NETWORK ARCHITECTURE

STRATEGIES

Every network has a strategy, or way of coordinating the sharing of information and resources. Two of the most common network strategies are client/server and peer-to-peer

CLIENT/SERVER

Client/server networks that use as dedicated computer server to store data, manage/provide resources and control user access. The server acts as a central point on the network upon which the other computers connect to.

ADVANTAGE

- Ability to handle very large networks efficiently
- One client computer crashing does not effect the other computers
- Availability of powerful network management software to monitor and control network activities

DISADVANTAGE

- Servers can be expensive to installation and maintain
- Server failure will probably disrupt all computers on the network

PEER TO PEER

A peer-to-peer (P2P) network is created when two or more computers are connected and share resources without going through a separate server computer. It can act as both clients and servers.

ADVANTAGE

- Each computer can communicate and share its data and resources with all others
- No cost in buying a server
- Over-all set up cost is cheaper

DISADVANTAGE

- Lack of security controls and other common management functions.
- Slower performance

Reference
https://www.computerscience.gcse.guru/theory/client-server-networks
https://www.computerscience.gcse.guru/theory/peer-to-peer-networks