

Client

[Return to Glossary](#)

A **Client** is the receiving end of a service or the requestor of a service in a [Client-Server](#) model type of system. The client is most often located on another system or computer, which can be accessed via a network. This term was first used for devices that could not run their own programs, and were connected to remote computers that could via a network. These were called dumb terminals and they were served by time-sharing mainframe computers.

Source: <https://www.techopedia.com/definition/437/client>

From:

<https://www.omgwiki.org/dido/> - **DIDO Wiki**

Permanent link:

https://www.omgwiki.org/dido/doku.php?id=dido:public:ra:xapend:xapend.a_glossary:c:client

Last update: **2021/10/04 02:05**

