resides on the remote machine,

## **Server:**

The software that distributes the information and the machine where the information and software reside is called the server.

## **Web server:**

Software that delivers Web pages and other documents to browsers using the HTTP protocol.



**Web Page:** A web page is a document or resource of information that is suitable for the World Wide Web and can be accessed through a web browser.

**Website:** A collection of pages on the World Wide Web that are accessible from the same URL and typically residing on the same server.

**URL:** Uniform Resource Locator, the unique address which identifies a resource on the Internet for routing purposes.



# Client-server paradigm

The Client-Server paradigm is the most prevalent model for distributed computing protocols.

It is service-oriented, and employs a request-response protocol.

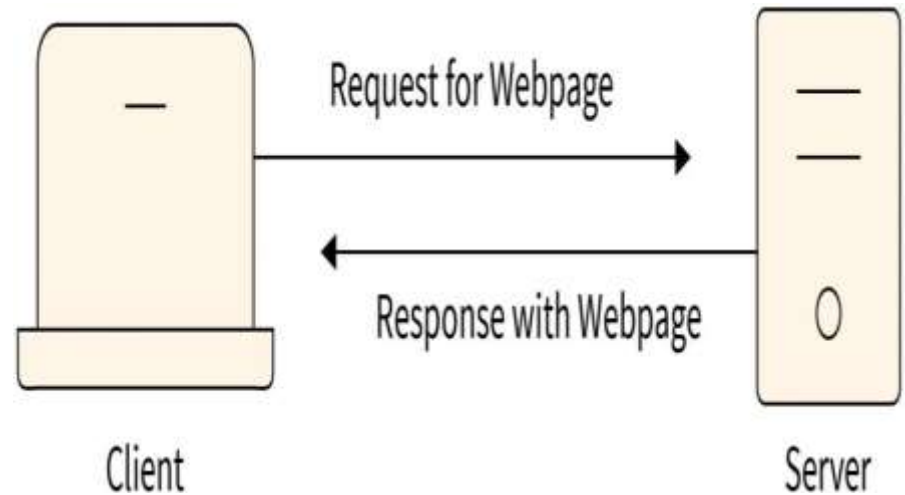


It is the basis of all distributed computing paradigms at a higher level of abstraction.



# Client-server paradigm

- A server process, running on a server host, provides access to a service.
- A client process, running on a client host, accesses the service via the server process.
- The interaction of the process proceeds according to a protocol.
- The primary idea of a client/server system is that you have a central repository of information.
  - —some kind of data, often in a database
  - —that you want to distribute on demand to some set of people or machines.





Thank you