

Client

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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>

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Last update: **2021/06/14 21:30**

