

4.1.1/4.1.2 Identify server hardware and software components & explain the relationship between client and server

BY BEAU OSTER

2-8-18 2ND

The Presenter's Toolbox **Software and Hardware**



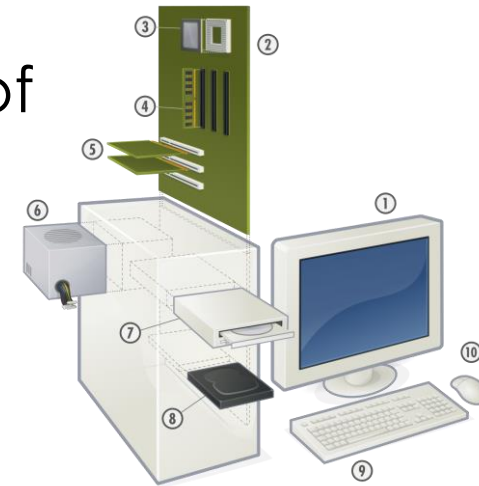


Resources

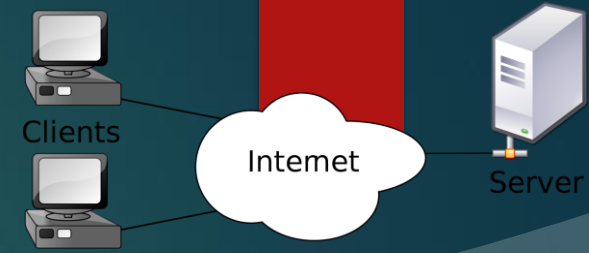
- ▶ <https://technet.microsoft.com/en-us/library/cc938668.aspx>
- ▶ <https://simplicable.com/new/software-components>
- ▶ https://www.webopedia.com/TERM/C/component_software.html
- ▶ https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/5/html/configuring_identity_management/service_interactions
- ▶ <https://www.quora.com/What-is-the-relationship-between-client-and-server>
- ▶ <http://smallbusiness.chron.com/description-relationship-between-server-network-36902.html>
- ▶ <https://www.slideshare.net/webhostingguys/web-server-hardware-and-software>

Hardware & Software Components

- ▶ **Components** are parts of a system or application. Components are a means of breaking the complexity of software and hardware into manageable parts. Each component hides the complexity of its implementation behind an interface. Components can be swapped in and out, hardware is like a machine parts, software are like groups of files. This reduces the complexity of software and hardware development, maintenance, operations and support and allows the same code to be reused in many places.



Client and Server Relationship



- ▶ In a client-server network, the server or servers act as the centralized hub of the network, providing information to the connected devices. Servers can be set up to store and retrieve Web content, data, files, email, or audio and video. A client-server network configuration is used to execute critical functions like data storage and user authentication.
- ▶ In very very simple terms, a “Server” provides a service while the “client” consumes/utilizes that service.



The
Client-Server
Model