C.2 Servers

Return to Hardware Architectures

About

The term **Server** is an overloaded term which can sometimes lead to confusion. All the uses of the term Server imply a Client/Server model wherein a Client makes a request to a Server that fulfills that request and provides a response back to the Client. The Client/Server model can be chained together so that a Server can become Client to other Servers.

A Server is either a computer program or device providing services to other computer programs or devices. The users of the service is referred to as a client. Some examples of software servers are mail servers, database servers, web servers, application servers, etc. The physical device (i.e., computer) that hosts the software servers is also referred to as a server. The physical server can be dedicated to host a single software service (i.e., mail server) or it can be used to host multiple services. Complicating the issue is that sometimes a single software service might span across multiple physical servers.

- C.2.1 Software Servers
- C.2.2 Hardware Servers

DIDO Specifics

Return to Top

To be added/expanded in future revisions of the DIDO RA

From:
https://omgwiki.org/dido/ - **DIDO Wiki**

Permanent link:
https://omgwiki.org/dido/doku.php?id=dido:public:ra:xapend:xapend.c_hwarch:server&rev=1627577706

Last update: **2021/07/29 12:55**